



MASSACHUSETTS GAMING COMMISSION
PUBLIC MEETING#323

October 8, 2020
10:00 a.m.

VIA CONFERENCE CALL NUMBER: 1-646-741-5293
PARTICIPANT CODE: 111 337 0269



Massachusetts Gaming Commission



NOTICE OF MEETING and AGENDA
October 8, 2020 – 10:00 a.m.

PLEASE NOTE: Given the unprecedented circumstances resulting from the global Coronavirus pandemic, Governor Charles Baker issued an order to provide limited relief from certain provisions of the Open Meeting Law to protect the health and safety of individuals interested in attending public meetings. In keeping with the guidance provided, the Commission will conduct a public meeting utilizing remote collaboration technology. If there is any technical problem with our remote connection, an alternative conference line will be noticed immediately on our website: MassGaming.com.

Pursuant to the Massachusetts Open Meeting Law, G.L. c. 30A, §§ 18-25, notice is hereby given of a meeting of the Massachusetts Gaming Commission. The meeting will take place:

Thursday, October 8, 2020
10:00 a.m.

Massachusetts Gaming Commission
VIA CONFERENCE CALL NUMBER: 1-646-741-5293
PARTICIPANT CODE: 111 337 0269

All documents and presentations related to this agenda will be available for your review on the morning of October 8, 2020 by [clicking here](#).

PUBLIC MEETING - #323

1. Call to order
2. Approval of Minutes
 - a. July 16, 2020
3. Administrative Update – Karen Wells, Executive Director
 - a. MGC Staffing Update – Karen Wells, Executive Director
 - b. Casino Re-opening Status – Loretta Lillios, Interim Director of IEB; Bruce Band, Assistant Director, Gaming Agents Division Chief
4. Investigation and Enforcement Bureau/Legal Division – Loretta Lillios, Interim Director of IEB; Todd Grossman, General Counsel
 - a. Amendments to “Rules of the Games” – Bruce Band, Assistant Director, Gaming Agents Division Chief; Carrie Torrisi, Associate General Counsel **VOTE**



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- b. **205 CMR 146.13: Blackjack Table; Card Reader Device; Physical Characteristics; Inspections** - Clarifies that the Blackjack table layout should include an inscription identifying either 3-to-2 or 6-to-5 payout odds; and Small Business Impact Statement – Carrie Torrisi, Associate General Counsel
VOTE to begin the promulgation process.
 - c. Licensee Roulette Renewal Request – Loretta Lillios, Interim Dir. Of IEB; Bruce Band, Assistant Dir., Gaming Agents Div. Chief **VOTE**
5. Ombudsman Division – Joseph Delaney, Construction Project Oversight Manager
- a. Gaming Policy Advisory Committee - Subcommittee Appointments - Joseph Delaney; Mary Thurlow, Project Manager **VOTE**
6. Commissioner Updates
7. Other business – reserved for matters the Chair did not reasonably anticipate at the time of posting.

I certify that on this date, this Notice was posted as “Massachusetts Gaming Commission Meeting” at www.massgaming.com and emailed to: regs@sec.state.ma.us, melissa.andrade@state.ma.us.

October 6, 2020

Cathy Judd-Stein, Chair

Date Posted to Website: October 6, 2020 at 10:00 a.m.



Massachusetts Gaming Commission



Massachusetts Gaming Commission Meeting Minutes

Date/Time: July 16, 2020 – 10:00 a.m.

Place: Massachusetts Gaming Commission
VIA CONFERENCE CALL NUMBER: 1-646-741-5293
MEETING ID: 111 497 8159

Present: Chair Cathy Judd-Stein
Commissioner Gayle Cameron
Commissioner Enrique Zuniga
Commissioner Bruce Stebbins
Commissioner Eileen O'Brien

Given the unprecedented circumstances, Governor Charles Baker issued an order to provide limited relief from certain provisions of the Open Meeting Law to protect the health and safety of the public and individuals interested in attending public meetings during the global Coronavirus pandemic. In keeping with the guidance provided, the Commission conducted this public meeting utilizing remote collaboration technology.

Call to Order

10:03 a.m. Chair Cathy Judd-Stein called to order public meeting #313 of the Massachusetts Gaming Commission (Commission).

The Chair confirmed a quorum for the meeting with a Roll-Call Vote.

Commissioner Cameron: Aye.

Commissioner O'Brien: Aye.

Commissioner Zuniga: Aye.

Commissioner Stebbins: Aye.

Chair Judd-Stein: Aye.

Approval of Meeting Minutes

10:04 a.m. *Commissioner Stebbins moved to approve the minutes from the Commission meeting of June 16, 2020, subject to correction for typographical errors and other nonmaterial matters. Commissioner Cameron seconded the motion.*
Roll Call Vote:

Commissioner Cameron: Aye.
Commissioner O'Brien: Aye.
Commissioner Zuniga: Aye.
Commissioner Stebbins: Aye.
Chair Judd-Stein: Aye.
The motion passed unanimously.

Commissioner Stebbins also moved to approve the minutes from the Commission meeting of June 17, 2020, subject to correction for typographical errors and other nonmaterial matters. Commissioner Zuniga seconded the motion.

Roll Call Vote:

Commissioner Cameron: Aye.
Commissioner O'Brien: Aye.
Commissioner Zuniga: Aye.
Commissioner Stebbins: Aye.
Chair Judd-Stein: Aye.
The motion passed unanimously.

Administrative Update

[10:06 a.m.](#)

Report on Licensees Reopening and Racing Re-opening

Interim Executive Director Karen Wells updated the Commission on the status of the licensees and racing reopening efforts. She reported that Commission staff monitors the normal integrity of operations, compliance, and reopening requirements related to COVID-19.

[10:08 a.m.](#)

Assistant Director/Gaming Agents Chief Bruce Band and Field Manager of Gaming Operations/Deputy Gaming Agent Division Chief Burke Cain first reviewed the report on Plainridge Park Casino's (PPC) reopening status with the Commission. Mr. Band described operations as running very smoothly, and compliance is being exercised. Mr. Cain stated that PPC had clever signage advising guests on the rules for beverage consumption. He also noted that teamwork was exemplified throughout the property.

Commissioner Zuniga asked if Mr. Band had observed higher periods of visitation on weekends than weekdays at PPC. Mr. Band replied that it seems stable across the board and added that simulcasting is not in operation at this time.

[10:14 a.m.](#)

Racing Director Dr. Alexandra Lightbown updated the Commission on the opening of live racing on Monday, stating that all is going well. The facility has added further measures to separate people six feet apart. Dr. Lightbown also noted that Suffolk Downs' Chief Operating Officer Chip Tuttle stated that everything is in place for a smooth opening.

[10:16 a.m.](#)

Commissioner Cameron asked if there was any further discussion about a plan for the trainers regarding COVID-19 measures. Dr. Lightbown outlined the system

currently being successfully implemented by PPC, and she described that some adjustments to the stalls were needed and executed. Lastly, she reported that there has been a great degree of cooperation among everyone.

[10:18 a.m.](#) Commissioner Zuniga asked Dr. Lightbown to describe how operations are taking place concerning the COVID-19 measures, particularly social distancing. Dr. Lightbown described the current process for taking samples from horses. She also reported efforts to keep the equipment and areas clean and sanitized. Lastly, Dr. Lightbown confirmed that she is receiving all supplies needed.

[10:25 a.m.](#) Commissioner Cameron announced that Dr. Lightbown has been elevated to Chair of The Standardbred Committee of the Association of Racing Commissioners International. The Chair and Commissioners gave their compliments and congratulated her on this prominent position of leadership.

[10:25 a.m.](#) Concerning MGM Springfield (MGM), Mr. Band and Mr. Cain described the casino landscape for their reopening. They each reported on compliance and safety measures observed. They each described a successful opening with only minor corrections needed regarding mask compliance that were swiftly rectified by staff.

[10:29 a.m.](#) Mr. Cain confirmed for Commissioner O'Brien that well-appointed handwashing stations have been installed are in working order and are in use.

Mr. Band then confirmed for the Chair that all three properties are using counters to track occupancy levels.

[10:31 a.m.](#) Next, Mr. Band described the casino landscape for the reopening of Encore Boston Harbor (Encore). He reported on compliance and safety measures observed. Mr. Cain stated that Encore was extremely effective at maximizing the casino floor through surveillance and security measures. Mr. Band stated that employees are proactively helping to enforce compliance.

[10:33 a.m.](#) Per Commissioner Cameron's inquiry, Mr. Cain will inquire if any guests or employees have been found to have an elevated temperature so far. He also reported that guests are being compliant with having temperature checks.

[10:38 a.m.](#) **Massachusetts Gaming Commission's Status on Return to Workplace Compliance and Guidelines**

Ms. Wells outlined the internal Commission employee program for cross-training, providing proper resources, and working with employees to ensure safety while maintaining an open dialogue with employees. Human Resource Manager Trupti Banda stated that the Human Resource Division staff is available for employees.

[10:42 a.m.](#) **MGC Internal Controls Update**
Ms. Wells highlighted items of note for the Commission. She stated that the FY2021 Internal Control plan for the agency is completed. She described that this plan is in connection with the work of the Internal Audit and Compliance Group. The team utilized guidelines from the Comptroller's Office to formulate the project, which was distributed to all in the office.

[10:47 a.m.](#) Next, Ms. Wells stated that the bi-annually required security review, which includes a review of the Commission's system's user access, has been submitted to the Comptroller's Office in a timely fashion.

[10:48 a.m.](#) Commissioner Zuniga added an item for consideration at a future meeting. The role of the Risk Officer oversees much of the aforementioned efforts. He suggested that staff consider any conflicts of interest when assessing internal candidates. Staff will need to bring forth a recommendation to the Commission. This item will be placed on the agenda at next week's agenda-setting meeting.

Legal Division

[10:52 a.m.](#) **205 CMR 138.68: Expiration of Gaming-related Obligations Owed to Patrons; Payment to the Gaming Revenue Fund**
The Commission reviewed the amendment to this regulation that establishes that the one-year period a casino patron has to claim winnings shall not include any period that a casino is not in operation.

[10:54 a.m.](#) *Commissioner Zuniga moved that the Commission approve the Amended Small Business Impact Statement for 205 CMR 138.68: Expiration of Gaming-related Obligations Owed to Patrons; Payment to the Gaming Revenue Fund, as included in the Commissioners' Packet. Commissioner Stebbins seconded the motion.*

Roll Call Vote:

Commissioner Cameron: Aye.

Commissioner O'Brien: Aye.

Commissioner Zuniga: Aye.

Commissioner Stebbins: Aye.

Chair Judd-Stein: Aye.

The motion passed unanimously.

Commissioner Zuniga further moved that the Commission adopt the version of 205 CMR 138.68: Expiration of Gaming-related Obligations Owed to Patrons; Payment to the Gaming Revenue Fund, as included in the Commissioners' Packet, and authorize the staff to take all steps necessary to finalize the regulation promulgation process. Commissioner O'Brien seconded the motion.

Roll Call Vote:

Commissioner Cameron: Aye.

Commissioner O'Brien: Aye.

Commissioner Zuniga: Aye.

Commissioner Stebbins: Aye.
Chair Judd-Stein: Aye.
The motion passed unanimously.

10:56 a.m.

205 CMR 109.00: Authority of Commission to Act in Emergency Situation

The Commission then reviewed an amendment to this regulation that clarifies the Commission and the Investigations and Enforcement Bureau (IEB) authority to issue orders and establish procedures to be followed by the gaming licensees immediately in an emergency.

10:57 a.m.

Commissioner Stebbins moved that the Commission approve the Amended Small Business Impact Statement for 205 CMR 109.00: Authority of the Commission to Act in an Emergency Situation, as included in the Commissioners' Packet. Commissioner Cameron seconded the motion.

Roll Call Vote:

Commissioner Cameron: Aye.
Commissioner O'Brien: Aye.
Commissioner Zuniga: Aye.
Commissioner Stebbins: Aye.
Chair Judd-Stein: Aye.
The motion passed unanimously.

Commissioner Stebbins further moved that the Commission adopt the version of 205 CMR 109.00: Authority of the Commission to Act in an Emergency Situation as included in the Commissioners' Packet and authorize the staff all steps necessary to finalize the regulation promulgation process. Commissioner Cameron seconded the motion.

Roll Call Vote:

Commissioner Cameron: Aye.
Commissioner O'Brien: Aye.
Commissioner Zuniga: Aye.
Commissioner Stebbins: Aye.
Chair Judd-Stein: Aye.
The motion passed unanimously.

Commission Items

11:00 p.m.

Executive Director Search Update

Commissioner Zuniga updated the Commission on the process of engaging an executive search firm for assistance with hiring an executive director. He noted that the search began before the casino closures in March, where the effort was then suspended in April.

He then described the Commission's hiring policy for all positions, which he stated is based on best practices, particularly one that includes flexibility to give the hiring manager discretion not to advertise the job and consider an internal

candidate at any time in the process. As the Commission is the hiring manager for the executive director, Commissioner Zuniga proposed that the Commission consider hiring Ms. Wells permanently as executive director. He also suggested designing a survey for broad distribution to the staff regarding this, for the Commission's consideration.

11:13 a.m. The Chair suggested that Commissioner Zuniga use an internal employee survey for analysis, as well as a more traditional survey from those direct reports obtained by working with Ms. Wells for the last several months.

11:24 a.m. The Commissioners reached a consensus that they favor Commissioner Zuniga's proposal to consider Ms. Wells for the position of the executive director without posting. The Chair added that as it is no longer practical under the current revenue conditions to hire an outside firm.

11:28 a.m. **Formation of Working Group on Equity and Inclusion in the MGC Workplace**

The Chair announced the formation of an Equity and Inclusion Group in the workplace at the Commission. She stated that the group's goal is to review workplace practices to ensure that implicit bias does not result in any disproportionate impact on people in communities of color. She stated that this group's work will be ongoing and will involve all employees at the Commission.

Commissioners' Updates

11:33 a.m. Commissioner Cameron thanked the Commission for authorizing the Horse Race Committee (HRC) to change how the Racehorse Development Fund allocations (splits) are distributed. She explained that the splits were adjusted to allocate funds for purses, breeders, and Health and Welfare.

11:39 a.m. Ms. Wells thanked Licensing Manager Bill Curtis for all the excellent work he has done for the Commission. She stated that he would be leaving the agency. Mr. Curtis was one of the first employees at the Commission and has exemplified an excellent work ethic and strong working relationships throughout the Commission, with the casinos, vendors, and employees moving through the licensing process. Mr. Curtis thanked Ms. Wells for her kind words and thanked his team. The Commission and staff made remarks and wished him well.

12:00 p.m. *With no further business, Commissioner Stebbins moved to adjourn. Commissioner Zuniga seconded the motion.*

Roll Call Vote:

Commissioner Cameron: Aye.

Commissioner O'Brien: Aye.

Commissioner Zuniga: Aye.

Commissioner Stebbins: Aye.

Chair Judd-Stein: Aye.

The motion passed unanimously.

List of Documents and Other Items Used

1. Notice of Meeting and Agenda dated July 16, 2020
2. Draft Commission Meeting Minutes dated June 16, 2020
3. Draft Commission Meeting Minutes dated June 17, 2020
4. Amended Small Business Impact Statement for 205 CMR 109.01
5. Final Draft Regulation 205 CMR 109.01
6. Amended Small Business Impact Statement for 205 CMR 138.68
7. Final Draft Regulation 205 CMR 138.68

/s/ Bruce Stebbins
Secretary

DRAFT



IEB - INTERNAL MEMORANDUM

TO: Massachusetts Gaming Commission
FROM: Bruce Band - *Assistant Director of Investigations & Enforcement Bureau
Gaming Agents Division Chief*
Burke Cain - *IEB Field Manager of Casino Operations //
Gaming Agents Division Assistant Chief*
Sterl Carpenter – *Regulatory Compliance Manager*

DATE: September 9, 2020
RE: Changes to the Rules of the Game

Below are the proposed changes to all the Rules of the Game on the Massgaming.com website. These changes are being made for continuity throughout all the games' rules to reduce errors by dealers who deal multiple games. Other changes include the modernization of all the new technology used in gaming, as well as, social distancing protocols needed during times of a pandemic.

Table games have the ability to use one to eight decks of cards at one time. In doing so the table game that uses one-deck at a time will traditionally have two different decks on it. The decks will be exchanged every other hand and the backs of the cards will be of a completely different color. Although these games will have two decks on them only one deck will be in use at one time. It is for that reason that these games will be referred to as one-deck games in this memo.

Blackjack games have the option, by regulation, to use two to eight decks at one time in operation of the game. In an attempt to expedite the game most licensees will use shuffle machines (like the one-deck games) to shuffle the cards for the dealer. There will be two batches of cards with different colored backs that will be alternated in and out of the game. Licensees will usually have six (twelve total) or eight (sixteen total) decks on their blackjack games.

In the section below the games will be split into groups that are affected by a particular change.

Group A games as stated above are one-deck games. These games include (*Asia Poker, Boston 5 Stud Poker, Caribbean Stud Poker, Chase the Flush, Colorado Hold 'Em Poker, Crazy 4 Poker, Criss Cross Poker, DJ Wild Stud Poker, Double Cross Poker, Double Down Stud, Flop Poker, Four Card Poker, Heads Up Hold 'Em, High Card Flush, Let it Ride Poker, Mississippi Stud, Pai Gow Poker, Supreme Pai Gow, Texas Hold 'Em Bonus Poker, Three Card Poker, Two Card Joker Poker, Ultimate Texas Hold Em, and Winner's Pot Poker*).



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Group B games involve the use of multiple decks at one time. These games include (*Baccarat, Baccarat – Chemin De Fer, Baccarat – Midibaccarat, Baccarat – Minibaccarat, Blackjack, Blackjack Switch, Casino War, Double Attack Blackjack, Fast Action Hold ‘Em, Free Bet Blackjack, Red Dog, Spanish 21, and Zappit Blackjack*).

General changes made to the Rules of the Game:

Manual shuffle: Removed

Game Type: Group A

The option to shuffle manually on any one-deck game has been removed from all but poker. This change is to remove any game-protection concern in regards to manually shuffling a deck. If a licensee wishes to perform a manual shuffle on a one-deck game they will have to submit their specific procedures and protections to the IEB for approval.

Cut card option: Addition

Game Type: Group B

All the games that allow a cut card to be placed by a player has had additional language added due to COVID-19 concerns. The licensee now has the option to remove the player’s handling of the cut card.

*‘After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer calling the game shall **perform one of the following options.** **The dealer will offer the stack of cards, with backs facing away from them to the players to be cut, or at the casino’s discretion, the dealer will cut the stack of cards for the table.**’*
This or other similar language will be used.

Cut card option: Uniformity

Game Type: Group B

All the games that offer the patron the ability to cut the deck(s) has been changed to offer the cut counterclockwise if it was not offered that way. All games will offer the cut this way so their process is the same for every game.

*‘...and **working counterclockwise** around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.’*

Option to use pre-shuffle/pre-inspected cards on a one-deck game: Removed Game Type: Group A



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At no time would a licensee use pre-shuffled/pre-inspected cards on a one-deck game. Any and all references to this have been removed in these types of games.

Added language to rules due to advances in shuffler technology: Addition Game Type: Group A

The follow language was added to all games with one-deck shufflers that require a different amount of cards dealt to each position depending on game type. *The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.*

Updated the showing of the cards: Update/removal Game Type: Group A and B

The rules regarding how **cards must be displayed face up on a game awaiting play** stated that the cards needed to be displayed to the patron prior to the shuffle. This process has been updated due to technology and game's protection. It is for these reasons that the requirement of showing the faces of the decks has been revised. Cards on a table may be displayed face up or face down. It is now an option not a requirement.

Clarification of terminology: Addition Game Type: Group A

In all one-deck games the phrase 'dealing shoe' was edited to read '**dealing shoe/machine.**' This was done to reflect that which is usually used on one-deck table games. These particular games have shuffle **machines** (not shoes) which can be changed to deal a multitude of games.

Irregularities section in all one-deck games: Removal Game Type: Group A

The following section was removed from all one-deck games due to the removal of the manual shuffle. *'Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.'*

(Grammatical changes: Minor changes were made to any errors found in grammar.)



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Specific changes made to the Rules of the Game:

BJ Switch: Removal/Clarification/addition

Section 4: Removal

The following section was removed due to being obsolete.

(2) When the "Bart Carter shuffle" is utilized, a reshuffle shall take place after the cards in the discard rack exceed approximately one deck in number.

Section 8: Language correction to the following

(c)...discloses their hole card and before the dealer draws any additional cards.

(d) After the dealer has blackjack, **all losing wagers shall be collected**, (*language correction*) and all winning insurance bets shall be paid at odds of 2 to 1.

Section 15: Addition

(a) **In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularity's sections of the specific game the card will move forward to the next player, used as the dealer's next card or burned. The licensee shall allow one or more players out of the hand when the dealer is found to make this error.**

(n) **If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.**

Blackjack: Removal

The term '6 to 5 variation' is defined as – a one or two deck hand dealt game of blackjack. Introduced to the casino floor to mimic what most casual gamblers thought the game of blackjack should look like.

All references to this version named '6 to 5 variation' have been removed from the rules in its entirety. This will remove the confusion between the game of blackjack using the option to pay blackjack at odds of 6 to 5.

Section 1: Addition

Pat hand - A hand which is of sufficient value to play as it is dealt, without needing to draw from the pack.



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Section 6: Addition

- (c) After each full set of cards is placed in the shoe, the dealer shall remove the first card there from face downwards and place it in the discard rack. Each new dealer who comes to the table shall also burn one card as described herein before the new dealer deals any cards to the players. **Each gaming licensee may, at its discretion, offer its patrons the option to not burn this card when a new dealer comes to the game.** The burn card shall be disclosed if requested by the player.

Section 6: Removal

Removal of the double shoe reference. This is obsolete and the IEB division wishes to remove any reference for clarity purposes.

Section 7: Clarification

Now reads

7. Payment of blackjack; even-money payout option for certain insurance wagers

- (a) If the first face up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8, or 9 and a player has blackjack, the dealer shall announce and pay the blackjack at odds of 3 to 2 or 6 to 5 and, unless the player has also made a blackjack bonus wager pursuant to Section 20, shall remove the player's cards before any player receives a third card.
- (b) If the first face up card dealt to the dealer is an Ace, King, Queen, Jack or Ten and a player has a blackjack, the dealer shall announce the blackjack but shall make no payment nor remove any cards until all other cards are dealt to the players and the dealer receives his second card. If, in such circumstances, the dealer's second card does not give them blackjack, the player having blackjack shall be paid at odds of 3 to 2 or 6 to 5. If, however, the dealer's second card gives them blackjack, the wager of the player having blackjack shall be void and constitute a standoff.
- (c) If the first face up card dealt to the dealer is an Ace and a player has blackjack, a gaming licensee may, notwithstanding (b) above and before any additional cards are dealt, offer the player the option to be paid at odds of 1 to 1 on the blackjack wager instead of making an insurance wager pursuant to Section 9. If the gaming licensee chooses to offer the even-money payout option authorized by this subsection, notice shall be provided by the gaming licensee in accordance with 205 CMR 147.03.
- (d) If the licensee chooses the option to pay a blackjack at odd of 6 to 5 then Section 7(c) above is void.



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Section 15: Addition

(q) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

Section 19: Clarifying Statement

The definition of a progressive on a blackjack game is as follows:

An additional wager (side bet traditionally \$1 or \$5) to the main wager in which a percentage of the amount wagered goes into a pool of money. This pool increments upwards until the stated combination is achieved by the player. There are many different progressive available for the licensee to offer.

Please note there is a ‘progressive blackjack wager’ that has been reference previously in the rules of the game of blackjack. This wager which is italicized previously is a specific progressive with the name ‘progressive blackjack wager’ and is not referencing all other progressive blackjack wagers that are listed in this section.

Inclusion of all progressives in the progressive section: Relocation

The following section was removed from section 31 and placed in the progressive section (19) to have all blackjack progressive wagers in one location.

- (o) Blazing 7’s Progressive is an optional progressive side bet for blackjack.
- (p) Players must make a standard blackjack bet in order to make a Blazing 7’s progressive bet.
- (q) The Blazing 7’s Progressive considers both the player’s initial two cards and the dealer’s up card. If the player does not have at least one 7 in the player’s initial two cards, the progressive bet will lose.
- (r) Sample paytables:

Hand	Payouts	Hand	Payouts
3 suited 7’s	100%	3 7’s – Diamonds	100%
3 same color 7’s	10%	3 7’s – Other	10%
Three 7’s	200 for 1	3 7’s – Same Color	500 for 1
First two Cards – 7’s	25 for 1	3 7’s	200 for 1
First two cards – one 7	2 for 1	First two cards – 7’s	25 for 1



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		First two cards – one 7	2 for 1
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*The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the gaming establishment's mathematical advantage.

- (s) To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
- (t) Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensor will then light up, indicating a progressive wager. The dealer will remove all progressive bets on the table.
- (u) The dealer will then follow standard dealing procedures for blackjack.
- (v) The player's Blazing 7's wager will win if the player has any 7's in their initial two cards (see payable).
- (w) If the player has two 7's in the first two cards and the dealer's up card is a 7, the player will qualify for one of the three 7's payouts.
 - a. Note – the "Two 7's" payout is based only upon the player's first two cards.
- (x) After the dealer has completed the initial deal and revealed their up card, they may resolve the progressive wager immediately.
- (y) Once all bets have been reconciled the dealer will hit "END GAME."
- (z) Paying a progressive winner:
 - a. The percentage pays (%) are paid from the progressive jackpot shown on the progressive meter.
 - b. When a player has a winning percentage pays (%), the dealer shall press the appropriate hand button on the keypad.
 - c. The dealer will contact a supervisor.
 - d. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a supervisor or executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize.
 - e. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.

Free Bet Blackjack: Addition



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Section 11:

- (b) In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularity's sections of the specific game the card will move forward to the next player, used as the dealer's next card or burned. The licensee **shall allow one or more players out of the hand** when the dealer is found to make this error.
- (n) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

Red Dog: Addition

Section 6:

- (d) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

Spanish 21: Addition

Section 1:

Pat hand - A hand which is of sufficient value to play as it is dealt, without needing to draw from the pack

Casino War: Addition

Section 10:

- (c) In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularity's sections of the specific game the card will move forward to the next player, used as the dealer's next card or burned. The licensee **shall allow one or more players out of the hand** when the dealer is found to make this error.
- (f) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.



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ASIA POKER
Rules of the Game

1. Definitions

The following words and terms, when used in the Rules of the Game of Asia Poker, shall have the following meanings unless the context clearly indicates otherwise:

Copy hand-- means either a high hand, medium hand or low hand of a player that is identical in rank to the corresponding high hand, medium hand or low hand of the dealer.

High hand-- means the four-card hand formed by the player or dealer from the seven cards that he or she is dealt, so that the four-card hand is higher in rank than the medium hand and low hand.

Low hand-- means the one-card hand formed by the player or dealer from the seven cards that he or she is dealt, so that the one-card hand is lower in rank than the high hand and the medium hand.

Medium hand-- means the two-card hand formed by the player or dealer from the seven cards that he or she is dealt so that the two-card hand is lower in rank than the high hand and higher in rank than the low hand.

Rank or ranking-- means the relative position of a card or group of cards as set forth in Section 3.

Set or setting the hands-- means the process of forming a high hand, medium hand and low hand from the seven cards that are dealt to a player or the dealer.

Suit-- means one of the four categories of cards: club, diamond, heart or spade.

2. Cards; number of decks

(a)

Except as provided in (b) below, asiaAsia poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48, including one joker, and one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. Nothing in this section or 205 CMR 146.49 shall prohibit a gaming licensee from using decks that are manufactured with two jokers provided that only (a) one joker is used for gaming at asiaAsia poker.

(b)

If an automated card shuffling device is used for asiaAsia poker, a gaming licensee shall be (b) permitted to use a second deck of cards to play the game, provided that:

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(d) Notwithstanding the provisions of (b) above, a gaming licensee may, in its discretion, determine that a straight flush formed with an ace, two, three, and four of the same suit shall be the lowest ranking straight flush and that a straight formed with an ace, two, three, and four, regardless of suit, shall be the lowest ranking straight. If a gaming licensee chooses to (d) exercise this option, it shall so indicate in its Rules of the Games Submission.

(e) When comparing two high hands, two medium hands or two low hands that are of identical poker hand rank pursuant to the provisions of this section, or that contain none of the poker hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the hands shall be (e) considered a copy hand.

4. Asia poker shaker and dice; computerized random number generator; button

(a) The starting position for the dealing or delivery of cards in asiaAsia poker shall be determined by (a) using one of the following methods:

(i) Three dice and an asiaAsia poker shaker, which shall meet the requirements of 205 CMR 146.45 and 146.39(4), respectively, and be used in accordance with 205 CMR 146.46 and (1) Section 449(a).

(ii) The three dice shall be maintained at all times within the asiaAsia poker shaker.

(ii) The asiaAsia poker shaker and the dice contained therein shall be the responsibility of the (ii) dealer and shall never be left unattended while at the table.

(iii) No dice that have been placed in an asiaAsia poker shaker for use in gaming shall remain (iii) on a table for more than 24 hours;

(c) A computerized random number generator that, in accordance with 205 CMR 146.39(5) and Section 449(c), shall automatically select and display a number from 1 through 7 (2) inclusive; or

(d) If an automated card shuffling device and dealing shoe is used pursuant to Sections 409 and 449(d), a button that is moved by the dealer clockwise around the table as each round (3) of play is completed.

5. Opening of the table for gaming

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (a) (d) below ~~or the requirements of 205 CMR 146.50.~~

(b) If the deck of cards used by the gaming licensee contains two jokers, the dealer and a casino supervisor shall ensure that only one joker is utilized ~~and that the other joker is torn in half and discarded.~~ Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to (b) suit and in sequence and shall include one joker.

(e)

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After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance (c) with Section 6.

(d)

If a gaming licensee uses an automated card shuffling device to play the game of asiaAsia poker and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above immediately (d) prior to the commencement of play.

6. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards ~~either manually or~~ by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit an automated card shuffling device which, upon completion of the (a) shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

~~The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.~~

(b)

After the cards have been shuffled and stacked, the dealer shall:

~~(1) If the cards were shuffled using use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 8-10; or~~

~~(2) If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50,~~

~~(b) cut the cards in accordance with the procedures set forth in (c) below Section 8.~~

~~(c) If a cut of the cards is required, the dealer shall:~~

~~(1) Cut the deck, using one hand, by:~~

~~(i) Placing the cover card on the table in front of the deck of cards;~~

~~(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;~~

~~(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)(1)(ii) above; and~~

~~(iv) Removing the cover card and placing it in the discard rack; and~~

~~(2) Deal the cards in accordance with the procedures set forth in Sections 8-10.~~

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

(e)

Whenever there is no gaming activity at an asiaAsia poker table that is open for gaming, the cards

(c) shall be spread out on the table either face up or face down. ~~If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in Section 5(c)~~

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~~shall be completed.~~

7. Wagers

~~(a)~~

All wagers at ~~asia~~Asia poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the ~~asia~~Asia poker layout. A verbal wager

~~(a)~~ accompanied by cash shall not be accepted at the game of ~~asia~~Asia poker.

~~(b)~~

Only players who are seated at the ~~asia~~Asia poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the ~~(b)~~ completion of the round of play.

~~(c)~~

All wagers at ~~asia~~Asia poker shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures set forth in ~~Sections~~Section 8-10-. No wager at ~~asia~~Asia poker

~~(c)~~ shall be made, increased or withdrawn after the dealer has announced “no more bets.”

8. Procedures for dealing the cards from a manual an automated dealing shoe/machine

~~(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51. Once the procedures required by Section 6 have been completed, the cards shall be placed in the manual dealing shoe and the dealer shall announce “no more bets.”~~

~~(b) The dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for dealing the cards.~~

~~(c) After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position as determined in (b) above and, moving clockwise around the table, deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the dealer, has seven cards.~~

~~(d) After seven cards have been dealt to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left.~~

~~(1) If four cards remain, the four cards shall not be exposed to anyone and shall be placed in the discard rack. The dealer shall then collect any cards dealt to a position where there is no wager and place them in the discard rack without exposing the cards.~~

~~(2) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a player or the dealer has more or less than seven cards, all hands shall be void pursuant to Section 14. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.~~

~~9. Procedures for dealing the cards from the hand~~

~~(a)~~

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Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play asia poker from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

(1) Once the procedures required by Section 6 have been completed, the dealer shall place the deck of cards in either hand.

(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

(2) The dealer shall then announce "no more bets" prior to dealing seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall deal the first seven cards moving from left to right and the second seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of seven cards.

(d) After seven stacks of seven cards have been dealt, the dealer shall determine whether exactly four cards are left by spreading them face down on the layout.

(1) If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.

(2) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

(e) Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for delivering the stacks of cards.

(f) After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position as determined in (e) above and, moving clockwise around the table, deliver the remaining stacks in order to all positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the left of the dealer shall be considered the first stack, and the stack farthest to the right of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.

(g) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

10. Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play asiaAsia poker dealt from an automated dealing shoe/machine that dispenses cards in stacks of seven cards, provided that the shoe;

(a) /machine, its location and the procedures for its use are approved by the Commission.

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(b) If a gaming licensee chooses to have the cards dealt from an ~~automated dealing shoe~~, the following requirements shall be observed:

~~(1) Once the procedures required by Section 6 have been completed, the cards shall be placed in the automated dealing shoe/machine.~~ (b) Once the procedures required by Section 6 have been completed, the cards shall be placed in the automated dealing shoe/machine.

(1) ~~Once the procedures required by Section 6 have been completed, the cards shall be placed in the automated dealing shoe/machine.~~

(2) The dealer shall then announce "no more bets" prior to the shoe/machine dispensing any stacks of cards.

(e) The dealer shall then, using one of the procedures authorized by Section 119, determine the (c) starting position for delivering the stacks of cards.

(d) Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer

(d) shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

~~clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.~~

(e) After the seven stacks of seven cards have been dispensed and delivered to each position, including the dealer, the dealer shall remove the remaining cards from the shoe/machine and determine whether exactly four cards are left by spreading them face down on the layout. ~~including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left by spreading them face down on the layout.~~

(1) If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack. The dealer shall then collect any stacks dealt to a position

(2) where there is no wager and place them in the discard rack without exposing the cards. (2) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed

(2) from the table pursuant to 205 CMR 146.49.

11. 9. Procedure for determining the starting position for dealing cards or delivering stacks of cards of cards

(a) In order to determine the starting position for the dealing of cards or the delivery of stacks of (a) cards for the game of ~~asia~~Asia poker, a gaming licensee may, in its discretion, use the procedure authorized in (b), (c) or (d) below.

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authorized in (b), (c) or (d) below:

(b)

The dealer shall shake the asiaAsia poker shaker and dice described in Section 4 at least three (b) times so as to cause a random mixture of the dice.

(1) The dealer shall then remove the lid covering the asiaAsia poker shaker, total the dice and (1) announce the total.

(2) To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of

(2) whether there is a wager at the position, until the count matches the total of the three dice.

(3) (3) Examples are as follows:

(i) (i) If the dice total 8, the dealer would receive the first card or stack of cards; or

(ii) (ii) If the dice total 14, the sixth betting position would receive the first card or stack of cards.

cards:

(4) After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in ~~Sections~~Section 8-10, the dealer shall place the cover on the asiaAsia poker

(4) shaker and shake the shaker once. The asiaAsia poker shaker shall then be placed to the right of the dealer.

(e)

The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random (c) number generator.

~~(d) If an automated card shuffling device and dealing shoe is used pursuant to Section 10, the dealer may use a flat disc button approved by the Commission to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.~~

(e)

After the starting position for a round of play has been determined, a gaming licensee may, in (d) its discretion, mark that position by the use of an additional cut card or similar object.

12.

10. Procedures for completion of each round of play; setting of hands; payment and collection of wagers

(a)

After the dealing of the cards has been completed, each player shall set ~~his or her~~their hands by arranging the cards into a high hand, medium hand and low hand. When setting the three hands, the high hand shall be higher in rank than the medium hand, and the medium hand shall higher in rank than the low hand. For example, if the medium hand contains a pair of

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(a) sevens, the high hand must contain at least a pair of sevens and the two remaining cards.

(b)

Each player at the table shall be responsible for setting ~~his or her~~their own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of ~~his or her~~their hands, the dealer may inform the requesting player of the manner in which the gaming licensee requires the hands of the dealer to be set in its Rules of the Games ~~Submission~~submission. Each player shall be required to keep the

seven cards in full view of the dealer at all times. Once each player has set a high, medium and low hand and placed the three hands face down on the appropriate area of the layout, the

(b) player shall not touch the cards again.

(c)

After all players have set their hands and placed the cards on the table, the seven cards of the dealer shall be turned over and the dealer shall set ~~his or her~~their hands by arranging the cards (c) into a high, medium and low hand. The dealer shall then place the three hands face up on the appropriate area of the layout.

~~appropriate area of the layout.~~

(d)

(d) Each gaming licensee shall submit to the Commission in its Rules of the Games ~~Submission~~submission the manner in which it will require the hands of the dealer to be set. the manner in which it will require the hands of the dealer to be set.

(e)

A player may announce that ~~he or she wishes~~they wish to surrender ~~his or her~~their wager prior to the dealer

exposing any of the three hands of that player pursuant to (f) below. Once the player has (e) announced ~~his or her~~their intention to surrender, the dealer shall:

(1) ~~(1)~~ Immediately collect the wager from that player; and

(2) ~~(2)~~ Collect the seven cards dealt to that player without exposing the cards to anyone at the (2) table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

~~down on the layout prior to placing them in the discard rack.~~

(f)

Once the dealer has set a high hand, medium hand and low hand pursuant to (d) above, the dealer shall expose all three hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high, medium and low hand of each player to the high, medium and low hand of the dealer and shall announce if the (f) Asia poker wager of that player shall win or lose.

(g)

All losing ~~asia~~Asia poker wagers shall be immediately collected by the dealer and put in the table inventory container. All losing ~~asia~~Asia poker hands shall also be collected. An ~~asia~~Asia poker wager

(g) made by a player shall lose if:

(1) ~~(1)~~ Any two of the player's three hands are identical (copy hand) or lower in rank than the (1) dealer's corresponding hands;

(2) ~~(2)~~ Any one of the player's three hands is identical in rank to the corresponding hand of the dealer and one of the player's remaining hands is lower in rank than the dealer's

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- (2) corresponding hand;
- ~~(3)~~ The high hand of the player was not set so as to rank higher than ~~his or her~~ their medium hand, or the medium hand of the player was not set so as to rank higher than ~~his or her~~ their low hand; or
- ~~(4)~~ The three hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a one-card medium hand and a five-card high hand).

(+)

All hands that result in a winning asiaAsia poker wager shall be immediately paid by the dealer from the table inventory container. After being paid, winning asiaAsia poker hands shall also be collected. The dealer shall pay all winning wagers and collect all losing wagers, in order, beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. An asiaAsia poker wager made by a player shall win if any two of the player's three hands are higher in rank than the dealer's corresponding hands.

(+)

(i) A winning asiaAsia poker wager shall be paid off by a gaming licensee at odds of 1 to 1.

(+)

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

~~13.~~

11. A player wagering on more than one betting area

(+)

A gaming licensee may, in its discretion, permit a player to wager on no more than two betting areas at an asiaAsia poker table, which areas must be adjacent to each other.

(+)

If a gaming licensee permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

~~14.~~

12. Irregularities; invalid roll of the dice

(+)

If the dealer uncovers the asiaAsia poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a "no roll" and reshake the dice.

(+)

If the dealer uncovers the asiaAsia poker shaker and a die or dice fall out of the shaker, the dealer shall call a "no roll" and reshake the dice.

(+)

(c) If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.

(+)

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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 (d) to play out the hand or to void the hand.

(e)

If a card or cards in the hand of the dealer is exposed, all hands shall be void and the cards (e) shall be reshuffled.

(f)

A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be (f) void and the cards shall be reshuffled.

(g)

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

(h)

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and (h) the cards reshuffled.

(i)

If the dealer does not set his or her their hands in the manner submitted to the Commission pursuant to Section 4211, the hands must be reset in accordance with this submission and the (i) round of play completed.

(j)

If a card is exposed while the dealer is dealing the seven stacks in accordance with Section 9; (j) 8, the cards shall be reshuffled.

~~(k) If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with Section 9(e), the cards shall be reshuffled.~~

(l)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (k) accordance with procedures approved by the Commission.

(m)

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

~~procedures approved by the Commission.~~

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

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BACCARAT – CHEMIN DE FER

Rules

1. Cards: number of decks; value; point count of hand

~~(a)~~
Baccarat-Chemin de Fer shall be played with at least six decks of cards having backs of the same color and design and two additional cut cards. The cut cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, ~~(a)~~ as approved by the Commission.

- ~~(b)~~
~~(b)~~ The value of the cards in each deck shall be as follows:
~~(1)~~ ~~(1)~~ Any card from 2 to 9 shall have its face value;
~~(2)~~ ~~(2)~~ Any Ten, Jack, Queen or King shall have a value of zero;
~~(3)~~ ~~(3)~~ Any Ace shall have a value of one.

~~(c)~~
The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the ~~(c)~~ right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

- ~~(1)~~ ~~(1)~~ A hand composed of an ace, a 2 and a 4 has a Point Count of 7;
~~(2)~~ A hand composed of an ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since ~~(2)~~ the digit 1 in the number 12 is discarded.

2. Opening of table for gaming

~~(a)~~
After receiving the six or more decks of cards at the table in accordance with the gaming equipment regulations, the dealer calling the game shall, as applicable, comply with the requirements of either the gaming equipment regulations and (b) through (c) below or the ~~(a)~~ requirements of the gaming equipment regulations.

~~(b)~~
Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall be laid out in ~~(b)~~ sequence within the suit.

~~(c)~~
After the first participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy ~~(c)~~ shuffle" of the cards and stacked.

3. Shuffle and cut of the cards

~~(a)~~
Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations, and after each shoe of cards is completed, the gaming ~~(a)~~ licensee shall require its dealers to perform, at its option, either of the following procedures.

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(+) One or more of the dealers shall shuffle the cards so that they are randomly intermixed. After the cards have been shuffled, a dealer shall lace approximately one deck of cards so

(1) that they are evenly dispersed into the remaining stack.

(+) After lacing the cards, the gaming licensee may, as an additional option, require the (i) dealer calling the game to shuffle some or all of the cards again.

(+) A gaming licensee shall not initiate or terminate the use of this reshuffling option unless the gaming licensee provides its surveillance department and the Commission (ii) with at least 30 minutes prior written notice.

(+) One or more of the dealers shall "wash" and stack the cards, after which each of the three (2) dealers shall shuffle the stack of cards independently.

(b)

Any shuffling or lacing option chosen for use by a gaming licensee pursuant to (a) above (b) shall be implemented at all tables within a pit.

(e)

After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer calling the game shall perform one of the following options. The dealer will offer the stack of cards, with backs facing away from the dealer, him to the participants players to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table. The dealer shall begin with the participant seated in the highest number position at the table or, in the case of reshuffle the last curator and working clockwise counterclockwise around the table, shall offer the stack to each participant until a participant accepts

(c) the cut. If no participant accepts the cut, the dealer shall cut the cards.

(d)

(d) The cards shall be cut by placing the cut card in the stack at least a deck in from either end.

(e)

Once the cut card has been inserted into the stack, the dealer shall take all cards in front of the cut card and place them to the back of the stack. The dealer shall then insert one cut card in a position at least 14 cards in from the back of the stack and the second cut card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket after all cards have been shown to the players. Face (e) cards and tens count as ten. Aces count as one.

(f)

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (f) by the next person entitled to cut the cards, as determined by (c) above.

(g)

When the licensee is using a manual shuffle the following steps will be incorporated into (g) their shuffle procedure.

(+) The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

(2) (2) The "riffle" is when the cards are divided into two piles and interlaced.

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- (3) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffing the stacks together.
- (4) The "strip" also known as running cuts. The strip should not occur before at least two (4) riffles have taken place.
- (5) The "cut" is the final step before the cards are put back into the shoe. This insures that the (5) top card cannot be identified if it was accidentally exposed during the other steps.

4. Dealing shoe; selection of ~~banker~~Banker.

(a) All cards used to game at Baccarat-Chemin de Fer shall be dealt from a dealing shoe (a) specifically designed for such purpose.

(b) After the cards have been shuffled and placed in the shoe, the dealer calling the game shall (b) offer the shoe to the participants to be dealt. The participant offering to wager the highest amount on the first hand shall become the "Banker" and shall be responsible for dealing the cards from the shoe in accordance with these regulations and the instructions of the dealer calling the game. If two or more participants offer to wager an equal amount on the first hand, the participant making such wager that is closest to the dealer moving (b) counterclockwise around the table shall become the "Banker."

5. Wagers placed by banker

(a) Immediately prior to dealing the cards, the Banker shall place a wager in support of the (a) "Banker's Hand" which shall conform to the requirements of (b) below. The wager placed by the Banker shall:

- (1) (1) Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";
- (2) (2) Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand";
- (3) (3) Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.

(b) The wager placed by the Banker immediately after accepting the shoe shall not be less than (b) the amount such participant offered in bidding to become the Banker. The amount of all subsequent wagers placed by the Banker as such shall be at least equal to, but no more than twice, the amount of his immediately preceding wager. An example of this rule is as follows: if Participant A becomes the Banker for a high bid of \$1,000, he must place a wager of at least \$1,000 on the first hand dealt. If he continues as the Banker, his wager on the second hand must be at least \$1,000 but not more than \$2,000. Assuming he wagers \$2,000 on the second hand, his wager on the third hand (if he continues as the Banker) must be at least (b) \$2,000 but not more than \$4,000.

(c) Any wager placed by the Banker in cash shall be exchanged immediately by the dealer for (c) gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

6. Wagers made against ~~banker~~Banker.

(a)

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After the Banker has placed a wager in support of the "Banker's Hand", the remaining participants at the table shall be given the opportunity of wagering against all or a part of the wager made by the Banker provided, however, that such wagers shall not exceed, either (a) individually or in the aggregate, the amount wagered by the Banker.

(b)

Any participant who equaled and lost the immediately preceding wager of the Banker shall have the first option of making a wager against the Banker in an amount equal to the amount being wagered by the Banker. Said participant shall exercise this option by announcing "Banco Suivi" or "Suivi" and by placing the requisite wager on the appropriate area of the layout. A "standoff" shall not be counted for the purpose of determining the immediately (b) preceding wager under this subsection.

(c)

If no qualified participant announces "Banco Suivi" or "Suivi", the next preference shall be given to any participant placing a wager against the Banker equal in amount to that wagered by the Banker. This option shall be exercised by a participant announcing "Banco Seul" or "Banco" and by placing the requisite wager on the appropriate area of the layout. Whenever more than one participant announces "Banco Seul" or "Banco", preference shall be given to the participant making such announcement who is seated nearest to the Banker in a (c) counterclockwise direction around the table.

(d)

If the options granted by (b) and (c) above are not exercised, each participant, beginning with one seated to the immediate right of the Banker and moving counterclockwise around the table, shall have the right to make a wager against a part of the wager made by the Banker. Such wagers shall be accepted until the amount of the partial wagers, taken in the aggregate, equals the amount of the wager made by the Banker or until, the dealer announces "No More (d) Bets."

(e)

No wager at Baccarat-Chemin de Fer shall be made, increased or withdrawn after the dealer has announced "No More Bets" except that the Banker shall withdraw any part of his initial (e) wager that was not covered by the wagers of the other participants.

(f)

Any wager placed by the participants in cash shall be exchanged immediately by the dealer for gaming chips or plaques in accordance with the regulations governing the acceptance and (f) conversion of such instruments.

(g)

(g) The wager(s) placed by the participants shall:

(1)

(1) Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand";

(2) Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand";

(3) Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.

7. Hands of ~~player~~Player, and ~~banker~~Banker; persons controlling each hand; procedure for dealing

initial two cards to each hand

(a)

There shall be two hands dealt in the game of Baccarat-Chemin de Fer, one of which shall be

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(a) ~~denominated~~ the "Player's Hand" and the other ~~denominated~~ the "Banker's Hand.

(b)

The participant selected as the Banker shall have exclusive control of the "Banker's Hand"

(b) and shall make all decisions permitted by these regulations with respect to such hand.

(c)

Exclusive control of the "Player's Hand" and the right to make all decisions permitted by these regulations with respect to such hand shall reside in the participant who made a wager in accordance with Section 7(b) or 7(c). If no such wager has been made, this right shall reside in the participant making the highest wager against the ~~banker-Banker~~. If two or more

high wagers have been made, this right shall reside in the participant making such wager that is nearest to the Banker moving counterclockwise around the table. The participant possessing exclusive control of the "Player's Hand" under this subsection shall hereinafter be (c) referred to as the "Dominant Player".

(d)

After the dealer announces "Cards," the Banker shall deal an initial four cards from the shoe. The first and third card dealt shall be placed face downwards in front of the Dominant Player and shall constitute the first and second card of the "Player's Hand". The second and fourth card dealt shall be placed face downward in front of the Banker and shall constitute the first (d) and second card of the "Banker's Hand."

8. Procedure for dealing of additional cards

(a)

After the initial four cards have been dealt, the Dominant Player shall look at the two cards dealt to the "Player's Hand" without disclosing them to the Banker. If the Point Count of the (a) "Player's Hand" is:

(1) A zero, one, two, three or four, the Dominant Player shall request one additional card by

(1) announcing "Card";

(2) A five, the Dominant Player shall exercise the option of requesting one additional card by

(2) announcing "Card" or not requesting one additional card by announcing "Stay";

(3) A six or seven, the Dominant Player shall not draw an additional card and shall announce

(3) "Stay";

(4) An eight or nine, the Dominant Player shall announce "Natural" and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to

(4) either hand.

(b)

If the Dominant Player has announced "Card" in accordance with (a) above, an additional card shall not be dealt to the "Player's Hand" until the Banker first looks at the two cards dealt to the "Banker's Hand". If the Point Count of the "Banker's Hand" is 8 or 9, the Banker shall announce "Natural" and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand. If the Point Count of the "Banker's Hand" is less than 8, the Banker shall announce "Under Eight" and shall deal a third card face upwards to the "Player's Hand" in accordance with the request of the (b) Dominant Player.

(c)

After the "Player's Hand" stays or receives a third card in accordance with the above

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subsections, the Banker shall turn the cards in the "Banker's Hand" face upwards on the table and shall deal or not deal a third card to the "Banker's Hand" in accordance with the (c) requirements of Table 3 of this subsection.

TABLE 3

When the Banker's first two cards total: Banker draws when Player's third card is:

0,1,2 Banker hand always draws

3 Banker hand draws unless Player's third card is 8

4-7

5-7

6-7

7 Banker hand stands

8-9 Natural - Neither hand draws

(d)

When the Banker's first two cards total:	Banker draws when Player's third card is:
0,1,2	Banker hand always draws
3	Banker hand draws unless Player's third card is 8
4	2-7
5	4-7
6	6-7
7	Banker hand stands
8-9	Natural - Neither hand draws

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Any announcement required to be made by the Dominant Player or Banker by this section shall be immediately repeated by the dealer at the table to assure the clarity and (d) understanding of such statements.

9. Announcement of result of round; payment and collection of wagers; payout odds; vigorish

(a)

After each hand has received all the cards it is entitled to by these regulations, the dealer calling the game shall announce the Point Count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the dealer shall announce "Stand Off" (a) or "Tie Hand".

(b)

After the result of the round is announced, the dealer or dealers responsible for the wagers at the table shall collect and payoff the wagers made. Winning wagers made against the "Banker's Hand" shall be paid off from the amount wagered by the Banker at odds of 1 to 1. A winning wager made by the Banker shall be paid off at odds of 1 to 1 from the amount(s) (b) wagered by the other participants.

(c)

As its fee in housing the game, the gaming licensee shall extract a commission known as

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"vigorish" from the amount won by the Banker on each round of play, in an amount equal to, in the gaming licensee's discretion, either four or five percent of the amount won; provided, however, that when collecting the vigorish, the gaming licensee may round off the amount of a five percent vigorish to 25 cents or the next highest multiple of 25 cents, and the amount of a four percent vigorish to 20 cents or the next highest multiple of 20 cents. Such vigorish (c) shall be collected immediately after each round won by the Banker.

(d)

Each gaming licensee shall provide notice of any increase in the percentage of vigorish being charged at each Baccarat-Chemin De Fer table, in accordance with 205 CMR 147.03. The percentage of vigorish charged at a Baccarat-Chemin De Fer table shall apply to all players at (d) that table.

10. Continuation of ~~banker~~Banker, as such; selection of new ~~banker~~Banker

(a)

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

(1) ~~(1)~~ The Banker shall pass the shoe whenever the "Banker's Hand" loses, and

(2) ~~(2)~~ The dealer or floorman assigned to the table may order the Banker to pass the shoe if the Banker unreasonably delays the game, repeatedly makes invalid deals or violates any

(2) provision of 205 CMR.

(b)

Whenever a mandatory relinquishment of the Bank occurs, it shall be offered to the seated participant to the right of the previous Banker and then to each other seated participant, (b) moving counterclockwise around the table, until a participant accepts it and becomes the new Banker.

Banker.

(c)

Whenever a voluntary relinquishment of the Bank occurs, each seated participant shall be offered it, beginning with the participant to the right of the previous Banker and moving counterclockwise around the table. The first participant willing to accept the Bank and to wager an amount on the next hand equal to, but not more than twice, the amount of the previous Banker's last wager, shall become the next Banker. If no participant offers to meet this condition, the participant offering to wager the highest amount on the next hand shall become the new Banker provided however that the participant who passed the Bank shall not (c) be permitted to take part in the first round of such bidding.

(d)

When a passed bank is defeated in any hand, it shall be transferred as it would have been in (d) accordance with (b) above had it not been voluntarily passed.

(e)

A participant by moving to another seat at the table shall miss a turn to become the Banker in the next seat where such a move would otherwise give that participant promotion in turn to (e) become the Banker.

11. Irregularities

(a)

If the Banker, by taking cards for his hand in the wrong order in the Initial Deal, makes an

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error which cannot be rectified, the hand shall be annulled and the Bank may be transferred (a) counterclockwise to the next participant seated at a numbered place.

~~(b)~~

If the Banker, during the Initial Deal, takes more than two cards for his hand and the deal cannot be rectified, the Point Count of his hand shall be regarded as zero and the play shall (b) proceed in accordance with section 9 of this section.

~~(c)~~

If the Banker, during the Initial Deal, gives three cards to the Dominant Player and it is not possible to determine which card has been dealt in excess, the Point Count of the "Player's (c) Hand" shall be the highest that can be made with two or all three of the cards.

~~(d)~~

If the Banker, subsequent to the Initial Deal, takes two cards for his hand instead of one and the deal cannot be rectified, the Point Count of his hand shall be the lowest that can be made (d) with two of the cards.

~~(e)~~

A card dealt face upwards to the Dominant Player after he or she has said "Stay" shall become the Banker's card in the event the Banker is obliged to draw or would have had the option of drawing a third card in accordance with the rules of this section. If the Banker is (e) required to stay, the card dealt in error shall be governed by the provisions of (h) below.

~~(f)~~

A card dealt face upwards to the Dominant Player after ~~he or she has~~they have said "Stay" and the dealer has mistakenly said "Card" shall become the Banker's card only in the event the Banker is obligated to draw a third card under the rules of this section. If the Banker is (f) required to stay or has the option of drawing a third card, the card dealt in error shall be governed by the provisions of (h) below.
~~governed by the provisions of (h) below.~~

~~(g)~~

There shall be no penalty for a card drawn in error from the shoe if it remains undisclosed. A card so drawn shall be used as the first card of the next hand providing that the cut card has not been exposed in the shoe or drawn therefrom. In the course of play, cards once drawn from the shoe shall not be replaced. If a card drawn in error is disclosed at the time it is (g) dealt, the card shall be governed by the provisions of (h) below.

~~(h)~~

If a card dealt in error is disclosed and cannot be used by the Dominant Player or the Banker pursuant to (e), (f) or (g) above, the dealer shall perform the procedure in (h)(1) through (3) (h) below that has been pre-selected by the gaming licensee in its rules of the game submission.

~~(1)~~The disclosed card and an additional number of cards equal to the value of the disclosed card shall be drawn face upwards from the shoe and placed in the discard bucket;

provided, however, that if a ten, jack, queen or king is disclosed in error, the disclosed card and either one or ten additional cards, as pre-selected by the gaming licensee, shall

(1) be drawn face upwards from the shoe and placed in the discard bucket.

~~(2)~~The disclosed card and one additional card drawn face downwards from the shoe shall be (2) placed in the discard bucket without disclosing the additional card.

~~(3)~~The disclosed card shall be used as the first card of a simulated round of play in which no wagers shall be accepted, the cards shall be dealt in accordance with the rules of this

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(3) section and the cards shall be discarded upon completion of the dealing procedures.

(+)

If the Banker, subsequent to the initial deal, draws a card from the shoe for ~~his~~their hand after the Dominant Player has said "Card" and the dealer has repeated "Card," the Banker must give such card to the Dominant Player and thereafter either draw or not draw a third card for ~~his~~ (i) their hand as may be required by these regulations.

(+)

Any card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard bucket, along with an additional number of cards, drawn face upwards, equal to the value of the card found face upwards in the shoe. The last hand of a shoe shall (i) be void when a card of that hand is found face upwards in the shoe.

(+)

If there are found to be insufficient cards in the shoe to complete a hand when the cut card is (k) drawn, that hand shall be void.

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BACCARAT

Rules

1. Definitions

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Curator-- The player who accepts the dealing shoe and who is responsible for dealing the cards in accordance with this chapter and the instructions of the dealer calling the game.

Dragon 7-- A ~~Banker's Hand~~ Banker's hand which has a Point Count of 7 with a total of three cards dealt and the ~~Player's Hand~~ Player's hand which has a Point Count of less than 7.

EZ Baccarat-- A variation of Baccarat in which vigorish is not collected.

Natural-- A hand which has a Point Count of 8 or 9 on the first two cards dealt.

Panda-- A ~~Player's Hand~~ Player's hand which has a Point Count of 8 with a total of three cards dealt and the ~~Banker's Hand~~ Banker's hand which has a Point Count of less than 8.

2. Baccarat table physical characteristics

(a) Baccarat shall be played on a table having numbered positions for 10 to 14 seated players.

(b) The layout for a Baccarat table shall be submitted to the IEB and approved in accordance with ~~CMR 205-CMR 146.18~~ (equipment in the previous section (relating to approval of table game layouts, signage and equipment)

(1) If a licensee offers the Dragon Bonus Wager, authorized under Section 8(a)(4) (relating to wagers), separate areas designated for the placement of the Dragon Bonus Wager for each player.

(2) If a licensee offers EZ Baccarat:

(i) Separate areas designated for the placement of the Dragon 7 Insurance Wager, authorized under Section 8(a)(5), for each player.

(ii) Inscriptions that advise patrons that a wager on the ~~Banker's Hand~~ 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 must be posted at each Baccarat table.

(iii) Separate areas designated for the placement of the Panda 8 Insurance Wager, authorized under Section 8(a)(6), for each player.

(3)

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If a licensee offers the House Money Wager, authorized under Section 8(a)(7), separate (3) areas designated for the placement of the House Money Wager for each player.

(4) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in accordance with the option selected in the licensee's Rules Submission, collects the vigorish from a player at the time the winning payout is made or the table is (4) designated for play as an EZ Baccarat table in which vigorish is not collected.

(e) Each Baccarat table must have a discard bucket capable of handingholding 8 decks of cards.

3. Cards; number of decks

(a) Baccarat shall be played with six to eight decks of cards that are identical in appearance and (a) two cover cards.

(b) The decks of cards opened for use at a Baccarat table shall be changed after the play of each (b) dealing shoe.

4. Opening of the table for gaming

(a) After receiving the six or more decks of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR (a) 146.49 and (b) through (d), below, or the requirements of 205 CMR 146.50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall (b) be laid out in sequence within the suit.

(c) After the first participant or participants is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a (c) "washing" or "chemmy shuffle" of the cards and stacked.

(d) If the licensee uses pre-inspected and pre-shuffled cards, addressed under 205 CMR 146.50 on their baccarat games they must follow in accordance with their procedure submitted in the (d) licensee's Rules Submission.

(e) If the licensee uses a batch type shuffle machine, addressed under 205 CMR 146.50 on their baccarat games they must follow in accordance with their procedure submitted in the (e) licensee's Rules Submission.

5. Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations, and after each shoe of cards is completed, the gaming (a) licensee shall require its dealers to perform, at its option, either of the following procedures.

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(+) One or more of the dealers shall shuffle the cards so that they are randomly intermixed. After the cards have been shuffled, a dealer shall lace approximately one deck of cards so

(1) that they are evenly dispersed into the remaining stack.

(+) After lacing the cards, the gaming licensee may, as an additional option, require the (i) dealer calling the game to shuffle some or all of the cards again.

(+) A gaming licensee shall not initiate or terminate the use of this reshuffling option unless the gaming licensee provides its surveillance department and the Commission (ii) with at least 30 minutes prior written notice.

(+) One or more of the dealers shall "wash" and stack the cards, after which each of the three (2) dealers shall shuffle the stack of cards independently.

(b)

Any shuffling or lacing option chosen for use by a gaming licensee pursuant to (a) above (b) shall be implemented at all tables within a pit.

(e)

After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer calling the game shall perform one of the following options. The dealer will offer the stack of cards, with backs facing away from the dealer to the participants players to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table. The dealer shall begin with the participant seated in the highest number position at the table or, in the case of reshuffle the last curator and working clockwise counterclockwise around the table, shall offer the stack to each participant until a participant accepts (c) the cut. If no participant accepts the cut, the dealer shall cut the cards.

(d)

The cards shall be cut by placing the cutting card in the stack at least a deck in from either (d) end.

(e)

Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket after all cards have been shown to the (e) players. Face cards and tens count as tens. Aces count as one.

(f)

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (f) by the next person entitled to cut the cards, as determined by section (c) above.

(g)

When the licensee is using a manual shuffle the following steps will be incorporated into (g) their shuffle procedure.

(+) The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

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- ~~(2)~~ ~~(2)~~ The “riffle” is when the cards are divided into two piles and interlaced.
- ~~(3)~~ The “turn” involves dividing the shoe into two stacks and rotating one stack 180 degrees ~~(3)~~ before riffling the stacks together.
- ~~(4)~~ The “strip” also known as running cuts. The strip should not occur before at least two ~~(4)~~ riffles have taken place.
- ~~(5)~~ The “cut” is the final step before the cards are put back into the shoe. This ~~insures~~ ~~ensures~~ that the ~~(5)~~ top card cannot be identified if it was accidentally exposed during the other steps.

6. Value of cards; Point Count of hand

- ~~(a)~~ ~~(a)~~ The value of the cards in each deck shall be as follows:
 - ~~(1)~~ ~~(1)~~ Any card from 2 to 9 shall have its face value.
 - ~~(2)~~ ~~(2)~~ Any 10, jack, queen or king shall have a value of zero.
 - ~~(3)~~ ~~(3)~~ Any ace shall have a value of one.

The Point Count of a hand shall be a single digit number from 0 to 9 and determined by totaling the value of the cards in the hand. If the total value of the cards in a hand is a ~~two digit~~ ~~two-digit~~ number, the left digit of the number shall be discarded and the right digit shall constitute

- ~~(b)~~ the Point Count of the hand. Examples of this rule are as follows:
 - ~~(1)~~ ~~(1)~~ A hand composed of an ace, 2 and 4 has a Point Count of 7.
 - ~~(2)~~ A hand composed of an ace, 2 and 9 has a total value of 12 but a Point Count of only 2 ~~(2)~~ since the left digit in the number 12 is discarded.

7. Dealing shoe; selection of the player to deal cards

~~(a)~~ ~~(a)~~ Cards used to play Baccarat shall be dealt from a manual dealing shoe specifically designed ~~(a)~~ for that purpose.

~~(b)~~ After the cards have been shuffled and placed in the dealing shoe, the dealer calling the game shall offer the dealing shoe to the player in seat number one at the table. If that player rejects the dealing shoe or if there is no one in seat number one, the dealer shall offer the dealing shoe to each of the other players in turn, moving counterclockwise around the table, until one ~~(b)~~ of the players accepts the dealing shoe.

- ~~(c)~~ The player that accepts the dealing shoe shall be designated as the curator.
- ~~(d)~~ Notwithstanding subsections (b) and (c), above, the dealer may act as the curator if either:
 - ~~(1)~~ A player who accepts the dealing shoe and any other player to whom the dealing shoe is relinquished under Section 14 (relating to continuation of curator as dealer; selection of a ~~(1)~~ new curator) designates the dealer calling the game as the curator.
 - ~~(2)~~ ~~(2)~~ No player to whom the dealing shoe is offered accepts the dealing shoe.

8. Wagers

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- (a) The following are permissible wagers in the game of Baccarat:
- (1) A wager on the Banker's Hand which shall:
- (i) Win if the Banker's Hand has a Point Count higher than that of the Player's Hand unless EZ Baccarat is being played and the Point Counts of the Banker's Hand result
 - (i) in a Dragon 7.
 - (ii) Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.
 - (iii) 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.
 - (2) A wager on the Player's Hand which shall:
 - (i) Win if the Player's Hand has a Point Count higher than that of the Banker's Hand 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.
 - (ii) 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 Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.
 - (iii) Tie and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.
 - (3) A Tie Wager which shall:
 - (i) Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.
 - (ii) Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.
 - (4) If offered by a licensee, a Dragon Bonus Wager on the Player's Hand or Banker's Hand, Banker's hand, or both, which shall:
 - (i) Win if the selected hand is:
 - a. A Natural and the other hand is not a Natural.
 - b. A Natural 9 and the other hand is a Natural 8.
 - c. Not a Natural and has a Point Count that exceeds the Point Count of the other hand by four or more points.
 - (ii) Lose if the selected hand is:
 - a. A Natural 8 and the other hand is a Natural 9.
 - b. Not a Natural and has a Point Count less than or equal to the Point Count of the other hand.
 - c. Not a Natural and has a Point Count that exceeds the Point Count of the other hand by less than four points.

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~~(iii)~~ Tie and be returned to the player if the selected hand is a Natural and the other hand ~~(iii)~~ is a Natural of equal Point Count.

~~(5)~~ A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat table, ~~(5)~~ which shall:

~~(i)~~ Win if the ~~Banker's Hand~~Banker's hand has a Point Count of 7 with a total of three cards dealt and

~~(i)~~ the ~~Player's Hand~~Player's hand which has a Point Count of less than 7.

~~(ii)~~ ~~(ii)~~ Lose if the Point Counts of the ~~Banker's Hand~~Banker's hand do not result in a Dragon 7.

~~(6)~~ A Panda 8 Insurance Wager, if the table is designated for play as an EZ Baccarat table, ~~(6)~~ which shall:

~~(i)~~ Win if the Point Counts of the ~~Player's Hand~~Player's hand has a Point Count of 8 with a total of

~~(i)~~ three cards dealt and the ~~Banker's Hand~~Banker's hand which has a Point Count of less than 8.

~~(ii)~~ ~~(ii)~~ Lose if the Point Counts of the ~~Player's Hand~~Player's hand do not result in a Panda 8.

~~(7)~~ ~~(7)~~ If offered by a licensee, a House Money Wager which shall:

~~(i)~~ Win if the first two cards of either the ~~Player's Hand~~Player's hand or ~~Banker's Hand~~Banker's hand, or both, are a

pair. For purposes of the House Money Wager, a pair must be of the same rank (two

~~(i)~~ queens, for example), regardless of suit.

~~(ii)~~ Lose if in the first two cards dealt to the ~~player's~~Player's hand and the ~~banker's~~Banker's hand, neither

~~(ii)~~ the ~~player's~~Player's hand nor the ~~banker's~~Banker's hand contains a pair.

~~(b)~~

Wagers at Baccarat shall be made by placing value chips, plaques, or match play coupon on the appropriate areas of the Baccarat layout. Verbal wagers accompanied by cash may be accepted provided that the verbal wagers are confirmed by the dealer and the cash is ~~(b)~~ expeditiously converted into value chips or plaques.

~~(c)~~

A wager may not be made, increased or withdrawn after the dealer has announced "no more ~~(c)~~ bets."

9. Hands of ~~player~~Banker, and ~~banker~~Player; procedure for dealing initial two cards to each hand

~~(a)~~

There shall be two hands dealt in the game of Baccarat, one of which shall be designated the ~~(a)~~ ~~Player's Hand~~ Player's hand and the other designated the ~~Banker's Hand~~Banker's hand.

~~(b)~~

After the dealer calling the game announces "no more bets," the dealer calling the game shall ~~(b)~~ instruct the curator to commence dealing the cards by announcing "cards."

~~(c)~~

The curator shall deal an initial four cards from the dealing shoe face down to the areas designated for the placement of the ~~Player's Hand~~Player's hand and the ~~Banker's Hand~~Banker's hand. The first and third

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cards dealt shall constitute the first and second cards of the ~~Player's Hand~~Player's hand. The second and

fourth cards dealt shall constitute the first and second cards of the ~~Banker's Hand~~Banker's hand. Except as

provided in subsection (d), after the cards are dealt to each hand, the dealer calling the game shall place the cards face up in front of himself. Any third cards that are required to be dealt (c) shall first be dealt face up to the ~~Player's Hand~~Player's hand and then to the ~~Banker's Hand~~Banker's hand by the curator.

(d)

A licensee may, if specified in its Rules Submission (relating to table games Rules Submissions), elect to use the following procedures in lieu of the procedures in subsection (c), above, and Section 10(a) (relating to procedure for dealing a third card), after all four (d) cards have been dealt:

(1) The curator shall place the ~~Banker's Hand~~Banker's hand underneath the right corner of the dealing

(1) shoe.

(2) The dealer calling the game shall then hand the two cards of the ~~Player's Hand~~Player's hand, face

down, to the player with the highest wager on the ~~Player's Hand~~Player's hand. After viewing the ~~Player's Hand~~Player's hand, the player shall return the two cards, face up, to the dealer calling the

game, who shall place the cards face up on the area designated for the ~~Player's Hand~~Player's hand and announce the Point Count of the ~~Player's Hand~~Player's hand.

(3) The dealer calling the game shall then hand the two cards of the ~~Banker's Hand~~Banker's hand, face

down, to the player with the highest wager on the ~~Banker's Hand~~Banker's hand. After viewing the ~~Banker's Hand~~Banker's hand, the player shall return the two cards, face up, to the dealer calling the

game, who shall place the cards face up on the area designated for the ~~Banker's Hand~~Banker's hand and announce the Point Count of the ~~Banker's Hand~~Banker's hand.

(4) Any third card required to be dealt to the ~~Player's Hand~~Player's hand shall be placed face down on

the area designated for the ~~Player's Hand~~Player's hand. The dealer calling the game shall then hand

the card, face down, to the player who was handed and returned the ~~Player's Hand~~Player's hand. After viewing the card, the player shall return the card, face up, to the dealer calling

(4) the game, who shall place the card face up on the area designated for the ~~Player's Hand~~Player's hand.

~~Hand~~.

(5) Any third card required to be dealt to the ~~Banker's Hand~~Banker's hand shall be placed face down on

the area designated for the ~~Banker's Hand~~Banker's hand. The dealer calling the game shall then hand the card, face down, to the player who was handed and returned the ~~Banker's~~

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~~Hand-Banker's hand.~~ After viewing the card, the player shall return the card, face up, to the dealer

(5) calling the game, who shall place the card face up on the area designated for the ~~Banker's hand.~~

~~Banker's Hand-~~

(6) If two or more players wager an equally high amount on the ~~Player's Hand~~ ~~Player's hand~~, the player

making the wager who is closest to the dealer calling the game, moving counterclockwise around the table, shall be handed the ~~Player's Hand~~ ~~Player's hand~~ and any third card required to be dealt. If two or more players wager an equally high amount on the ~~Banker's Hand~~ ~~Banker's hand~~, the player making the wager who is closest to the dealer calling the

game, moving counterclockwise around the table, shall be handed the ~~Banker's Hand~~

(6) ~~Banker's hand~~ and any third card required to be dealt.

(7) In the event there are no wagers on the ~~Player's Hand~~ ~~Player's hand~~, the dealer calling the game

shall turn the ~~Player's Hand~~ ~~Player's hand~~ face up and any additional card required to be dealt. In the event there are no wagers on the ~~Banker's Hand~~ ~~Banker's hand~~, the dealer calling the game shall

(7) turn the ~~Banker's Hand~~ ~~Banker's hand~~ face up and any additional card required to be dealt.

(e)

After the initial two cards of the ~~Player's Hand~~ ~~Player's hand~~ and ~~Banker's Hand~~ ~~Banker's hand~~ have been turned face up

on the layout but prior to dealing a third card in accordance with subsections (c) and (d),

(e) above, the dealer shall settle all House Money Wagers as follows:

(1) If a player placed a House Money Wager, beginning from the dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money wagers and pay all winning wagers in accordance with Section 13(h) (relating to payout odds; vigorish) provided that, at a player's discretion, the player may add the winning House Money payout to the player's original wager on the Player's or

(1) ~~Banker's Hand~~ ~~Banker's hand~~ in accordance with the following:

a. All of the winning House Money payout or, if specified in the licensee's Rules Submission filed, only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's or ~~Banker's Hand~~ ~~Banker's hand~~. The player's original wager and the House Money payout which was added to the player's original wager shall then be settled based on the outcome of the

a. player's wager on the Player's or ~~Banker's Hand~~ ~~Banker's hand~~.

(ii) A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, as authorized by the licensee, on the area designated for the

placement of the player's wager on the Player's or ~~Banker's Hand~~ ~~Banker's hand~~.

(2) After settling the House Money Wagers, the game shall resume by dealing any third

(2) cards that are required to be dealt in accordance with subsection (c) or (d)(4), above.

(f)

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The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards in accordance with subsection (d), above, if the player unreasonably delays the game. If the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player. If the player does not accept it or there is not a player in that position, the dealer shall offer it to each of the other players in turn, moving counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place (f) them on the designated areas of the layout.

10. Procedure for dealing a third card

(a)

Except as provided in Section 9(d) (relating to hands of player and banker;
procedure for

dealing initial two cards to each hand), after the initial four cards have been dealt and the

dealer calling the game places the cards face up in front of himself, the dealer calling the

(a) game shall announce the Point Count of the Player's Hand and the Banker's Hand.

(b)

Following the announcement of the Point Counts of each hand, the dealer calling the game

shall instruct the curator whether to deal a third card to either or both hands in accordance

with Section 11 (relating to rules for determining whether a third card shall be dealt). Any

(b) third cards required shall be dealt as provided in Section 9(c) or (d).

(c)

In no event may more than one additional card be dealt to either hand.

(d)

If the evercut card appears as the first card in the dealing shoe at the beginning of a round of

play or appears during play, the evercut card shall be removed and placed to the side and the

hand will be completed. Upon completion of that hand, the dealer calling the game shall

announce "last hand." At the completion of one more hand, the cards shall be replaced with

(d) new decks of cards.

11. Rules for determining whether a third card shall be dealt

(a)

If either the Player's Hand or the Banker's Hand is a Natural, no more cards may be dealt to

(a) either hand.

(b)

If the Point Count of the Player's Hand and the Banker's Hand is 0 to 7 on the first two

(b) cards, the Player's Hand shall:

(1) Draw (take a third card) if the Player's Hand has a Point Count of less than 6.

(2) Stay (not take a third card) if the Player's Hand has a Point Count of 6 or more.

(c)

If the Point Count of the Player's Hand and the Banker's Hand is 0 to 7 on the first two

(c) cards, the Banker's Hand shall draw or stay in accordance with the following

requirements:

(1) If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt

a third

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(1) card if the Point Count of the Banker's **Handhand** is 5 or less.

(2) ~~(2)~~ If the Player's **Handhand** is dealt a third card and:

(i) The Banker's **Handhand** has a Point Count of less than 3, the Banker's **Handhand** shall be dealt

(i) a third card.

(ii) The Banker's **Handhand** has a Point Count of 7, the Banker's **Handhand** may not be dealt a (ii) third card.

(iii) The Banker's **Handhand** has a Point Count of 3, 4, 5 or 6, the Banker's **Handhand** shall be dealt

(iii) or not dealt a third card in accordance with Table 1 as follows:

Table 1

When the Banker's first two cards total	Banker draws when Player's third card is
0, 1, 2	Banker hand always draws
3	Banker hand draws unless Player's third card is 8
4	2 – 7
5	4 – 7
6	6 – 7
7	Banker hand stands
8, 9	Natural – Neither hand draws

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12. Announcement of result of round; payment and collection of wagers

(a)

After each hand has received all the cards to which it is entitled under Sections 9, 10 and 11 (relating to hands of **player** **Player** and **banker** **Banker**; procedure for dealing initial two cards to each hand;

procedure for dealing a third card; and rules for determining whether a third card shall be dealt), the dealer calling the game 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 designated for play as an EZ Baccarat table and the Point Counts of the **Banker's Hand** **Player's hand** and the **Player's Hand** **Banker's hand** result in a Dragon 7 or a

(a) Panda 8, the dealer shall announce "Dragon 7" or "Panda 8."

(b)

After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer or dealers responsible for the wagers on the table shall, 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 unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. The dealer shall then proceed in descending order to the next highest numbered player position at which a winning wager is located and repeat this procedure until each winning wager is paid and the (b) vigorish owed by each player, if any, is either marked or collected.

(c)

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At the conclusion of a round of play, the dealer shall remove all cards from the table and (c) place the cards in the discard bucket.

13. Payout odds; vigorish

(a)

(a) A winning wager made on the ~~Player's Hand~~ Player's hand shall be paid at odds of 1 to 1.

(b)

(b) A winning Tie Wager shall be paid at odds of at least 8 to 1.

(c)

A winning wager made on the ~~Banker's Hand~~ Banker's hand shall be paid at odds of 1 to 1, except that the

licensee shall extract a vigorish from the winning players in an amount equal to 5% of the amount won, unless the licensee is offering EZ Baccarat in which vigorish is not collected.

When collecting the vigorish, the licensee may round off the vigorish to 25¢ or the next (c) highest multiple of 25¢.

~~When the Banker's first two cards total Banker draws when Player's third card is~~

~~0, 1, 2 Banker hand always draws~~

~~3 Banker hand draws unless Player's third card is 8~~

~~4-2-7~~

~~5-4-7~~

~~6-6-7~~

~~7 Banker hand stands~~

~~8, 9 Natural - Neither hand draws~~

(d)

A dealer shall collect the vigorish from a player in accordance with one of the following

(d) procedures selected by the licensee in its Rules Submission:

(1) ~~(1)~~ At the time the winning payout is made.

(2) ~~(2)~~ At a later time, provided that:

(i) The outstanding vigorish shall be collected prior to beginning play with a new dealing (i) shoe of cards or when the player leaves the gaming table, whichever occurs first.

(ii) The amount of the vigorish shall be tracked by placing a coin or marker button, which contains the amount of the vigorish owed, in the rectangular space on the layout that (ii) is imprinted with the number of the player owing the vigorish.

(iii) The coin or marker button may not be removed from the layout until the vigorish (iii) owed is collected.

(e)

If a licensee offers the Dragon Bonus Wager, in accordance with Section 8(a)(4) (relating to wagers), a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds in one of the following pay tables

(e) selected by the licensee in its Rules Submission:

(f)

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Hand	Paytable A	Paytable B	Paytable C
Win by 9 points	30 to 1	20 to 1	30 to 1
Win by 8 points	10 to 1	8 to 1	10 to 1
Win by 7 points	6 to 1	7 to 1	4 to 1
Win by 6 points	4 to 1	4 to 1	4 to 1
Win by 5 points	2 to 1	3 to 1	2 to 1
Win by 4 points	1 to 1	1 to 1	2 to 1
Natural winner	1 to 1	1 to 1	1 to 1
Natural tie	Push	Push	Push

A winning Dragon 7 Insurance Wager, as described in Section 8(a)(5), shall be paid out at (f) odds of 40 to 1.

(g)

A winning Panda 8 Insurance Wager, as described in Section 8(a)(6), shall be paid at odds of (g) 25 to 1.

(h)

If a licensee offers the House Money Wager and the player elects to take the payout, the (h) player shall be paid in accordance with the following pay table:

~~Hand Paytable A Paytable B Paytable C~~

~~Win by 9 points 30 to 1 20 to 1 30 to 1~~

~~Win by 8 points 10 to 1 8 to 1 10 to 1~~

~~Win by 7 points 6 to 1 7 to 1 4 to 1~~

~~Win by 6 points 4 to 1 4 to 1 4 to 1~~

~~Win by 5 points 2 to 1 3 to 1 2 to 1~~

~~Win by 4 points 1 to 1 1 to 1 2 to 1~~

~~Natural winner 1 to 1 1 to 1 1 to 1~~

~~Natural tie Push Push Push~~

~~Hand Odds~~

~~Player and Banker Pair 15 to 1~~

~~Player or Banker Pair 3 to 1~~

(i)

Hand	Odds
Player and Banker Pair	15 to 1
Player or Banker Pair	3 to 1

If a licensee offers the Royal 9 Baccarat Multi-Level Progressive as a side wager the game must be played with a standard 52 card, six or eight deck shoe. Each chair will have a pre-determined unique Personal King-9 combination that will trigger the progressive jackpot. The Royal 9 Progressive wager is a fixed \$5 wager that is determined by the first four cards dealt. The wagers (i) outcome is determined by the payable below.

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Paytable 1— Multi-Level Progressive Reseed Contribution
 Personal King-9 vs. Personal King-9 100% Star Progressive *Options *Options
 Banker Personal King-9
 100% Spade
 Progressive \$450 5%
 Player Personal King-9
 100% Heart
 Progressive \$450 5%
 Other Personal King-9 vs. Identical
 King-9 \$5,000
 Suited Royal 9 vs. Suited Royal 9 \$1,500
 Royal 9 vs. Royal 9 \$250
 Any Suited Royal 9 \$50
 Any Royal 9 \$25

Paytable 1 - Multi-Level Progressive		Reseed	Contribution
Personal King-9 vs. Personal King-9	100% Star Progressive	*Options	*Options
	100% Spade		
Banker Personal King-9	Progressive	\$450	5%
	100% Heart		
Player Personal King-9	Progressive	\$450	5%
Other Personal King-9 vs. Identical			
King-9	\$5,000		-
Suited Royal 9 vs. Suited Royal 9	\$1,500		-
Royal 9 vs. Royal 9	\$250		-
Any Suited Royal 9	\$50		-
Any Royal 9	\$25		-

Note: Each player chair assigned ONE pre-printed unique Personal Royal-9 non-suited combination
 Star Progressive (top prize) Options*
 Reseed Contribution
 Option 1 \$25,000 6%
 Option 2* \$50,000 6%

Star Progressive (top prize) Options*		
	Reseed	Contribution
-		
Option 1	\$25,000	6%
Option 2*	\$50,000	6%

*recommended option

The "Personal King-9 vs Personal King-9" combination is awarded when both the banker and player hands have the exact same combination which matches the combination posted at the chair that the player is in. A Royal 9 hand is a hand that consists of a 9 and any face card (Jack, Queen, or King).
 Hand Definitions
 Personal King-9 vs. Personal King-9 Player and Banker hand have exact "King-9" matching

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preprinted combination player is seated at
 Banker Personal King-9 Banker hand matches preprinted combination player is seated at
 at
 Player Personal King-9 Player hand matches preprinted combination player is seated at
 at
 Other Personal King-9 vs. Identical King-9
 Both Player and Banker hands match a "King-9" combination preprinted on any other seat
 Suited Royal 9 vs. Suited Royal 9 Player hand and Banker hand both have a suited Royal 9, does not have to be same combination
 Royal 9 vs. Royal 9 Player hand and Banker hand both have a Royal 9, does not have to be same combination
 Any Suited Royal 9 A suited nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand
 Any Royal 9 A nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand

(j)

Hand Definitions	
<u>Personal King-9 vs. Personal King-9</u>	<u>Player and Banker hand have exact "King-9" matching preprinted combination player is seated at</u>
<u>Banker Personal King-9</u>	<u>Banker hand matches preprinted combination player is seated at</u>
<u>Player Personal King-9</u>	<u>Player hand matches preprinted combination player is seated at</u>
<u>Other Personal King-9 vs. Identical King-9</u>	<u>Both Player and Banker hands match a "King-9" combination preprinted on any other seat</u>
<u>Suited Royal 9 vs. Suited Royal 9</u>	<u>Player hand and Banker hand both have a suited Royal 9, does not have to be same combination</u>
<u>Royal 9 vs. Royal 9</u>	<u>Player hand and Banker hand both have a Royal 9, does not have to be same combination</u>
<u>Any Suited Royal 9</u>	<u>A suited nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand</u>
<u>Any Royal 9</u>	<u>A nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand</u>

If Must Hit Progressive for Stax is available, the dealer hitting end-round will determine if there is a random winner from those that participated in the Royal 9 Baccarat Progressive optional side bet. This will be indicated with the light-up bet sensor at that player spot as well as being indicated to the dealer on the dealer touch interface and the double sided progressive display at (j) the table. Table 1 below describes the optional Must Hit Progressive configurations:

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Table 1. *Must Hit Progressive Configurations*

Configuration #	Reset Value	Max Value	Increment Rate
1	\$250	\$1,000	5.00%
2	\$100	\$500	5.00%
3	\$100	\$200	2.00%

14. Continuation of curator as dealer; selection of a new curator

(a) The curator, after any round of play, may either pass the dealing shoe or remain as curator (a) except that:

- (1) ~~(1)~~ The curator shall pass the dealing shoe whenever the Banker's **Handhand** loses.
- (2) The dealer calling the game or a floorperson or above may order the curator to pass the dealing shoe if the curator unreasonably delays the game or repeatedly makes invalid (2) deals.

(b) When a voluntary or compulsory relinquishment of the dealing shoe occurs, the dealer shall offer the dealing shoe to the player immediately to the right of the previous curator and, if that player does not accept the dealing shoe or there is no player in that position, the dealer shall offer the dealing shoe to each of the other players in turn, moving counterclockwise around the table. The first player to accept the dealing shoe when offered shall become the (b) new curator.

15. Irregularities

(a) Except as provided in subsection (b), below, a card drawn in error from the dealing shoe that (a) is not disclosed shall be used as the first card of the next hand of play.

(b) A third card dealt to the Player's **Handhand** that is not disclosed, when a third card is not authorized under Section 11 (relating to rules for determining whether a third card shall be dealt), shall become the third card of the Banker's **Handhand** if the Banker's **Handhand** is required to draw under Section 11(c). If the Banker's **Handhand** is required to stay, the card dealt in error (b) shall become the first card of the next hand of play.

(c) If a third card dealt to the Player's **Handhand**, when a third card is not authorized under Section 11, is disclosed at the time it is dealt or is found face up in the dealing shoe, the dealer calling the game shall use the disclosed card as the third card of the Banker's **Handhand** if the Banker's **Handhand** is required to draw under Section 11(c). If the Banker's **Handhand** is required to stay, the

dealer calling the game shall, in accordance with one of the following procedures designated (c) in the licensee's Rules Submission (relating to table games Rules Submissions):

- (1) Place the disclosed card and one additional card, drawn face down from the dealing shoe, (1) into the discard bucket without disclosing the additional card.
- (2) Use the disclosed card as the first card of a simulated round of play in which wagers may

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not be accepted. The cards shall be dealt in accordance with the rules of this chapter and (2) placed in the discard bucket upon completion of the dealing procedures.

(d)

Except as provided in subsection (c), above, if a card is disclosed at the time it is dealt or a card is found face up in the dealing shoe, the dealer shall use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and placed in the discard bucket upon completion of the (d) dealing procedures.

(e)

If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the entire set of cards has been replaced and the new set of cards have been placed in the dealing (e) shoe.

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BIG SIX WHEELS

Rules

1. Big Six wheel; payout odds

(a)

No gaming licensee, ~~his~~their employees or agents shall pay off winning wagers made at Big Six (a) at less than the odds listed below:

(b)

Bets	Payout Odds
\$1 Insignia	1 to 1
\$2 Insignia	2 to 1
\$5 Insignia	5 to 1
\$10 Insignia	10 to 1
\$20 Insignia	20 to 1
Joker	45 to 1
Flag	45 to 1

The payout odds for winning Big Six wagers printed on any Big Six Wheel or layout, or in any brochure or other publication distributed by a gaming licensee shall be stated through the (b) use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

2. Big Six wheel; wagers and rotation of the wheel

(a)

(a) Prior to the spin of the wheel, the dealer shall call "No More Bets".

(b)

The Big Six wheel shall be spun by the dealer in either direction and shall complete at least (b) three revolutions to constitute a valid spin.

(c)

If the clapper comes to rest between two numbers upon completion of the spin of the Big Six (c) Wheel, the gaming licensee has the option to do one of the following:

- ~~1.~~ ~~1.~~ Declare the winning number to be that number previously passed; or
- ~~2.~~ ~~2.~~ Declare the spin void and re-spin the wheel.

(d)

Upon a gaming licensee choosing one of the options as outlined in subsection (c) above, it (d) shall conspicuously post a sign at each table stating which option is in effect.

(e)

Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off (e) all winning wagers.

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BLACKJACK SWITCH

Rules

1. Definitions

The following words and terms, when used in the Rules of Blackjack Switch, shall have the following meanings unless the context clearly indicates otherwise:

"Blackjack"-means an ace and any card having a point value of 10 dealt as the initial two cards to a player or dealer. An ace and a card having a point value of 10 dealt to a player who has split a pair or an ace and a card having a point value of 10 that results from a player's decision to switch pairs shall be a hand with a point value of 21, but is not a blackjack.

"Hard total" -means the total point count of a hand which contains no aces or which contains one or more aces that are each counted as one in value.

"Hole card"- means the second card dealt to the hand of the dealer.

"Push" -means a void wager which is returned to the player.

"Soft total"- means the total point count of a hand which contains an ace that is counted as 11 in value.

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

"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 pursuant to Section 7, thus creating two new blackjack hands.

2. Cards; number of decks; rank of cards

(a)

Blackjack switch shall be played with six or eight decks of cards, with backs of the same color and design and one additional cutting card. The cutting card shall be opaque and a solid color readily distinguishable from the color of the backs and edges of the playing cards.

(b)

The point value of the cards contained in each deck shall be as follows:

(1) Any card from two to 10 shall have its face value;

(2) Any jack, queen, or king shall have a value of 10; and

(3) An ace shall have a value of 11, unless that value would give a player or the dealer a

score in excess of 21, in which case it shall have a value of one.

(c)

The "rank" of the cards, for purposes of the optional match wager, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and

two. All suits shall be considered equal in rank.

3. Opening of the table for gaming

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After receiving the decks of cards at the table, the dealer shall comply with the rules of the Commission regarding table opening and inspection of cards.

4. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to the rules of the Commission, after any round of play as may be determined by the gaming licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards (a) in a single stack.

(b)

(b) After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using an automated card shuffling device, place the stack of cards in the dealing shoe and deal the cards in accordance with the procedures set forth in Section 7; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the

(1) cards, inserts the stack of cards directly into a dealing shoe; or

(2) If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance (2) with the procedures set forth in (c) through (f) below.

(c)

If a cut of the cards is required, after the cards have been shuffled, the dealer shall perform one of the following options. The dealer will offer the stack of cards to be cut, with the (c) backs facing away from the dealer, as determined in accordance with (d) them to the players to be cut, or (e) below at the casino's discretion, the dealer will cut the stack of cards for the table.

(d)

(d) The player to cut the cards shall be:

(1) (1) The first player to the table if the game is just beginning;

(2) (2) The player on whose box the cutting card appeared during the last round of play;

(3) (3) The player at the farthest point to the right of the dealer if the cutting card appeared on (3) the dealer's hand during the last round of play; or

(4) (4) The player at the farthest point to the right of the dealer if the reshuffle was initiated at (4) the discretion of the gaming licensee.

(e)

If the player designated in (d) above refuses the cut, the cards shall be offered to each other player moving clockwise counterclockwise around the table until a player accepts the cut or all players refuse

(e) the cut. If no player accepts the cut, the dealer shall cut the cards.

(f)

The player or dealer making the cut shall place the cutting card in the stack at least 1 deck from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by the rules of the Commission.

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Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall (f) then be inserted into the dealing shoe for commencement of play.

(g)

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (g) by the next person entitled to cut the cards, as determined by (d) and (e) above.

(h)

A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in Section 7, except that:

(1) The the gaming licensee may determine after each round of play that the cards should be (h) reshuffled; and,

(2) When the "Bart Carter shuffle" is utilized, a reshuffle shall take place after the cards in the discard rack exceed approximately one deck in number.

(i)

When the licensee is using a manual shuffle, the following steps will be incorporated into their (i) shuffle procedure.

(1) The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

(2) (2) The "riffle" is when the cards are divided into two piles and interlaced.

(3) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffling the stacks together.

(4) The "strip" also known as running cuts. The strip should not occur before at least two (4) riffles have taken place.

(5) The "cut" is the final step before the cards are put back into the shoe. This insuresensures that the

(5) top card cannot be identified if it was accidentally exposed during the other steps.

5. Wagers; pavout odds

(a)

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) a player shall be determined individually, and shall win if:

(1) (1) The point count of the player is 21 or less and the point count of the dealer exceeds 22;

(2) (2) The point count of the player exceeds that of the dealer without either exceeding 21; or

(3) The player has a blackjack without switching cards pursuant to Section 7, and the dealer (3) has achieved a point count of 21 in more than two cards.

(b)

Except as provided in (a)(3) above, if the point count of the player is the same as the dealer, (b) a wager made in accordance with this section shall be a push, unless:

(1) The player has a point count of 21 in more than two cards and the dealer has a blackjack,

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(1) in which case the wager shall lose; or

(2) ~~(2)~~ The player has a point count exceeding 21, in which case the wager shall lose.

~~(c)~~

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 (c) without switching cards pursuant to (a)(3) above, in which case the wager shall win.

~~(d)~~

All wagers at blackjack switch, including the optional match wager in Section 6, shall be made by placing gaming chips or plaques and, if applicable, a wager coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or plaques in accordance with the rules of the (d) Commission.

~~(e)~~

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 (e) in this subchapter.

~~(f)~~

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 (f) decision has been rendered and implemented with respect to that wager.

~~(g)~~

After each round of play is complete, the dealer shall collect all losing wagers, return any pushes, and pay off all winning wagers. Except as provided in Section 6 (match wager) and Section 8 (insurance wager), all winning blackjack switch wagers, including a blackjack, (g) shall be paid at odds of 1 to 1.

~~(h)~~

After the cards have been shuffled, a gaming licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the gaming licensee chooses to permit the player to begin (h) wagering or until a reshuffle of the cards has occurred.

~~(i)~~

Only wagers authorized by this the rules of the game of Blackjack Switch shall be permitted (i) in the game of blackjack switch.

6. Match wager; payout odds

~~(a)~~

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 (a) the following authorized matches:

~~(1)~~ "One pair" or a "pair" is a hand consisting of two cards of the same rank, regardless of

(1) suit;

(2) ~~(2)~~ "Two pairs" is a hand consisting of two "pairs";

~~(3)~~ "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit;

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(3) and

(4) (4) "Four-of-a-kind" is a hand consisting of four cards of the same rank, regardless of suit.

(b)

Prior to the first card being dealt for each round of play, any player who has placed the two blackjack wagers required by Section 5 may make a match wager by placing gaming chips or plaques, and, if applicable, a match play coupon, on the appropriate designated betting area of the layout, and in an amount which shall equal or exceed the posted minimum wager for a match wager at that table.

(c)

A gaming licensee shall pay winning match wagers at no less than the amounts listed below, using one of the following pay tables:

(d)

Match Type	Six Deck	Eight Deck
One Pair	1 to 1	1 to 1
Three-of-a-Kind	5 to 1	5 to 1
Two Pair	8 to 1	7 to 1
Four-of-a-Kind	40 to 1	50 to 1

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.

(e)

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

7. Procedure for dealing the cards

(a)

All cards used in blackjack switch shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer.

(b)

The dealer shall remove cards from the shoe with ~~his or her~~their left hand, turn them face upwards, and then place them on the appropriate area of the layout with ~~his or her~~their right hand,

except that the dealer has the option to deal hit cards to the first two betting spots with ~~his or her~~their left hand. Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

(c)

After each full set of cards is placed in the shoe, the dealer shall remove the first card from the shoe face downwards and place it in the discard rack, which shall be located on the table immediately to the right of the dealer. Each new dealer who comes to the table shall also burn one card as described herein before the new dealer deals any cards to the players. The burn card shall be disclosed if requested by a player.

(d)

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At the commencement of each round of play, the dealer shall, starting on ~~his or her~~their left and (d) continuing around the table, deal the cards in the following order:

(1) ~~(1)~~ One card face upwards to each box on the layout in which a wager is contained;

(2) ~~(2)~~ One card face upwards to the dealer; and

(3) A second card face upwards 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

(3) dealer's point of view.

~~(e)~~

Immediately after the first four cards are dealt to each player, and before any card reader device is utilized and any additional cards are dealt to any player or the dealer, the dealer

~~Match Type Six Deck Eight Deck~~

~~One Pair 1 to 1 1 to 1~~

~~Three of a Kind 5 to 1 5 to 1~~

~~Two Pair 8 to 1 7 to 1~~

~~Four of a Kind 40 to 1 50 to 1~~

shall collect all losing match wagers and pay off all winning match wagers in accordance (e) with Section 6.

~~(f)~~

After all match wagers have been settled, each player may make an insurance bet pursuant to (f) Section 8.

~~(g)~~

After all match wagers have been settled and any insurance bets have been made, the dealer shall, beginning from ~~his or her~~their left, announce the point total of the first hand of each player,

(g) and ask if the player wishes to switch, by saying, for example, "15 or switch?"

~~(1)~~ If the player decides to switch, the dealer shall exchange the second cards dealt to the two

(1) hands of that player with each other, and then announce the new point total of each hand.

(2) A player who has switched cards pursuant to this subsection may revoke the decision and request the dealer to return the cards to their original positions, provided that no

(2) additional cards have yet been dealt to either of the player's hands or to the dealer.

(3) Other than a return of the cards to their original positions pursuant to (g)(2) above, a

(3) player shall be permitted only one switch of cards per hand in each round of play.

~~(h)~~

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 pursuant to Section 9, double down pursuant to Section 10, or split

(h) pairs pursuant to Section 11.

~~(i)~~

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

~~(j)~~

After the player completes ~~his or her~~their decisions as to the first hand, the procedures in (g) (i) through (i) above shall be repeated for the second hand of that player.

~~(k)~~

After the player has completed all decisions for both hands, the procedures in (g) through (j)

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(k) above shall be repeated for the player to the dealer's right of that player at the table.

(+)

After the decisions of each player have been implemented and all additional player cards have been dealt, the dealer shall deal a second card face upward to himself (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," which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12 shall be dealt face upwards at this time, after which (l) the dealer shall announce the total point count for the hand of the dealer.

(+) In lieu of the foregoing, a gaming licensee may permit the dealer to deal the hole card face downward after a second card but before any additional cards are dealt to the box of each player, provided that the dealer shall not look at the face of the hole card until after

(1) all other cards requested by the players pursuant to these rules have been dealt.

(+) Notwithstanding (l)(1) above, if a gaming licensee elects to utilize a card reader device and the dealer's first card is an ace, king, queen, jack, or 10 of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Commission. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table. If the dealer has a blackjack, no additional cards shall be dealt and

(2) each player's wager shall be settled in accordance with Section 5.

(+)

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 hand of each player in case of a question or dispute. The dealer shall pick up the cards beginning with those of the player to his or her right and moving counterclockwise around the table. After all the cards of the players have been collected, the dealer shall pick up his or her cards against the bottom of the players' cards and place all of them in the

(m) discard rack.

(+)

Whenever the cutting card is reached in the deal of the cards, the dealer shall continue

(n) dealing the cards until that round of play is completed, after which the dealer shall:

(1) (+) Collect the cards as provided in Section 7(l) above;

(2) (-) Remove the cards remaining in the shoe and place them in the discard rack to ensure that

(2) no cards are missing; and

(3) (-) Shuffle the cards.

(+)

No player or spectator shall handle, remove or alter any cards used to game at blackjack switch, and no dealer or other casino employee shall permit a player or spectator to engage in

(o) such activity.

(+)

Each player at the table shall be responsible for correctly computing the point count of his or her hands, and no player shall rely on the point counts required to be announced by the dealer

(p) without checking the accuracy of such announcement himself or herself.

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8. Insurance bets

(a)

Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet, which shall win if the hole card of the dealer is a king, queen, jack, or 10, and shall lose if the hole card of the dealer is an ace, two, three, four, five, six, seven, eight, (a) or nine.

(1) ~~(1)~~ A player may make an insurance bet on either or both of the player's hands.

~~(2)~~ Any insurance bets shall be placed only after the first four cards are dealt to all players, before any players are offered the opportunity to switch cards pursuant to Section 7, and (2) before any additional cards are dealt to any player.

~~(3)~~ If a card reader device is in use, all insurance bets shall also be placed before the dealer (3) inserts ~~his or her~~ their hole card into the card reader device.

(b)

An insurance bet shall be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager (b) cannot be bet.

(c)

All losing insurance bets shall be collected by the dealer immediately after the dealer (c) discloses ~~his or her~~ their hole card and before the dealer draws any additional cards.

~~(d)~~ After

~~If the dealer has blackjack, all losing insurance bets are wagers shall be collected, and all winning insurance bets shall be paid at odds~~

(d) of 2 to 1.

(e)

(e) Insurance bets shall not apply to the match wager.

9. Surrender

(a)

After the first four cards are dealt to a player and the point totals of each hand are announced, the player may elect to discontinue play on one or both hands for that round of play by surrendering one-half of the amount of the wager for the surrendered hand. All decisions to surrender shall be made prior to the player indicating whether the player wishes to stand, (a) draw, double down or split pairs. If a player elects to surrender a hand and:

~~(1)~~ If the first card dealt to the dealer is not an ace or a card having a point value of 10, the dealer shall immediately collect half of the wager and return the remaining half to the

(1) player; or

~~(2)~~ If the first card dealt to the dealer is an ace or a card having a point value of 10, the dealer shall place the wager on top of the player's cards. When the dealer's second card is revealed, the hand shall be settled by immediately collecting the entire wager if the dealer has blackjack, or by collecting half of the wager and returning the remaining half to the

(2) player if the dealer does not have blackjack.

(b)

If the player has made an insurance wager and then elects to surrender, each wager shall be (b) settled separately and each wager shall have no bearing upon the other.

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(e) A gaming licensee may, in its discretion, offer its patrons the surrender option authorized in this section. A gaming licensee shall not initiate or terminate the use of the surrender option at a table unless the gaming licensee complies with the notice requirements set forth in the (c) rules of the Commission.

10. Doubling down

(a) Except for a blackjack, a player may elect to double down (make an additional wager not in excess of the amount of the original wager). A player may double down on one or both of the player's hands after the player has accepted or declined the opportunity to switch cards (a) pursuant to Section 7, but prior to any additional cards being dealt to that hand.

(b) One and only one additional card shall be dealt to each hand on which the player has elected to double down, and that additional card shall be dealt face upwards and placed sideways on (b) the layout.

(c) If the dealer obtains blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player, and shall not collect the additional amount (c) wagered in doubling down.

11. Splitting pairs

(a) Whenever the initial two cards in either or both hands dealt to a player are identical in value, or the two cards in either hand of a player who has completed a switch pursuant to Section 7 are identical in value, the player may elect to split the hand into two separate hands, provided that the player makes a wager on the second hand so formed in an amount equal to the (a) original wager.

(b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any (b) cards to any other hand.

(c) After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate a decision to stand, draw or double down with respect (c) thereto except that:

(1) A player may not split pairs again if the second card so dealt is identical in value to a card (1) of the split pair; and

(2) A player splitting aces shall only have one card dealt to each ace and may not elect to (2) receive additional cards.

(d) If the dealer obtains blackjack after a player splits pairs, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount (d) wagered in splitting pairs.

(e) Notwithstanding the provisions of (c)(1) above, a gaming licensee may, in its discretion,

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permit a player to split pairs up to three times. If a gaming licensee elects to offer the option of splitting pairs more than once, it may, at its discretion, prohibit a player from splitting a pair of aces more than once (a total of two hands) if notice is provided. All other requirements of this section shall apply to each hand which is formed as a result of splitting (e) pairs more than once.

12. Drawing of additional cards by players and dealers

(+) Except as provided in Section 11, a player may elect to draw additional cards whenever the (a) point count total of the player is less than 21, except that:

- (1) ~~(1)~~ A player having blackjack or a total of 21 may not draw additional cards; and
- (2) ~~(2)~~ A player electing to double down shall draw one and only one additional card.

(+) Except as provided in (c) below, a dealer shall draw additional cards to ~~his or her~~ their hand until the dealer has a hard total of 17 or a hard or soft total of 18, 19, 20, 21, or 22, at which point (b) no additional cards shall be drawn.

(+) A dealer shall not draw any additional cards to ~~his or her~~ their hand, regardless of the point count,

(+) if decisions have been made on all players' hands and the point count of the dealer's hand (c) will have no effect on the outcome of the round of play.

13. More than one player wagering on a spot

(+) A gaming licensee may permit a maximum of three people to wager on any one spot of the blackjack switch layout, provided that the first person wagering on that spot consents to additional players wagering on such spot, and provided further that the gaming licensee adheres to such procedures and limitations imposed by the Commission as dictated by the (a) particular circumstances.

(+) When more than one player wagers on a spot, the player seated at that spot shall have the exclusive right to call the decisions with regard to the cards dealt to such spot. In the case of (b) no seated player, the person with the highest wager in the spot shall have such right.

(+) The player calling the decisions with respect to any spot shall place ~~his or her~~ their wager in those portions of the betting boxes closest to the dealer's side of the table, and all other players wagering on such spot shall place their wagers immediately behind and in a vertical line with (c) the aforementioned wager.

(+) When more than one player is wagering on a spot and the player calling the decisions decides to double down, the other players may also double down their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to a hand that is (d) subject to the double down decision.

(+) When more than one player is wagering on a spot, each player shall have the right to make an

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(e) insurance bet, regardless of whether the other players on that spot make such a bet.

(f)

The Commission and its agents shall have the discretion and authority to limit, control, and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of spots at each table on which more than one person can wager, and the right to require the gaming licensee to establish the (f) ability of its dealers to implement this section.

14. Player wagering on more than one spot

A player may only wager on one spot at a blackjack switch table unless the gaming licensee, in its discretion, permits the player to wager on additional spots.

15. Irregularities

(a)

In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularities sections of the specific game the card will move forward or then be used as the dealer's next card or burned. The licensee shall allow one or more players out of the hand when the dealer is found to make this error.

A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe during the (b) dealing of the cards, the round of play shall be void and the cards shall be reshuffled.

(c)

A card drawn in error without its face being exposed shall be used as though it were the next (c) card from the shoe.

(d)

After the initial four cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to that player during such round. If the card is refused by the players (d) and the dealer cannot use the card, the card shall be burned.

(e)

If the dealer has a hard total of 17 or a hard or soft 18 point total and draws an additional card (e) for the dealer, such card shall be burned.

(f)

If the dealer misses dealing the first or second card to the dealer, the dealer shall continue dealing the first two cards to each player's betting box and then deal the appropriate number (f) of cards to the dealer.

(g)

If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in Section 4, the first card shall be drawn face downwards and burned, and the dealer shall complete the (g) round of play.

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~~(g)~~
If no initial cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to a 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 (h) second card.

~~(h)~~
If, after a player receives the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such cards, then at the player's option, the dealer shall either deal the additional cards after all other players have received their additional cards but prior to the dealer revealing ~~his or her~~ their hole card, or shall call the player's hand dead and (i) return the player's original wager.

~~(i)~~
If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (j) accordance with the rules of the Commission.

~~(j)~~
Any automated card shuffling device shall be removed from a gaming table before any other (k) method of shuffling may be utilized at that table.

~~(k)~~
If the dealer inserts ~~his or her~~ their hole card into a card reader device when the value of ~~his or her~~ their first card is not an ace, king, queen, jack, or 10, the dealer, after notification to a casino (l) supervisor, shall:

~~(l)~~ Call all hands dead, collect the cards and return the wagers of each player if the particular card reader device in use provides any player with the opportunity to determine the value

(1) of the hole card; or

~~(m)~~ Continue play if the particular card reader device in use does not provide any player with (2) the opportunity to determine the value of the hole card.

~~(n)~~
If a card reader device malfunctions, the dealer may only continue dealing the game at that (m) table by using dealing procedures applicable when a card reader device is not in use.

(n) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

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

- (1) ~~(1)~~ Any card from 2 to 10 shall have its face value;
- (2) ~~(2)~~ Any Jack, Queen or King shall have a value of ten;
- (3) ~~(3)~~ An ace shall have a value of:

~~(i)~~ Eleven, unless that value would give a player or the dealer a score in excess of 21, in (i) which case, it shall have a value of one; or

~~(ii)~~ One, if the ace is one of the initial two cards dealt to a player in determination of the additional wager authorized by Section 17(a)(1); provided, however, that the value of (ii) such ace for all other purposes under this section shall be governed by (b)(3)(i) above.

~~(b)~~

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

~~(1)~~ The cards shall be separated into two batches, with an equal number of decks included in (1) each batch;

~~(2)~~ The cards in each batch shall be identical in appearance, but the backs of the cards in (2) each batch shall be of a different color than the cards included in the other batch;

~~(3)~~ One batch of cards shall be shuffled and stored in the automated card shuffling device (3) while the other batch is being dealt or used to play the game;

~~(4)~~ Both batches of cards shall be continuously alternated in and out of play, with each batch (4) being used for every other dealing shoe; and

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

~~(e) Notwithstanding (c) above, an automated card shuffling device shall be utilized for the 6 to 5 blackjack variation, which shall shuffle and store one deck or a set of two decks of cards while the other deck or set of two decks is being dealt or used to play the game. Each deck or set of two decks of cards shall be alternated for use, with the deck or set of two decks in use to be shuffled upon completion of the round of play after reaching the cut card.~~

3. Wagers

~~(a)~~

Prior to the first card being dealt for each round of play, each player at the game of blackjack

(a) shall make a wager against the dealer which shall win if;

(1) ~~(1)~~ The score of the player is 21 or less and the score of the dealer is in excess of 21;

(2) ~~(2)~~ The score of the player exceeds that of the dealer without either exceeding 21; or

~~(3)~~ The player has achieved a score of 21 in two cards and the dealer has achieved a score of (3) 21 in more than two cards.

~~(b)~~

Except as otherwise provided in Section 2(a)(32) above, a wager made in accordance with this section shall be void when the score of the player is the same as the dealer provided,

however, that a player's wager shall be lost when the dealer has a blackjack and the player (b) has a simple 21 which is not a blackjack.

~~(c)~~

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

~~(d)~~

All wagers at blackjack shall be made by placing gaming chips or plaques and, if applicable,

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a match play coupon on the appropriate areas of the blackjack layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and casino supervisor and that such cash is expeditiously converted into gaming chips or (d) plaques in accordance with the internal control regulations. ~~All wagers at the 6 to 5 blackjack variation shall be made in multiples of \$5.00.~~

~~(e)~~

After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. All winning wagers made in accordance with (a) above shall be paid at odds of 1 to 1 with the exception of ~~standard~~ blackjack which shall be paid at odds of 3 to 2, or at odds of 6 to 5 ~~for the 6 to 5 blackjack variation.~~ Notwithstanding any other provision of this subsection ~~and except in the 6 to 5 blackjack variation~~, a gaming licensee may, in its discretion, offer one or more of the following payout odds for winning wagers made in accordance with (a) above, provided that the gaming licensee complies with the notice (e) requirements set forth in 205 CMR 147.03:

(1) ~~(4)~~ Three cards consisting of the 6, 7 and 8 of the same suit shall be paid at odds of 2 to 1;

(2) ~~(2)~~ Three cards consisting of three 7's of any suit shall be paid at odds of 3 to 2; and/or

~~(3)~~ A single blackjack combination consisting of a specific ace and face card designated by

(3) the gaming licensee in accordance with 205 CMR 147.03 shall be paid at odds of 2 to 1;

(4) ~~(4)~~ Five cards totaling 21 shall be paid at odds of 2 to 1.

~~(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 that wager except as explicitly permitted by these (f) regulations.

~~(e)~~

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 (g) explicitly permitted by this Section.

~~(h)~~

No dealer or other gaming employee shall permit any player to engage in conduct that (h) violates Section 3(f) or (g).

~~(i)~~

After the cards have been shuffled pursuant to Section 5, a gaming licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the gaming licensee chooses to permit (i) the player to begin wagering or until a reshuffle of the cards has occurred.

~~(j)~~ If a double shoe is utilized, the term "first card" as used in (a), (e) and (f) above shall mean "determinant card."

~~(k)~~

Notwithstanding any other provision of this section to the contrary, a player may, in accordance with Section 19, make a supplemental 'progressive blackjack wagerwager' at any

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blackjack table where that wager is offered either by depositing a \$1.00 gaming chip ~~into~~ onto the acceptor device designated for that player or by redeeming a progressive wager coupon in ~~(j)~~ accordance with the provisions of internal control regulations.

4. Opening of table for gaming

~~(a)~~

After receiving the one or more decks of cards at the table in accordance with the gaming ~~(a)~~ equipment regulations, the dealer shall, as applicable, comply with the requirements of 205 ~~CMR 146.~~

~~CMR 146.~~

~~(b)~~

After the cards are inspected, the cards shall be spread out face upwards 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 ~~(b)~~ cards in each suit shall be laid out in sequence within the suit.

~~(c)~~

After the first player or players is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or a ~~(c)~~ "chemmy shuffle" of the cards and stacked.

~~(d)~~

If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of ~~(d)~~ cards shall separately be turned face downward on the table and stacked.

5. Shuffle and cut of the cards

~~(a)~~

Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations, after any round of play as may be determined by the gaming licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that ~~(a)~~ they are randomly intermixed.

~~(b)~~

After the cards have been shuffled, the dealer shall perform one of the following options. The dealer will offer the stack of cards, with backs facing ~~(b)~~ away from ~~him~~ them to the players to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table.

~~(c)~~

The player designated by subsection (e) of this section shall cut the cards by placing the cut ~~(c)~~ card in the stack at least a deck in from either end.

~~(d)~~

Once the cut card has been inserted by the player or dealer, the dealer shall take all cards in front of the

cut card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by the gaming equipment regulations. Thereafter, the dealer shall insert the

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cut card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) The player to cut the cards shall be:

- (1) The first player to the table if the game is just beginning;
- (2) The player on whose box the cut card appeared during the last round of play;
- (3) The player at the farthest point to the right of the dealer if the cut card appeared on the dealer's hand during the last round of play.
- (4) The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the gaming licensee.

If the player designated in subsection (e) of this section refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut.

(f) If no player accepts the cut, the dealer shall cut the cards.

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (f) above.

A reshuffle of the cards in the shoe shall take place after the cut card is reached in the shoe as provided for in Section 6(k) except that:

(h) The gaming licensee may determine after each round of play that the cards should be reshuffled:

~~(1) For the 6 to 5 blackjack variation, after the cards have been removed from the automated shuffling device and cut, the dealer shall maintain one cut card to cover the bottom card of the deck or, if two decks are used, the stacked decks. If a gaming licensee elects to deal multiple rounds of play from a single deck or two decks, the dealer shall insert a second cut card at a position at least one-third of the way in from the back of the deck or decks. If a gaming licensee elects to deal only one round of play from a single deck, the gaming licensee shall rotate decks of cards with each round of play in accordance with the requirements of Section 2(d).~~

(i) If there is no gaming activity at a blackjack table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table.

(1) If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

(2) If an automated shuffling device is in use, the cards shall be stacked and placed into the

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automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the

(2) shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

- (+) The automated card shuffling device stores a single batch of shuffled cards inside the (i) shuffler in a secure manner approved by the Commission; and
- (++) The shuffled cards have been secured, released, and prepared for play in accordance (ii) with procedures approved by the Commission.

(+)

A gaming licensee may submit to the IEB for approval proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (i) (dealing shoes or other dealing devices) and burn card procedures.

(+)

When the licensee is using a manual shuffle, the following steps will be incorporated into (k) their shuffle procedure.

(+)

The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

(2) (2) The "riffle" is when the cards are divided into two piles and interlaced.

(3) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffling the stacks together.

(4) The "strip" also known as running cuts. The strip should not occur before at least two (4) riffles have taken place.

(5) The "cut" is the final step before the cards are put back into the shoe. This insuresensures that the

(5) top card cannot be identified if it was accidentally exposed during the other steps.

6. Procedure for dealing of cards

(+)

All cards used to game at blackjack shall be dealt from a dealing shoe specifically designed (a) for such purpose ~~with the exception of the 6 to 5 blackjack variation which shall be dealt from the dealer's hand in accordance with the procedure set forth at Section 6A.~~

(+)

Each dealer shall remove cards from the shoe with his left hand, turn them face upwards, and then place them on the appropriate area of the layout with his right hand, except that the dealer has the option to deal hit cards to the first two positions with his/her/their left hand. Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that

(b) cannot be readily observed by someone attempting to ascertain their value.

(+)

After each full set of cards is placed in the shoe, the dealer shall remove the first card there from face downwards and place it in the discard rack. Each new dealer who comes to the table shall also burn one card as described herein before the new dealer deals any cards to the (c) players. Each gaming licensee may, at its discretion, offer its patrons the option to not burn this card when a new dealer comes to the game. The burn card shall be disclosed if requested by the player.

(d) If a double shoe is utilized, the following procedures shall be used in lieu of those set forth

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in (c) above.

~~(1) Prior to commencement of each round of play, the dealer shall draw a card from either side of the double shoe. The suit of that card shall determine from which side of the shoe that round of play will be dealt. The gaming licensee shall designate that the suits of hearts and diamonds shall correspond to the color of the backs of the cards being dealt from one side of the shoe, and that the suits of spades and clubs shall correspond to the color of the backs of the cards being dealt from the other side of the shoe.~~

~~(2) A determinant card corresponding to the side of the shoe from which it was drawn shall become the player's first card. A determinant card that does not correspond to the side of the shoe from which it was dealt shall be burned by placing it in a segregated area of the dealing shoe.~~

~~(e)~~

At the commencement of each round of play, ~~or immediately after the determinant card has been drawn~~ and either burned or used as the player's first card, the dealer shall, starting on his ~~(d)~~ left and continuing around the table, deal the cards in the following order:

~~(1) (1)~~ One card face upwards to each box on the layout in which a wager is contained;

~~(2) (2)~~ One card face upwards to ~~himself~~~~themselves~~;

~~(3) (3)~~ A second card face upwards to each box in which a wager is contained.

~~(f)~~

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

~~(g)~~

As each player indicates his decision(s), the dealer shall deal face upwards whatever ~~additional cards are necessary to effectuate such decision consistent with these regulations (f) and shall announce the new point total of such player after each additional card is dealt.~~

~~(h)~~

After the decisions of each player have been implemented and all additional cards have been ~~dealt~~, the dealer shall deal a second card face upward to ~~himself~~~~themselves~~ provided, however, that such

~~card shall not be removed from the dealing shoe until the dealer has first announced "Dealer's Card" which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12(b) shall be dealt face upwards at this time after which the dealer shall announce his total point count. In lieu of the requirements of this paragraph, the procedures set forth in (g) (i) or (k) below may be implemented.~~

~~(i)~~

At the conclusion of a round of play, all cards still remaining on the layout shall be picked up ~~by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his~~~~their~~ far right and moving counterclockwise around the table.

After

~~all the players' cards have been collected the dealer shall pick up his~~~~their~~ cards against the bottom

~~(h) of the players' cards and place them in the discard rack.~~

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(g) In lieu of the procedures set forth in (h) above, a gaming licensee may permit a blackjack dealer to deal ~~his or her~~ their hole card face downward after a second card in a manner as to not disclose the value of the card and before additional cards are dealt to the players provided that said dealer not look at the face of ~~his or her~~ their hole card until after all other cards requested

by the players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a gaming licensee elects to utilize a card reader device and the dealer's first card is an ace, king, queen, jack or 10 of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Commission. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without (i) exposing it to anyone, including the dealer, at the table.

- (1) If the dealer has a blackjack, no additional cards shall be dealt and each player's wager shall be settled in accordance with Sections 3, 7 and 20.
- (2) The alternative dealing procedure described in this subsection shall not be used at any blackjack table which offers the 'progressive blackjack ~~wager~~ *wager*' authorized by Section 19.

(3) If a gaming licensee offers the additional wager authorized by Section 17(a)(3) at a blackjack table that has a card reader device and the dealer has a blackjack, the dealer shall, starting from ~~his or her~~ their left, offer any player that has been dealt two sevens as ~~his or her~~ their initial two cards an additional card to complete the hand on which the additional ~~wager has been made.~~ *wager has been made.*

(h) In lieu of the procedures set forth in (g) above, a gaming licensee may permit a blackjack dealer to deal ~~his or her~~ their hole card face upward after a second card and before additional cards

are dealt to the players, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03. The alternative dealing procedure described in this subsection shall not be used at any blackjack table which offers the 'progressive blackjack ~~wager~~ *wager*' authorized by Section 19. Notwithstanding any other provision of this section, the following rules shall apply whenever cards used to game at blackjack are dealt in accordance (i) with this subsection:

- (1) Winning wagers shall be determined in accordance with Section 3(a) and (b), provided, however, that a player's wager shall be lost if the score of the player is the same as the dealer, except that a player's wager shall win if both the player and dealer have blackjack;
- (2) Winning wagers shall be paid in accordance with Section 3(e), except that standard blackjack shall be paid at odds of 1 to 1;
- (3) Surrender, pursuant to Section 8, and insurance wagers, pursuant to Section 9, shall not be available;
- (4) (4) A player may double down, pursuant to Section 10, only on a point count of 9, 10 or 11;
- (5) Any player who elects to split cards of identical value, pursuant to Section 11, may not split pairs again if the second card so dealt is identical in value to a card of the split pair;

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and

~~(6)~~ If the dealer has a blackjack, no additional cards shall be dealt and each player's wager shall be settled in accordance with Sections 3 and 7; provided however, if a casino elects to offer the additional wager authorized by Section 17(a)(3) and the dealer has blackjack, the dealer shall, starting from ~~his or her~~ their left, offer each player that has been dealt two ~~(6)~~ sevens as ~~his or her~~ their initial two cards an additional card to complete the hand on which the additional wager has been made.
~~additional wager has been made.~~

~~(4)~~
Whenever the cut card is reached in the deal of the cards, the dealer shall continue dealing ~~(k)~~ the cards until that round of play is completed after which the dealer shall:

- ~~(1)~~ ~~(4)~~ Collect the cards as provided in ~~(ih)~~ above;
- ~~(2)~~ Prepare to shuffle the cards, as follows:
- ~~(i)~~ Whenever ~~whenever~~ a single dealing shoe is used, the dealer shall remove the cards remaining ~~(2)~~ in the shoe and place them in the discard rack to ensure that no cards are missing.

~~(m)~~
No player or spectator shall handle, remove or alter any cards used to game at blackjack except as explicitly permitted by these regulations and no dealer or other gaming employee ~~(m)~~ shall permit a player or spectator to engage in such activity.

~~(n)~~
Each player at the table shall be responsible for correctly computing the point count of ~~his~~ their hand and no player shall rely on the point counts required to be announced by the dealer ~~(n)~~ under this section without ~~himself~~ themselves checking the accuracy of such announcement.

6a. Procedure for dealing cards in 6 to 5 blackjack variation

~~(a)~~ If a gaming licensee offers the 6 to 5 blackjack variation, a dealer shall deal the cards from ~~his or her hand in accordance with the subsections below.~~

~~(b)~~ Once the applicable procedures required by Section 5 have been completed, the dealer shall remove the shuffled deck or decks from the automated shuffling device and shall place the single deck or two stacked decks of cards in either hand. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

~~(c)~~ At the commencement of each round of play, the dealer may, upon the election of the gaming licensee, burn the top card of the deck or stack of two decks and not reveal the card to any player. The dealer shall then, starting on his or her left and continuing around the table, deal the cards in the following order:

- ~~(1)~~ One card face down to each box on the layout in which a wager is contained;
 - ~~(2)~~ One card face up to the dealer; and
 - ~~(3)~~ A second card face down to each box in which a wager is contained.
- ~~(d)~~ After two cards have been dealt face down to each player and one card face upwards to the dealer, each player may, with one hand, pick up and evaluate the two cards dealt to him or her. The dealer shall then, beginning from the dealer's left, ascertain from each player upon each such player's indication whether he or she wishes to double down, split pairs, stand or draw as provided for by this section:
- ~~(e)~~ As each player indicates his or her decision(s), the dealer shall deal face upwards whatever

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additional cards are necessary to effectuate such decision consistent with these rules:

(1) If a player indicates that he or she wishes to split a pair, the dealer shall turn over the player's two cards dealt face down and proceed in accordance with Section 11.

(2) If a player is dealt a card which causes his or her point total to exceed 21, the player shall immediately discard his or her first two cards face down. A player shall not intentionally draw additional cards after exceeding a point count of 21.

(3) The dealer shall immediately collect a player's losing wager and place the player's cards in the discard rack.

(f) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upwards to himself or herself, provided, however, that such card shall not be dealt until the dealer has first announced "Dealer's Card" which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12(c) shall be dealt face upwards at this time after which the dealer shall announce his or her total point count.

(g) After all additional cards have been dealt in accordance with (e) and (f) above, the dealer shall turn over each player's two cards dealt face down and settle all remaining wagers.

(h) In lieu of the procedures set forth in (d) through (g) above, a gaming licensee may permit a blackjack dealer in the 6 to 5 variation to deal his or her second card face downward and to utilize a card reader device pursuant to Section 6(j) prior to dealing any additional cards to the players.

(i) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his or her far right and moving counterclockwise around the table. _____

~~After all~~ the players' cards have been collected the dealer shall pick up his or her cards against the bottom of the players' cards and place them in the automated shuffling device.

(j) Whenever the cut card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which the dealer shall collect the cards as provided in (i) above, shuffle the cards and alternate the deck or set of two decks pursuant to Section 2(e) for the next round of play.

(k) Each player at the table shall be responsible for correctly computing the point count of his or her hand and no player shall rely on the point count required to be announced by the dealer under this section without checking the accuracy of such announcement.

7. Payment of blackjack; even-money payout option for certain insurance wagers

(a) _____

If the first face up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8, or 9 and a player has blackjack, the dealer shall announce and pay the blackjack at odds of 3 to 2 or 6 to 5 and, unless the

player has also made a blackjack bonus wager pursuant to Section 20, shall remove the

(a) player's cards before any player receives a third card.

(b)

If the first face up card dealt to the dealer is an Ace, King, Queen, Jack or Ten and a player has a blackjack, the dealer shall announce the blackjack but shall make no payment nor

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remove any cards until all other cards are dealt to the players and the dealer receives his second card. If, in such circumstances, the dealer's second card does not give ~~him~~them blackjack, the player having blackjack shall be paid at odds of 3 to 2- or 6 to 5. If, however, the dealer's second card gives ~~him~~them blackjack, the wager of the player having blackjack shall be void and (b) constitute a standoff.

(e)
If the first face up card dealt to the dealer is an Ace and a player has blackjack, a gaming licensee may, notwithstanding (b) above and before any additional cards are dealt, offer the player the option to be paid at odds of 1 to 1 on the blackjack wager instead of making an insurance wager pursuant to Section 9. If the gaming licensee chooses to offer the evenmoneyeven-money payout option authorized by this subsection, notice shall be provided by the gaming (c) licensee in accordance with 205 CMR 147.03.

(d)
If the licensee chooses the option to pay a blackjack at odd of 6 to 5 ~~and doesn't use the 6 to (d) 5 variation,~~ then Section 7(c) above is void. ~~If the licensee uses this option on 6 or 8 deck games, this variation's rules must be displayed on the layout in plain sight.~~

8. Surrender

(a)
After the first two cards are dealt to the player and the player's point total is announced, the player may elect to discontinue play on his hand for that round by surrendering one-half ~~his~~ (a) their wager. All decisions to surrender shall be made prior to such player indicating as to whether they wish to double down, split pairs, stand, and/or draw as provided for in this section. ~~he wishes to double down, split pairs, stand, and/or draw as provided for in this section.~~

(1) Should the first card dealt to the dealer be other than an ace or ten-value card, the dealer (1) shall immediately collect one-half of the wager and return one-half to the player.
(2) Should the first card dealt to the dealer be an ace or ten-value card, the dealer will place the player's wager on top of the player's ~~wager on top of the player's~~ cards. When the dealer's second card is revealed, the hand will be settled by immediately collecting the entire wager should the dealer have blackjack or collecting one-half of the wager and returning one-half of the wager to the (2) player should the dealer not have blackjack.

(b)
If the player has made an insurance wager and then elects to surrender, each wager will be settled separately as provided for above and in accordance with Section 9 and one will have (b) no bearing on the other.

(e)
Each gaming licensee may, at its discretion, offer its patrons the surrender option authorized in this section, except that when a gaming licensee offers the rule variation multiple action blackjack pursuant to Section 18, or ~~on any blackjack table which offers the 6 to 5 blackjaek~~

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~~variation of the~~ *progressive blackjack ~~wagerwager~~* pursuant to Section 19, the surrender option shall not be available. A gaming licensee shall not initiate or terminate the use of the (c) surrender option at a table unless the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03.
~~set forth in 205 CMR 147.03.~~

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9. Insurance wagers

~~(a)~~ _____
Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet which, except as otherwise provided in Section 7(c), shall win if the dealer's second card is a King, Queen, Jack or 10 and shall lose if the dealer's second card is an ace, (a) 2, 3, 4, 5, 6, 7, 8, or 9.

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~~(b)~~ _____
An insurance bet may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be bet. If a card reader device is not in use, all insurance wagers shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table except, at the discretion of the gaming licensee, a player may place an insurance wager immediately prior to such player indicating whether ~~he or she~~ they wishes to double down, split pairs, stand, and/or draw as provided for in this section and prior to any additional cards being dealt, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03. If a card reader device is in use, all (b) insurance wagers shall be placed prior to the dealer inserting ~~his or her~~ their hole card into the card reader device.
~~reader device.~~

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~~(c)~~ _____
(c) All winning insurance wagers shall be paid at odds of 2 to 1.

~~(d)~~ _____
All losing insurance wagers shall be collected by the dealer immediately after ~~he draws his~~ (d) they draw their second face up card or discloses ~~his~~ their hole card and before ~~he draws~~ they draw any additional cards.

~~(e)~~ _____
Insurance wagers shall not apply to the *progressive blackjack ~~wagerwager~~* permitted pursuant to (e) Section 19.

~~(f)~~ _____
An insurance wager does not apply to any of the additional wagers permitted pursuant to (f) Section 17(a).

10. Doubling down

~~(a)~~ _____
Except for ~~Blackjaek~~ blackjack or a point count of twenty-one in two cards, a player may elect to double down, that is, make an additional wager not in excess of the amount of ~~his~~ their original

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wager, on the first two cards dealt to ~~him~~them or the first two cards of any split pair on the condition that one and only one additional card shall be dealt to the hand on which ~~he has~~ (a) they have elected to double down.

(b)

If a dealer obtains blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount (b) wagered in doubling down.

(c)

Upon a player's election to double down as authorized by this section, the dealer shall deal the one additional card face upwards. Notwithstanding the foregoing or any other provision of this section, a gaming licensee may, at its discretion, require the dealer at one or more blackjack tables to deal the one additional card face down or, alternatively, permit a player to request that ~~his or her~~their one additional card be dealt face down. If the face down dealing procedure is implemented at a particular table upon the request of a player, the procedure shall, commencing with the next round of play, be offered to all players at that table. Regardless of the dealing procedure in effect, the one additional card shall be placed sideways on the layout. The gaming licensee shall post a notice of any optional dealing procedure in effect at a particular table and identify its choice of dealing procedure under this subsection in its approved gaming submission as either: face up at all tables, face down at designated table(s) or face down at the request of a player. If the one additional card is dealt face down, such card shall be turned face upward after the dealer has drawn additional cards to ~~his or her~~their hand in accordance with Section 12(b) and at such time as the player's wagers (c) are to be settled in rotation at the conclusion of the round of play.

~~(d) In the 6 to 5 blackjack variation, a gaming licensee may prohibit doubling down after splitting pairs upon compliance with the notice requirements set forth at 205 CMR 147.03.~~

11. Splitting pairs

(a)

Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that ~~he~~they makes a wager on the second hand so

(a) formed in an amount equal to ~~his~~their original wager.

(b)

When a player splits pairs, the dealer shall deal a card to and complete the player's decisions (b) with respect to the first incomplete hand on the dealer's left before proceeding to deal any ~~cards to any other hand.~~ cards to any other hand.

(c)

After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate ~~his~~their decision to stand, draw or double down with respect (c) thereto except that:

(1) ~~(1)~~ A player may not split pairs again if the second card so dealt is identical in value to a card ~~of the split pair; and~~ of the split pair; and

(2) A player splitting aces shall only have one card dealt to each ace and may not elect to

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(2) receive additional cards.

(4)

If the dealer obtains blackjack after a player splits pairs, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount (d) wagered in splitting pairs.

(e)

Notwithstanding the provisions of (c)(1) above, a gaming licensee may, at its discretion, permit a player to split pairs up to three times (a total of four hands) at a blackjack table with up to six player boxes or twice (a total of three hands) at a blackjack table with seven player boxes if notice of the option is provided as set forth in 205 CMR 147.03, except that this option shall not be available in games in which the rule variation multiple action blackjack is available pursuant to Section 18. If a gaming licensee elects to offer the option of splitting pairs more than once, it may, at its discretion, prohibit a player from splitting a pair of aces more than once (a total of two hands) if notice is provided as set forth in 205 CMR 147.03.

All other requirements of this section shall apply to each hand which is formed as a result of (e) splitting pairs more than once.

(f)

If a player has made the additional wager authorized by Section 17(a)(3), is dealt two sevens as his or her their initial two cards and elects to split the pair of sevens, the dealer shall announce that the player is splitting sevens and forfeiting any potential payout for three sevens. The player shall be paid for the additional winning wager prior to any additional cards being dealt (f) to either of the split hands.

12. Drawing of additional cards by players and the dealer

(a)

(a) A player may elect to draw additional cards whenever his point count total is less than 21 except that:

except that:

(1) (1) A player having ~~Blackjack~~ or a hard or soft total of 21 may not draw additional cards;

(2) (2) A player electing to double down shall draw one and only one additional card;

(3) A player splitting aces shall only have one card dealt to each ace and may not elect to (3) receive additional cards.

(b)

(b) Except as provided in (c) or (d) below, a dealer shall draw additional cards to his or her hand their hand in accordance with one of the following options: in accordance with one of the following options:

(1) The dealer shall draw additional cards until he or she has they have a hard or soft total of 17, 18, 19,

(1) 20 or 21; or

(2) The dealer shall draw additional cards until he or she has they have:

(i) (i) A hard total of 17, 18, 19, 20 or 21; or

(ii) (ii) A soft total of 18, 19, 20 or 21.

(c)

Except as provided in Section 25(d), a dealer shall draw no additional cards to his their hand, regardless of the point count, if decisions have been made on all players' hands and the point

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(c) count of the dealer's hand will have no effect on the outcome of the round of play.

~~(d) In the 6 to 5 blackjack variation, a dealer shall draw additional cards to his hand until he has a hard total of 17 or a hard or soft total of 18, 19, 20 or 21, at which point no additional cards shall be drawn.~~

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13. More than one player wagering on a box

~~(a) _____~~

Unless otherwise directed by the Commission, a gaming licensee may permit from one to three people to wager on any one box of the ~~Blackjack~~blackjack layout provided that the first person

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wagering on that box consent to additional players wagering on such box and provided further that the gaming licensee adhere to such procedures and limitations imposed by the Commission as dictated by the particular circumstances. This option may not be used at any (a) blackjack table which offers the progressive blackjack wager authorized by Section 19.

~~(b)~~

Whenever more than one player wagers on a box, the player who is seated at that box shall have the exclusive right to call the decision with regard to the cards dealt to such box. In the (b) case of no seated player, the person with the highest wager in the box shall have such right.

~~(c)~~

The player calling the decisions with respect to any box shall place ~~his~~their wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box (c) shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

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~~wager.~~

~~(d)~~

Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is (d) subject to the double down decision.

~~(e)~~

Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager as provided for in Section 11 to cover each split pair or designate which of the split pairs they wish their (e) initial wager to apply.

~~(f)~~

Whenever more than one player is wagering on a box, each player shall have the right to make an insurance bet in accordance with Section 9 regardless of whether the other players (f) on that box make such a bet.

~~(g)~~

The Commission and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the gaming licensee to establish the ability (g) of its dealers to implement this section.

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14. A player wagering on more than one box

A player may only wager on one box at a ~~Blackjack~~ blackjack table unless the gaming licensee, in its discretion, permits the player to wager on additional boxes.

15. Irregularities

(a) In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularities sections of the specific game the card will move forward or then be used as the dealer's next card or burned. The licensee shall allow one or more players out of the hand when the (a) dealer is found to make this error.

(b) A card found turned face upwards in the shoe shall not be used in the game and shall be (b) placed in the discard rack ~~or in a segregated area of the double shoe.~~

(c) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe. ~~card from the shoe.~~

(d) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to ~~him~~them during such round. If the card is refused by the players and the (d) dealer cannot use the card, the card shall be burned.

(e) If the dealer has ~~seventeen~~a pat hand and accidentally draws a card for ~~himself~~himself, such card shall be ~~burned.~~

(f) If the dealer misses dealing ~~his~~their first or second card to ~~himself~~himself, the dealer shall continue (f) dealing the first two cards to each player, and then deal the appropriate number of cards to ~~himself.~~ himself.

(g) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack ~~or in a segregated area of the double shoe~~ shall be shuffled and cut according to the procedures outlined in Section 5, the first card shall be drawn face (g) downwards and burned, and the dealer shall complete the round of play. ~~For the 6 to 5 blackjack variation, if there are insufficient cards remaining in the deck in use to complete a round of play, all the discarded cards from the deck in use shall be shuffled by hand and cut according to the procedures outlined in Section 5, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.~~

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(h)

If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

~~(i) Any round of play drawn from the inappropriate side of a double shoe shall be treated as if it were drawn from the appropriate side of the shoe and concluded.~~

(j)

If after receiving the first two cards and the dealer fails to deal an additional card(s) to a player who has requested such a card, then, at the player's option, the dealer shall either deal the additional card(s) after all other players have received their additional cards but prior to the dealer revealing his or her their hole card, or call the player's hand dead and return the player's

(i) original wager.

(k)

If the dealer inserts his or her their hole card into a card reader device when the value of his or her their first card is not an ace, king, queen, jack or 10, the dealer, after notification to a casino (j) supervisor, shall:

(1) If the particular card reader device in use provides any player with the opportunity to

(1) determine the value of the hole card, call all hands dead, collect the cards and return each player's wager; or

~~player's wager; or~~

(2) If the particular card reader device in use does not provide any player with the

(2) opportunity to determine the value of the hole card, continue play.

(l)

If a card reader device malfunctions the dealer may only continue dealing the game of (k) blackjack at that table using the dealing procedures applicable when a card reader device is not in use.

~~not in use.~~

(m)

If the dealer fails to move his or her their original face up card to the area of the layout designated

for the second or third hand of the round in accordance with Section 18, the round shall (l) continue as if the original face up card was moved to the appropriate area of the layout.

(n)

If the dealer inadvertently picks up his or her their original face up card and places it in the discard

rack prior to the completion of the second or third hand of multiple action blackjack, the dealer shall immediately notify a casino supervisor assigned to that table. The casino supervisor shall remove the appropriate cards from the discard rack and reconstruct the last hand of play so as to determine the dealer's original face up card. The original face up card shall be placed in the appropriate area on the layout, and the remaining cards shall be

(m) returned to the discard rack. Play shall resume in accordance with the rules of this chapter.

(o)

If the light at a player's betting area on a blackjack table which offers the progressive blackjack wager is not operating properly, no progressive wager shall be permitted in that (n) betting area.

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(p) If the bonus blackjack system fails to select or display a payout amount when the bonus blackjack button is pressed, and the amount of the payout cannot be ascertained by a casino (o) supervisor from the table controller or otherwise, the patron's wager shall be paid at 21-to-1.

(e) If a gaming licensee implements the procedure by which one additional card is dealt face down to a hand on which a player has elected to double down pursuant to Section 10(c) and the dealer inadvertently deals such card face upwards, play shall continue and the player's (p) wagers shall be resolved in completion of the round of play.

(q) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

16. Five cards totaling 21 rule

(a) Whenever a player has achieved a score of 21 in five cards and the dealer has not achieved a (a) blackjack or a score of 21, the winning hand shall be paid at odds of 2 to 1.

(b) If the player has achieved a score of 21 in five cards and the dealer has blackjack, the player's (b) wager shall be settled in accordance with Section 3(b). If the player has achieved a score of 21 in five cards and the dealer has achieved a score of 21 in three or more cards, the player's (b) wager shall be considered void and said wager shall be returned to the player.

(e) A gaming licensee may, in its discretion, offer to all patrons at a blackjack table the five cards totaling 21 option authorized in this section, provided that the gaming licensee (c) complies with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the (c) offer of this option.

17. Permissible additional wagers

(a) A gaming licensee may, in its discretion, offer to all players at a blackjack table that does not (a) offer the 'progressive blackjack ~~wager~~wager' authorized by Section 19 the option to make one of the

following additional wagers provided that the gaming licensee complies with the notice (a) requirements set forth in 205 CMR 147.03 prior to withdrawing the offer of this option:

- (+) A wager on whether the player's initial two cards shall have a point total either greater (1) than or less than 13;
(2) A wager on whether the player's initial two cards shall be of the same suit; or
(3) A wager on whether one or more of the player's initial three cards shall be a seven.

The additional wager shall be \$1.00.

(i) The additional wager shall be \$1.00.

(b) Prior to the first card being dealt for each round of play, each player shall make a wager (b) against the dealer as required by Section 3(a) and (d) and, if given an option to make an (b) additional wager, shall also indicate whether ~~he or she wishes~~they wish to wager, as applicable, that:

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~~(1)~~ ~~(4)~~ The point total of the player's initial two cards shall exceed 13, which wager shall win if the point total does exceed 13;

~~the point total does exceed 13;~~

~~(2)~~ The point total of the player's initial two cards shall be less than 13, which wager shall (2) win if the point total is less than 13;

~~(3)~~ The player's initial two cards shall be of the same suit, which wager shall win if the initial (3) two cards are of the same suit; or

~~(4)~~ One or more of the player's initial three cards shall be a seven, which wager shall win if (4) one or more of the initial three cards dealt to the player is a seven.

~~(e)~~

An additional wager made pursuant to (a)(1) above shall be lost when the point total of the (c) player's initial two cards equals 13.

~~(d)~~

(d) All losing additional wagers shall be collected by the dealer immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table.

All winning additional wagers shall be paid immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table;

~~(e) All winning additional wagers shall be paid immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table.~~

(e) Notwithstanding the foregoing, if a wager authorized by (a)(3) above is a winning wager because the player has received two sevens as the initial two cards dealt to his or her/their hand, the winning wager shall be paid immediately after the player elects to draw an additional card, surrender, stand, double down or split pairs. All winning additional wagers shall be (e) paid at the following odds:

(1) ~~(4)~~ For wagers made pursuant to Section 17(a)(1) above, one to one; or

(2) For wagers made pursuant to Section 17(a)(2) above, depending on the number of decks in use at the table and the cards received by the player, in accordance with one of the following options as selected by the gaming licensee; provided, however, that notice of the payout option selected by the gaming licensee or any change thereto shall be provided in accordance with the requirements of 205 CMR 147.03; and provided further, however, that the same payout option shall be used by a gaming licensee at all blackjack tables

(2) which use the same number of decks of cards:

(i) ~~(i)~~ Single Deck Blackjack Tables:

~~(ii)~~

Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	50 to 1	10 to 1	5 to 1	25 to 1
Any two cards	2.5 to 1	3 to 1	3 to 1	2.5 to 1

(ii) Two-Deck-Blackjack-Tables:

~~(iii)~~

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Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	10 to 1	5 to 1	25 to 1	20 to 1
Any two cards	3 to 1	3 to 1	2.5 to 1	2.5 to 1

(iii) Four-Deck-Blackjack-Tables:

(iv)

Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	5 to 1	25 to 1	20 to 1	50 to 1
Any two cards	3 to 1	2.5 to 1	2.5 to 1	2 to 1

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(iv) Six-Deck-Blackjack-Tables:

Initial Two Cards Option 1 Option 2 Option 3 Option 4

King and queen 50 to 1 10 to 1 5 to 1 25 to 1

Any two cards 2.5 to 1 3 to 1 3 to 1 2.5 to 1

Initial Two Cards Option 1 Option 2 Option 3 Option 4

King and queen 10 to 1 5 to 1 25 to 1 20 to 1

Any two cards 3 to 1 3 to 1 2.5 to 1 2.5 to 1

Initial Two Cards Option 1 Option 2 Option 3 Option 4

King and queen 5 to 1 25 to 1 20 to 1 50 to 1

Any two cards 3 to 1 2.5 to 1 2.5 to 1 2 to 1

(v)

Initial Two Cards	Option 1	Option 2	Option 3	Option 4
King and queen	5 to 1	25 to 1	20 to 1	15 to 1
Any two cards	3 to 1	2.5 to 1	2.5 to 1	2.5 to 1

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(v) Eight-Deck-Blackjack-Tables:

(3)

Initial Two Cards	Option 1	Option 2	Option 3
King and queen	5 to 1	25 to 1	50 to 1
Any two cards	3 to 1	2.5 to 1	2 to 1

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For wagers made pursuant to (a)(3) above, the player shall be paid only for the highest

(3) winning payout below:

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Hand	Payout Odds
Three sevens of the same suit	5000 to 1
Three sevens of any suit	500 to 1
Two sevens of the same suit (initial two cards)	100 to 1
Two sevens of any suit (initial two cards)	50 to 1
One seven (initial card)	3 to 1

An additional wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

~~(e)~~

(g) Any additional wager made pursuant to this section shall not exceed the lesser of:

~~(1) (4)~~ The amount of the blackjack wager made by the player pursuant to Section 3(a) and (d); or

or

~~(2) (2)~~ A maximum limit established by the gaming licensee.

~~(h)~~

(h) A gaming licensee shall post the maximum limit of the additional wager, as established in (g) above, in accordance with 205 CMR 147.03.

~~above, in accordance with 205 CMR 147.03.~~

~~(i)~~

An additional wager shall have no bearing on any other wager made by the player at the (i) game of blackjack.

18. Multiple action blackjack rule

~~(a)~~

A gaming licensee may, in its discretion, offer to every player at a blackjack table the option

~~Initial Two Cards Option 1 Option 2 Option 3 Option 4~~

~~King and queen 5 to 1 2.5 to 1 20 to 1 15 to 1~~

~~Any two cards 3 to 1 2.5 to 1 2.5 to 1 2.5 to 1~~

~~Initial Two Cards Option 1 Option 2 Option 3~~

~~King and queen 5 to 1 25 to 1 50 to 1~~

~~Any two cards 3 to 1 2.5 to 1 2 to 1~~

~~Hand Payout Odds~~

~~Three sevens of the same suit 5000 to 1~~

~~Three sevens of any suit 500 to 1~~

~~Two sevens of the same suit (initial two cards) 100 to 1~~

~~Two sevens of any suit (initial two cards) 50 to 1~~

~~One seven (initial card) 3 to 1~~

to make either two or three separate wagers on the outcome of the players hand against either two or three separate hands of the dealer which shall be formed with the dealer's original

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face up card, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the offer of this option. This option may not be used at any blackjack table which offers the progressive blackjack wager authorized by Section 19, the blackjack bonus wager authorized by Section 20, the streak wager authorized by Section 22, the ~~match the dealer~~ Match-the-Dealer wager authorized by Section 23, the ~~twenty point bonus~~ twenty point bonus wager authorized by Section 23, the ~~twenty point bonus~~ twenty point bonus wager authorized by Section 24, or the optional bonus wager authorized by Section 25, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28, or (a) the king's bounty sidebet wager authorized by Section 29.

(b)

Prior to the first card being dealt for the first of the three rounds of play, each player shall be required to make two or three wagers against the dealer as required by Section 3(a) and (d) by placing the wagers in the designated betting areas on the layout. A gaming licensee may, in its discretion, require every player to place a wager against all three of the dealer's hands. The minimum number of wagers required and the minimum and maximum limits for each (b) wager shall be posted at the table in accordance with 205 CMR 147.03.

(c)

After all wagers have been placed, the dealer shall deal the cards in accordance with Section 6(e). As each player's point total is announced, the player shall indicate whether ~~he wishes~~ they wish to

double down, split pairs, stand or draw as provided for by this section, except that, a decision (c) to double down or split pairs shall require an additional wager for each wager placed by the player in accordance with (b) above.

(d)

Any player may elect to make an insurance wager pursuant to Section 9 on any or all of his or her their wagers made in accordance with (b) above. Such wager or wagers shall be decided (d) individually based on the second card dealt to each of the dealer's hands.

(e)

After the decisions of all players have been implemented and all additional cards have been (e) dealt, the dealer shall deal a second card to his or her their original face up card in accordance with Section 6(h) and any additional cards required by Section 12(b). Section 6(h) and any additional cards required by Section 12(b).

(f)

Once all wagers on the dealer's first hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the first spot of each player's betting area, except that all of a player's wagers shall be collected along with his or (f) her their cards when that player's hand exceeds a hard total of 21. The dealer shall collect all of their cards and place them face down in the discard rack in accordance with one of the following:

~~his or her cards and place them face down in the discard rack in accordance with one of the following:~~

(1) If the hand of each player at the table has exceeded a hard total of 21, the dealer shall draw no additional cards pursuant to Section 12 and the dealer shall collect all of his or (1) her their cards including his or her their original face up card; or

(2) If a wager remains on the second or third spot of a player's betting area, the dealer shall

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(2) then collect all of ~~his or her~~their cards except ~~his or her~~their original face up card.

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(e)
If the dealer's cards have been collected and discarded in accordance with (f)(2) above, the dealer shall move ~~his or her~~their original face up card to the area of the layout designated for the (g) dealer's second hand and shall deal a second card to ~~his or her~~their original face up card in accordance with Section 6(h) and any additional cards required by Section 12(b).
~~accordance with Section 6(h) and any additional cards required by Section 12(b).~~

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(h)
Once all wagers on the dealer's second hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the second spot of each player's betting area. The dealer shall then collect all of ~~his or her~~their cards except ~~his or her~~their original face up card and place them face down in the discard rack. The dealer shall then move ~~his or her~~their original face up card to the area of the layout designated for the dealer's third hand and shall deal a second card to ~~his or her~~their original face up card in accordance with Section 6(h) and any additional cards required by Section 12(b), except that if no player has (h) made a third wager the round shall be concluded in accordance with (j) below.

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(i)
Once all wagers on the dealer's third hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the third spot of (i) each player's betting area.

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(j)
At the conclusion of the third hand, all cards still remaining on the layout shall be picked up (j) in accordance with Section 6(h).

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19. Progressive blackjack wager payouts; Super 4 Progressive Blackjack Wager Stax; Super 4 Progressive Blackjack Wager; Blazing 7's Progressive rules
rules

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(a)
Please note there is a 'progressive blackjack wager' that has been reference previously in the rules of the game of blackjack. This wager which is italicized previously is a specific progressive with the name 'progressive blackjack wager' and is not referencing all other progressive blackjack wagers that are listed in this section.

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If a blackjack table includes the equipment that is required by internal control submission and the gaming equipment regulations to offer a the 'progressive blackjack waggerwager', a gaming licensee

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may give each player at that blackjack table the option to make an additional one dollar wager on whether the player will be dealt any of the designated series of cards set forth in (e) (a) d) below. This wager shall be known as a the 'progressive blackjack waggerwager'.

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(b)
Prior to the first card being dealt for each round of play, each player may make a 'progressive blackjack waggerwager' by placing a one-dollar gaming chip in the designated chip acceptor device

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at ~~his or her~~their betting position. Once such wagers have been placed, a light shall then

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illuminate at each betting position at which a *progressive blackjack wager* has been made. In

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accordance with the gaming equipment regulations the dealer shall ensure that only one *progressive blackjack wager* has been made for each light that is illuminated and shall verify

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that the number of gaming chips wagered equals the number of lights illuminated. The dealer shall then announce, "no more bets" and register the progressive wagers on the (b) progressive meter and reset meter, if applicable. The dealer shall then deal the hand to all players in accordance with Section 6.

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(e)

A player who has placed a *progressive blackjack wager* shall win the specified payout if he

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(c) or she receives they receive any of the following combinations of cards:

(d)

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Winning Hand	Payout
Four black or four red aces in the first four cards	100% of the progressive meter amount
Three aces of the same suit in the first three cards	\$2,500.00
Any three aces in the first three cards	\$250.00
Two aces of the same suit in the first two cards	\$100.00
Any two aces in the first two cards	\$25.00

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A *progressive blackjack wager* shall have no bearing on any other wager made by a player

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(d) at the game of blackjack and shall be paid irrespective of the point total of the hand of the dealer.

dealer.

(e)

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

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hand.

(f)

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A player shall only be permitted to make a *progressive blackjack wager* if he or she has (f) they have placed a blackjack wager in compliance with Section 3(a) and (d).

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(g)

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

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(1) Verify that the player has received a winning combination of cards;

(2) Verify that the appropriate light on the acceptor device has been illuminated; and

(3) Have a casino supervisor validate the progressive blackjack payout pursuant to approved

(3) internal control procedures.

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(h)

All winning *progressive blackjack wagers* shall be paid in accordance with the amount on the

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primary meter when the player's regular blackjack wager is settled pursuant to Section 3(e), provided, however, if more than one player at a table has four black or four red aces on the

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first four cards, each player shall share equally in the amount on the progressive meter when the first player with four aces is to be paid. If a player has won a progressive payout which is not being paid from the table inventory container, the cards of that player shall not be collected until the necessary documentation has been completed pursuant to internal control (h) regulations.

(i)

The rate of progression for the progressive meter or, if applicable, the reset meter and progressive meter combined, shall be no less than 70 percent- for the 'progressive blackjack wagers'. The initial amount placed on the progressive meter by the gaming licensee and the portion of the reset amount funded by the gaming licensee shall be established by each gaming licensee and approved pursuant to internal control regulations. In no instance shall the initial amount on the progressive meter (i) or the reset amount funded by the gaming licensee be less than \$5,000.

(j)

A gaming licensee may, in its discretion, offer to all players at a blackjack table that does not offer the 'progressive blackjack ~~wager~~ wager' authorized above the option to wager on a Super 4 Progressive Blackjack Wager Stax, or any other approved progressive wager. Super 4 Progressive Blackjack Wager Stax is a side bet for Blackjack games configured with one, two, four, six, or eight decks and at tables that seat up to seven players. At the beginning of each game, the player must place the underlying Winning Hand Payout

~~Four black or four red aces in the first four cards 100% of the progressive meter amount~~

~~Three aces of the same suit in the first three cards \$2,500.00~~

~~Any three aces in the first three cards \$250.00~~

~~Two aces of the same suit in the first two cards \$100.00~~

~~Any two aces in the first two cards \$25.00~~

~~Blackjack blackjack~~ wager and may optionally place the Super 4 Progressive Blackjack Wager Stax

(j) bet.

(k)

If the dealer's hand is a ~~Blackjack blackjack~~, the player's two-card hand and the dealer's ~~Blackjack~~

(k) blackjack forms a four-card hand. This hand is then evaluated based on one of the configured pay tables the licensee uses below.

~~the licensee uses below.~~

~~Paytable 1 — 3 Level Progressive Reseed Contribution~~

~~Royal Flush in Chosen Suit 100% Star Progressive *Options *Options~~

~~Royal Flush (Any other~~

~~suit)~~

~~100% Spade~~

~~Progressive \$5,000 7%~~

~~Three of a Kind~~

~~100% Heart~~

~~Progressive \$500 7%~~

~~Straight \$750~~

~~Flush \$250~~

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Two Pair \$200
 All Cards Same Color \$100
 Pair \$50
 Any Hand (nothing) \$25
 Dealer Ace Up (No
 Blackjack) \$10
 Paytable 2—4 Level Progressive* Reseed Contribution
 Royal Flush in Chosen
 Suit 100% Star Progressive *Options *Options
 Royal Flush (Any other
 suit) 100% Spade Progressive \$5,000 5%
 Three of a Kind 100% Heart Progressive \$500 3%
 Straight
 100% Diamond
 Progressive \$300 3%
 Flush \$250
 Two Pair \$200
 All Cards Same Color \$100
 Pair \$50
 Any Hand (nothing) \$25
 Dealer Ace Up (No
 Blackjack) \$10
 Paytable 3—5 Level Progressive Reseed Contribution
 Royal Flush in Chosen Suit 100% Star Progressive *Options *Options
 Royal Flush (Any other
 suit) 100% Spade Progressive \$5,000 2%
 Three of a Kind 100% Heart Progressive \$500 3%
 Straight 100% Diamond \$300 3%
 Progressive
 Flush 100% Club Progressive \$250 3%
 Two Pair \$200
 All Cards Same Color \$100
 Pair \$50
 Any Hand (nothing) \$25
 Dealer Ace Up (No
 Blackjack) \$10
 Star Progressive (top prize) Options
 Reseed Contribution
 Option 1* \$50,000 6%
 Option 2 \$25,000 7%
 Option 3 \$10,000 7.50%

<u>Paytable 1 - 3 Level Progressive</u>		<u>Reseed</u>	<u>Contribution</u>
<u>Royal Flush in Chosen Suit</u>	<u>100% Star Progressive</u>	<u>*Options</u>	<u>*Options</u>
<u>Royal Flush (Any other suit)</u>	<u>100% Spade Progressive</u>	<u>\$5,000</u>	<u>7%</u>

<u>Three of a Kind</u>	<u>100% Heart Progressive</u>	<u>\$500</u>	<u>7%</u>
<u>Straight</u>		<u>\$750</u>	-
<u>Flush</u>		<u>\$250</u>	-
<u>Two Pair</u>		<u>\$200</u>	-
<u>All Cards Same Color</u>		<u>\$100</u>	-
<u>Pair</u>		<u>\$50</u>	-
<u>Any Hand (nothing)</u>		<u>\$25</u>	-
<u>Dealer Ace Up (No Blackjack)</u>		<u>\$10</u>	-

Paytable 2 - 4 Level Progressive*		Reseed	Contribution
<u>Royal Flush in Chosen Suit</u>	<u>100% Star Progressive</u>	<i>*Options</i>	<i>*Options</i>
<u>Royal Flush (Any other suit)</u>	<u>100% Spade Progressive</u>	<u>\$5,000</u>	<u>5%</u>
<u>Three of a Kind</u>	<u>100% Heart Progressive</u>	<u>\$500</u>	<u>3%</u>
	<u>100% Diamond Progressive</u>		
<u>Straight</u>		<u>\$300</u>	<u>3%</u>
<u>Flush</u>		<u>\$250</u>	-
<u>Two Pair</u>		<u>\$200</u>	-
<u>All Cards Same Color</u>		<u>\$100</u>	-
<u>Pair</u>		<u>\$50</u>	-
<u>Any Hand (nothing)</u>		<u>\$25</u>	-
<u>Dealer Ace Up (No Blackjack)</u>		<u>\$10</u>	-

Paytable 3 - 5 Level Progressive		Reseed	Contribution
<u>Royal Flush in Chosen Suit</u>	<u>100% Star Progressive</u>	<i>*Options</i>	<i>*Options</i>
<u>Royal Flush (Any other suit)</u>	<u>100% Spade Progressive</u>	<u>\$5,000</u>	<u>2%</u>
<u>Three of a Kind</u>	<u>100% Heart Progressive</u>	<u>\$500</u>	<u>3%</u>
	<u>100% Diamond Progressive</u>		
<u>Straight</u>		<u>\$300</u>	<u>3%</u>
<u>Flush</u>	<u>100% Club Progressive</u>	<u>\$250</u>	<u>3%</u>
<u>Two Pair</u>		<u>\$200</u>	-
<u>All Cards Same Color</u>		<u>\$100</u>	-
<u>Pair</u>		<u>\$50</u>	-
<u>Any Hand (nothing)</u>		<u>\$25</u>	-
<u>Dealer Ace Up (No Blackjack)</u>		<u>\$10</u>	-

Star Progressive (top prize) Options		
	Reseed	Contribution
Option 1*	\$50,000	6%
Option 2	\$25,000	7%
Option 3	\$10,000	7.50%

*Recommended option

(4)

Additionally, if the dealer has an Ace up and does not have a ~~Blackjack~~ blackjack, the player qualifies for one of the pays listed in the payable. If the dealer's hand is not a ~~Blackjack~~ blackjack and is not

(1) showing an ~~Aeace~~ ace, the bet loses.

(m) If

If the licensee is using the Must Hit Progressive for Stax ~~is available~~, the dealer hitting end-round will determine if there is a random winner from those that participated in the Super 4 Progressive Blackjack optional side bet. This will be indicated with the light-up bet sensor at that player spot as well as being indicated to the dealer on the dealer touch interface and the double-sided progressive display at the table. Table 1 below describes the optional Must Hit Progressive (m) configurations:

Table 1. Must Hit Progressive Configurations

Configuration #	Reset Value	Max Value	Increment Rate
1	\$250	\$1,000	5.00%
2	\$100	\$500	5.00%
3	\$100	\$200	2.00%

(n)

Massachusetts ~~Licensees~~ licensees can opt for the updated pay table for the *Super 4 Progressive* (n) ~~Blackjack~~ Blackjack. Pay tables below are for gaming tables using an eight-deck configuration.

20.

Hand	Standard Pay	Envy Pay
Royal Flush in Chosen Suit (A, K, Q, J, all in operator selected suit)	100% Progressive	\$3,000
Royal Flush (Any other suit)	10% Progressive	\$1,000
Three of a Kind	\$750	N/A
Straight	\$400	N/A
Flush	\$300	N/A
Two Pair	\$200	N/A
All Cards Same Color (all black or all red)	\$100	N/A
Pair	\$50	N/A
Any Hand (nothing)	\$25	N/A
Dealer Ace Up (No BJ)	\$10	N/A
Dealer Does Not Have Face Up Ace	Loss	N/A

~~Blackjack bonus wagers~~

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(a) If a blackjack table includes the equipment required by the gaming equipment regulations to offer a blackjack bonus wager, a gaming licensee may offer each player at that blackjack table the option to make an additional wager of \$1.00 or \$5.00, as to whether the player will be dealt a blackjack in the first two cards. This wager shall be known as a blackjack bonus wager.

(b) Prior to the first card being dealt for each round of play, each player may make a blackjack bonus wager by placing gaming chips in the designated betting area on the layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips in accordance with internal control regulations. ~~The dealer shall then announce "No more bets" and deal the hand to all players in accordance with Section 6.~~

(c) A player shall be permitted to make a blackjack bonus wager only if he or she has first placed a blackjack wager in compliance with Section 3(a) and (d).

(d) A player who has placed a blackjack bonus wager shall win if the player receives a blackjack in the first two cards.

(e) After the second card is dealt to all players at the table, and prior to any additional cards being dealt to any player or the dealer:

~~(1) All losing blackjack bonus wagers shall be collected by the dealer; and~~

~~(2) The cards of any player with a winning blackjack bonus wager shall be placed underneath that player's blackjack bonus wager by the dealer.~~

(f) The dealer shall then proceed to complete the round of play, collecting any other losing wagers and paying off any other winning wagers in accordance with Section 6. After all such wagers have been settled, the dealer, starting on his or her left and continuing around the table, shall place the blackjack bonus button in front of each player with a winning blackjack bonus wager. Each winning blackjack bonus player shall press the blackjack bonus button once, causing the bonus amount payable to that player to be displayed on the blackjack bonus display.

~~(g) Prior to making a payout for a winning blackjack bonus wager, the dealer shall:~~

~~(1) Verify that the player has received a winning combination of cards;~~

(2) Verify the amount of the blackjack bonus payout shown on the blackjack bonus display at the table;

(3) In a tone of voice calculated to be heard by the patron who won it and the casino supervisor assigned to the table, verbally announce the amount of the blackjack bonus payout, if it is less than \$100.00; and

(4) Have a casino supervisor confirm and verify the amount of the blackjack bonus payout, if it is \$100.00 or more.

(h) After all winning blackjack bonus wagers have been paid, the dealer shall remove all cards and wagers remaining on the layout, in accordance with Section 6(i).

(i) A blackjack bonus wager shall have no bearing upon any other wager made by a player at the game of blackjack, and shall be paid regardless of the point total of the dealer's hand.

(j) A gaming licensee shall pay winning blackjack bonus wagers at no less than the amounts listed below:

(k) Notwithstanding any minimum or maximum payoff amounts in (i) above, the house advantage for blackjack bonus wagers shall not exceed 30 percent or be less than zero.

Additionally, although the house advantage may vary for different denominations of the

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wager, the house advantage for a blackjack bonus wager of any given denomination shall be the same in all blackjack games offered by that gaming licensee at any given time.

(1) The blackjack bonus wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a streak wager pursuant to Section 22, a twenty point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28.

21. Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in Sections 5 and 6, a gaming licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Commission or its authorized designee.

Blackjack bonus wager Blackjack bonus payout

\$1.00-\$5.00 minimum to \$1,000 maximum

\$5.00-\$50.00 minimum to \$5,000 maximum

22. Streak wager

(a) If a blackjack table includes the information and equipment required by the gaming equipment regulations, a gaming licensee may, in its discretion, offer each player at that blackjack table the option to make an additional wager that the player will win either two, three, four or five consecutive hands of blackjack. This wager shall be known as a streak wager.

(b) Prior to the first card being dealt for each round of play, any player who has placed a blackjack wager in compliance with Section 3(a) and (d), may make a streak wager by placing gaming chips in the appropriate designated betting area of the layout.

(c) Once the round of play has been dealt, the dealer shall, starting with the player farthest to his or her right and continuing counter clockwise around the table, collect all losing blackjack and streak wagers and place them in the table inventory container, pay off all winning blackjack and streak wagers, place any necessary streak lammer in accordance with (d) below, and then collect the cards and place them in the discard rack in accordance with Section 6.

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

(1) If a player had placed a streak wager on the designated betting area labeled "2" and the player wins the next consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

(2) If a player had placed a streak wager on the designated betting area labeled "3," the player must win the next two consecutive blackjack hands. If the player wins the second consecutive blackjack hand, the dealer shall move the lammer button onto the designated betting area labeled "3" to indicate that the player has won two consecutive hands and is attempting to obtain a third consecutive winning hand. If the player wins the third consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

(3) If a player had placed a streak wager on the designated betting area labeled "4" the player must win the next three consecutive blackjack hands. With each consecutive win, the

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dealer shall move the lammer button onto the designated betting area labeled "3," and then onto "4". If the player wins the fourth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

(4) If a player had placed a streak wager on the designated betting area labeled "5" the player must win the next four consecutive blackjack hands. With each consecutive win, the dealer shall move the lammer button onto the designated betting area labeled "3," then onto "4," and then onto "5". If the player wins the fifth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

(e) If a player loses a blackjack hand during the pendency of a streak wager, the streak wager shall lose and the dealer shall collect the losing streak wager and the losing blackjack wager from that player.

(f) If a player makes a streak wager in conjunction with a blackjack hand, and thereafter fails or refuses to complete the underlying blackjack hand or any successive blackjack hands required to satisfy the streak wager, the streak wager shall be deemed abandoned and lost.

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

(h) A player who elects to split pairs on any hand during the pendency of a streak wager must win a majority of the split hands to advance the consecutive winning streak; otherwise the streak wager is lost. If a player wins and loses the same number of split hands, the streak wager is not advanced or lost. A push on a split hand shall not advance or lose a streak wager.

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

~~(j) A gaming licensee shall pay winning streak wagers at no less than the amounts listed below:~~

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

(1) All such streak wagers are placed simultaneously (that is, placing streak wagers on designated betting areas "3" and "4" at the same time) and prior to any cards being dealt for that hand;

(2) A player who makes a multiple streak wager may not place any additional streak wagers until all prior streak wagers made by that player have been determined; and

(3) When multiple streak wagers are in play, the dealer shall move the lammer to the next applicable streak betting area, if any, prior to paying any winning streak wager.

(4) The streak wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a twenty point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

23. Match the dealer wagers

Streak wager Streak payout

Two consecutive winning hands 3 to 1

Three consecutive winning hands 7 to 1

Four consecutive winning hands 17 to 1

Five consecutive winning hands 37 to 1

(a) A gaming licensee may, at its discretion, offer players at a blackjack table the option to make an additional match the dealer wager. The match the dealer wager of a player shall win if

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either of the player's initial two cards matches the dealer's initial card. For purposes of the match the dealer wager, any card with a face value of 10 or a point value of 10 (jack, queen, king) shall only match a card of identical ascription without regard to value.

(1) A winning match the dealer wager shall be paid in accordance with (f) below.

(2) If both of the initial cards dealt to a player match the dealer's initial card, the player shall be paid for each card.

(b) A match the dealer wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by Section 3(a) may make a match the dealer wager. The minimum and maximum match the dealer wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) A match the dealer wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

(e) Immediately after the second card is dealt to each player, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, all losing match the dealer wagers shall be collected by the dealer, and then all winning match the dealer wagers shall be paid in accordance with (f) below.

(f) All winning match the dealer wagers shall be paid at no less than the following odds for each card that matches the dealer's initial card:

(g) The match the dealer wager may not be offered at a blackjack table that offers an optional bonus wager pursuant to Section 25.

Six deck blackjack Payout

Non matching suit 4 to 1

Matching suit 11 to 1

Eight deck blackjack Payout

Non matching suit 3 to 1

Matching suit 14 to 1

24. Twenty point bonus wager

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the player will be dealt a point count of twenty in the first two cards. For the purposes of these rules, this wager shall be known as the twenty point bonus wager.

(b) A twenty point bonus wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make a twenty point bonus wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations. The minimum and maximum twenty point

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bonus wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) The dealer shall then announce "No more bets" and deal the initial two cards to all players and the dealer in accordance with Section 6(e) and (j). Prior to any additional cards being dealt to any player at the table, the dealer shall, starting with the player farthest to his or her right and continuing counterclockwise around the table, settle in succession, except as provided in (e) below, all twenty point bonus wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(e) If the up card of the dealer is a ten, jack, queen, king or ace and a player who has placed a twenty point bonus wager has two queens of hearts, that player's twenty point bonus wager shall be settled after all other twenty point bonus wagers. Upon notification to and in the presence of a floorperson, the dealer shall settle all such twenty point bonus wagers as follows:

(1) If the gaming licensee utilizes a card reader device pursuant to Section 6(j) and the dealer:

(i) Has a blackjack, the player shall be paid in accordance with (f) below when the player's blackjack wager is settled; or

(ii) Does not have a blackjack, the player shall be paid in accordance with (f) below before any other cards are dealt; or

(2) If the gaming licensee does not utilize a card reader device, the player shall be paid in accordance with (f) below when the player's blackjack wager is settled.

(f) All winning twenty point bonus wagers shall be paid once for the highest qualifying hand and at no less than the odds in the following pay table selected by the gaming licensee and posted at the table pursuant to 205 CMR 147.03:

~~(g) For purposes of (f) above, the following definitions shall apply:~~

(1) "Matched 20" — Two identical cards with a total value of 20, except for a queen of hearts pair (for example, two kings of diamonds).

(2) "Suited 20" — Two cards of the same suit with total value of 20 (for example, one king of diamonds and one jack of diamonds).

(3) "Any 20" — Two cards of different suits with a total value of 20 (for example, one king of diamonds and one king of hearts, or one king of diamonds and one jack of hearts).

(h) Notwithstanding the minimum payout odds required in (f) above for a winning hand of queen of hearts pair and dealer blackjack, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to all such winning hands in the aggregate on a single round of play, which amount shall be at least \$25,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. Pursuant to any such established maximum payout limit, if more than one player at a table has a winning hand of queen of hearts pair and dealer blackjack, each player shall share the maximum payout amount proportionately to the amount of their respective wagers. The payout limit and the proportionate allocation between two or more players with such winning hands shall either be included on the layout or posted at the table pursuant to the gaming equipment regulations). If the payout limit is not included on the layout, each gaming licensee shall provide notice of any decrease in the payout limit in accordance with 205 CMR 147.03.

(i) The twenty point bonus wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to the gaming equipment regulations, a progressive

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blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, or an optional bonus wager pursuant to Section 25, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

25. Optional bonus wagers

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that 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.

(b) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make the bonus wager authorized by

Winning Hand Paytable A Paytable B

Queen of hearts pair and dealer blackjack 1000 to 1 1000 to 1

Queen of hearts pair 125 to 1 200 to 1

Matched 20 19 to 1 25 to 1

Suited 20 9 to 1 10 to 1

Any 20 4 to 1 4 to 1

this section by placing his or her wager on the appropriate area of the blackjack layout. A verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

(c) The amount of an optional bonus wager shall be at least \$1.00 but shall not exceed the lesser of the player's wager pursuant to Section 3(a) or any maximum amount established by the gaming licensee and posted in accordance with 205 CMR 147.03.

(d) The optional 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 optional 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 an optional bonus wager under this section, the dealer shall be required to draw a third card regardless of whether all players have been dealt blackjack.

(e) Immediately after the dealer either determines his or her first two cards have a point count of 17 or higher or deals a third card to his or her 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 an optional bonus wager and proceeding around the table in a counterclockwise direction, the dealer shall collect all losing optional bonus wagers and pay all winning optional bonus wagers based upon the value of the third card drawn by the dealer as set forth in the following pay table:

(f) Notwithstanding (e) above, 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 licensee shall pay each player who has placed an optional bonus wager as follows:

(g) The optional bonus wager shall have no bearing on any other wager made by a player at the Dealer's Third Card Value Payout Odds

Ten 3 to 1

Nine 5 to 1

Eight 7 to 1

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Seven 9 to 1

Six 15 to 1

Optional bonus wager Payout Odds

Three eights of the same color 50 to 1

Three eights of the same suit 200 to 1

game of blackjack.

(h) The optional bonus wager authorized by this section may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to the gaming equipment regulations, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a match the dealer wager pursuant to Section 23, or a twenty point bonus wager pursuant to Section 24, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

26. In-Between Wager

(a) A gaming licensee may, in its discretion, offer players at a blackjack table the option to make an additional wager that, 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").

(b) Notwithstanding the value assigned to each card in Section 2(b), the rank of each card for purposes of determining a winning in-between wager, in order of lowest to highest rank, shall be: two, three, four, five, six, seven, eight, nine, 10, jack, queen, king, and ace.

(c) An in-between wager shall have no bearing on any other wager made by a player at the game of blackjack.

(d) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make an in-between wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques. The minimum and maximum in-between wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(e) The dealer shall then announce "No more bets" and deal the initial two cards to all players and the dealer in accordance with Section 6(e), (j), or (k). Prior to any additional cards being dealt to any player at the table and before any card reader device is utilized, the dealer shall, starting with the player farthest to his or her right and continuing counterclockwise around the table, settle in succession all in-between wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) All winning in-between wagers shall be paid at no less than the odds in one of the following pay tables pre-selected by the gaming licensee and posted at the table pursuant to 205CMR 147.03.

~~(g) For purposes of (f) above, the following definitions shall apply:~~

(1) "Triple match"—The dealer's face up card has the same rank as each of the player's initial two cards (for example, three jacks).

(2) "One card spread"—The dealer's face up card is one rank higher than one of the player's initial two cards and one rank lower than the other of the player's initial two cards (for example, dealer's card is a five and the player's cards are a four and a six).

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(3) "Two-card spread"—The dealer's face-up card is one of two consecutively-ranked cards, each of which is ranked higher than one of the player's initial two cards and lower than the other of the player's initial two cards (for example, dealer's card is a five or six and the player's cards are a four and a seven).

(4) "Three-card spread"—The dealer's face-up card is one of three consecutively-ranked cards, each of which is ranked higher than one of the player's initial two cards and lower than the other of the player's initial two cards (for example, dealer's card is a five, six, or seven and the player's cards are a four and an eight).

(5) "All other spreads"—The dealer's face-up card is one of four or more consecutively-ranked cards, each of which is ranked higher than one of the player's initial two cards and lower than the other of the player's initial two cards (for example, dealer's card is a jack and the player's cards are a four and an ace).

(h) The in-between wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a match the dealer wager pursuant to Section 23, a 20-point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25.

(i) The in-between wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a match the dealer wager pursuant to Section 23, a 20-point bonus wager pursuant to Section 24, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

~~27. Buster Blackjack~~

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager called a Buster Blackjack bet that the dealer, who may be required

Table A Table B Table C Table D

Triple match 30 to 1 30 to 1 30 to 1 40 to 1

One-card spread 12 to 1 10 to 1 10 to 1 10 to 1

Two-card spread 6 to 1 6 to 1 5 to 1 5 to 1

Three-card spread 4 to 1 4 to 1 3 to 1 3 to 1

All other spreads 1 to 1 1 to 1 1 to 1 1 to 1

to draw such additional cards as necessary to complete his or her hand, regardless of the outcome of all wagers placed pursuant to the rules otherwise applicable under this section to determine blackjack wagers, including insurance wagers, will "bust," that is, have a point total greater than 21.

(b) Prior to the first card being dealt for each round of play, each player who has placed a wager in compliance with Section 3(a), may make the wager authorized by Section 27(a) (hereafter, the Buster Blackjack Wager) by placing a wager on the designated betting area of the blackjack layout. Any player playing multiple hands may make a Buster Blackjack Wager on each or any hand he or she is playing.

(c) The amount of the Buster Blackjack Wager shall be at least \$1.00, but shall not exceed the lesser of the player's wager pursuant to Section 3(a) or any maximum amount established by the gaming licensee and posted in accordance with 205 CMR 147.03.

~~(a)(d) The Buster Blackjack Wager shall lose if:~~

(1) The dealer has a blackjack;

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~~(2) The dealer's completed hand, dealt in accordance with subsection (f) of this section, does not exceed 21.~~

~~(e) The Buster Blackjack Wager shall win and be payable in accordance with subsection (g) of this section if the dealer's completed hand exceeds 21.~~

~~(f) The procedures for dealing of cards to players who have made a Buster Blackjack Wager shall comport with Section 6 (procedure for dealing out of a shoe), Section 6A (cards dealt out of hand) and Section 9 (insurance wagers), as may be applicable, except as follows:~~

~~(1) If a player who made a Buster Blackjack Wager has a blackjack and the dealer does not have a blackjack, the dealer must pay the blackjack and thereafter place the player's two cards face up under the player's Buster Blackjack Wager to indicate that the Buster Blackjack Wager remains in play, and separated so that both cards are visible.~~

~~(2) If a player who made a Buster Blackjack Wager busts, the dealer shall collect the blackjack wager and thereafter collect and place the player's cards face up under the player's Buster Blackjack Wager to indicate that the Buster Blackjack Wager remains in play.~~

~~(3) If any Buster Blackjack Wager remains in play after the determination of all players' blackjack wagers, the dealer shall complete his hand by drawing additional cards until he or she has:~~

~~(i) (i) Either a hard total of 17, 18, 19, 20, or 21;~~

~~(ii) A soft total of 18, 19, 20, or 21; or~~

~~(iii) The dealer's hand is a bust.~~

~~(g) A gaming licensee shall pay winning Buster Blackjack Wagers based on the number of cards in the dealer's completed hand at no less than the amounts listed below, using one of the following pay tables (all pays "to 1"):~~

~~(h) In addition to the Buster Blackjack Wager payouts made pursuant to (g), above, a gaming licensee may, in its discretion, offer a Free Bonus payout if each of the following conditions are met: (i) the player has a blackjack; (ii) the player has wagered a minimum of \$5.00 on his or her Buster Blackjack Wager; and (iii) the dealer's hand busted with at least seven cards.~~

~~(i) The Free Bonus authorized by subsection (h) above shall be based on the number of cards in the dealer's completed hand at no less than the fixed payout amounts listed below, using one of the following pay tables:~~

~~**28.** 21+3 wager~~

~~(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the dealer's initial face up card and the player's initial two cards form a three-card poker hand recognized for payout in (f) below.~~

~~(b) For purposes of the 21+3 wager the rank of 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, an ace may be used to complete a "straight flush" or "straight" formed with a 2 and 3. The three-card hands recognized for payout in accordance with (f) below, in order from highest to lowest rank, shall be:~~

~~(1) (1) Straight flush is a hand consisting of three cards of the same suit in consecutive ranking;~~

~~(1) (2) Three of a kind is a hand consisting of three cards of the same rank;~~

~~(1) (3) Straight is a hand consisting of three cards of any suit in consecutive ranking; and~~

~~(1) (4) Flush is a hand consisting of three cards of the same suit.~~

~~(c) A 21+3 wager shall have no bearing on any other wager made by a player at the game of~~

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blackjack-

Cards Paytable A Paytable B Paytable C Paytable D Paytable E Paytable F

8 or more 250 200 250 200 250 250

7 50 50 50 50 50 50

6 15 15 12 12 12 20

5 4 4 4 4 3 8

4 2 2 2 2 2 2

3 2 2 2 2 2 1

Cards Paytable B1 Paytable B3

8 or more \$8,000.00 \$5,000.00

7 \$1,000.00 \$1,000.00

(d) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make an 21+3 wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques. The minimum and maximum 21+3 wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR147.03.

(e) The dealer shall then announce "No more bets" and deal the initial two cards to all players and the dealer in accordance with Section 6(e), (j) or (k). Prior to any additional cards being dealt to any player at the table and before any card reader device is utilized, the dealer shall, starting with the player farthest to his or her right and continuing counterclockwise around the table, settle in succession all 21+3 wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) 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 pre-selected by the gaming licensee and posted at the table pursuant to 205 CMR147.03.

(g) The 21+3 wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, an optional bonus wager pursuant to Section 25, or an in-between wager pursuant to Section 26, or the king's bounty sidebet wager authorized by Section 29

29. King's Bounty Sidebet

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the player will be dealt a pair of cards that will add up to the value twenty using traditional blackjack rankings. This wager shall be known as a "King's Bounty Sidebet."

(b) Prior to the first card being dealt for each round of play, each player may make a king's bounty sidebet authorized by this section by placing his or her wager on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted,

Hand Table A Table B

Straight flush 9 to 1 30 to 1

Three of a kind 9 to 1 20 to 1

Straight 9 to 1 10 to 1

Flush 9 to 1 5 to 1

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provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips. The dealer shall then announce "No more bets" and deal the hand to all players in accordance with Section 6.

(c) The minimum and maximum bet the set wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) Players are permitted to make a king's bounty sidebet for the dealer, the regular blackjack hand, or both; provided, however, that the combined King's Bounty wager for the player and the dealer shall not exceed the table maximum bet limit. If the player wagers the table maximum for his or her king's bounty sidebet, the player is permitted to wager a maximum of ten percent of the maximum of the table limit for the dealer's king's bounty sidebet.

(e) A player who has placed a king's bounty sidebet shall win if the first two cards dealt to the player add up to twenty using traditional blackjack rankings.

(f) After the second card is dealt to all players at the table, and prior to any additional cards being dealt to any player and prior to the dealer using the card reader device:

(1) All losing king's bounty sidebets shall be collected by the dealer, and

(2) All winning king's bounty sidebets will be paid out in accordance with section (h) below.

(g) Prior to making a payout for a winning king's bounty sidebet, if the player has a pair of king of spades, the dealer shall:

~~(1) (1) First determine if the dealer has a potential blackjack, and~~

~~(1) (2) If there is a potential dealer blackjack, settle that bet at the end of the round.~~

(h) A gaming licensee shall pay winning king's bounty sidebets in accordance with the paytables listed below, which shall be posted at the gaming table offering king's bounty sidebets:

(i) After all king's bounty sidebet wagers are settled, notwithstanding the exception set forth in section (g) above, the round shall continue in accordance with the Rules of the Game of Blackjack:

Hand Table 1 Table 2

Pair Kings (Spades) and Dealer Blackjack 1000 to 1 1000 to 1

Pair Kings (Spades) 100 to 1 200 to 1

2 Suited Kings 30 to 1 50 to 1

2 Suited Queens, Jacks or 10s 20 to 1 25 to 1

Suited 20 9 to 1 9 to 1

2 Kings 6 to 1 6 to 1

Unsuited 20 4 to 1 4 to 1

(j) The king's bounty sidebet wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a 20 point bonus wager pursuant to Section 24, an optional bonus wager pursuant to Section 25, or the in-between wager authorized by Section 26.

30. **TriLux, Super 3 and Lucky George**

(a) TriLux Bonus is an optional side bet for Blackjack games played with two, four, five, six or eight decks. The player begins by optionally placing the TriLux Bonus bet to participate in the side wager, in addition to their wager for the main Blackjack game.

~~(b) Additionally, the casino can choose to offer the TriLux Super 3 wager. If the player places the TriLux Bonus bet with four, five, six or eight decks in play, then they are also eligible to place the TriLux Super 3 bet.~~

(c) Once all wagers have been placed, the dealer will deal two face up cards to all players, as

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well as two cards to themselves, one face up and one face down. The three face up cards are then evaluated to determine the best three card Poker hand that can be made. Depending on the payable, if the observed three card Poker hand is either a Flush or better or a Pair or better, the wager wins and is paid according to configured payable. ~~Otherwise the wager is lost.~~

31. Blazing 7's Progressive

Deck Availability

Hand Pays* LkyGrg** Pays* LkyGrg** Pays* LkyGrg** Pays* LkyGrg**

Straight Flush 8 to 1 \$1 25 to 1 \$10 25 to 1 \$10 25 to 1 \$10

Three of a Kind 8 to 1 \$1 15 to 1 \$5 15 to 1 \$5 15 to 1 \$5

Straight 8 to 1 \$1 8 to 1 \$2 10 to 1 \$2 10 to 1 \$2

Flush 8 to 1 \$1 5 to 1 \$1 5 to 1 NA 5 to 1 \$1

*Paytable is used with the Lucky George version only

**Payouts are Fixed Dollar

1D 8D 1D 8D 1D 8D

3

TriLux BJ with Lucky George Paytables

4

1D,2D,6D,8D

1-2

Three of a Kind (Suited)

Straight Flush

Three of a Kind

TriLux Super 3 Paytables

SUP-01*

Pays*

270 to 1

180 to 1

90 to 1

Hand

*TriLux bet must be made to bet Super 3 bet.

4D 8D BJ

(o) ~~(a)~~ Blazing 7's Progressive is an optional progressive side bet for blackjack.

~~(b)~~

(p) Players must make a standard blackjack bet in order to make a Blazing 7's progressive bet.

~~(e)~~

(q) The Blazing 7's Progressive considers both the player's initial two cards and the dealer's up card. ~~If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.~~

~~If the player does not have at least one 7 in the player's initial two cards, the progressive bet will lose.~~

~~(d)~~

(r) Sample paytables:

Hand Payouts Hand Payouts

3-suited 7's 100% 3 7's — Diamonds 100%

3 same color 7's 10% 3 7's — Other 10%

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~~Three 7's 200 for 1 3 7's — Same Color 500 for 1~~
~~First two Cards — 7's 25 for 1 3 7's 200 for 1~~
~~First two cards — one 7 2 for 1 First two cards — 7's 25 for 1~~
~~First two cards — one 7 2 for 1~~
~~House Advantage 24.78% House Advantage 23.59%~~
~~Hit Frequency 14.82% Hit Frequency 14.82%~~

Hand	Payouts	Hand	Payouts
3 suited 7's	100%	3 7's — Diamonds	100%
3 same color 7's	10%	3 7's — Other	10%
Three 7's	200 for 1	3 7's — Same Color	500 for 1
First two Cards — 7's	25 for 1	3 7's	200 for 1
First two cards — one 7	2 for 1	First two cards — 7's	25 for 1
		First two cards — one 7	2 for 1

*The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the gaming establishment's mathematical advantage.

~~(e)~~

To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the (s) sensor in front of their betting position. The sensor will light up.

~~(f)~~

Once all players place their bets, the dealer will press "START GAME" on the keypad. The (t) sensor will then light up, indicating a progressive wager. The dealer will remove all progressive bets on the table.
~~progressive bets on the table.~~

~~(g)~~

(u) The dealer will then follow standard dealing procedures for blackjack.

~~(h)~~

The player's Blazing 7's wager will win if the player has any 7's in their initial two cards (v) (see payable).

~~(i)~~

If the player has two 7's in the first two cards and the dealer's up card is a 7, the player will (w) qualify for one of the three 7's payouts.

a. a. Note — the "Two 7's" payout is based only upon the player's first two cards.

~~(j)~~

(x) After the dealer has completed the initial deal and revealed their up card, they may resolve the progressive wager immediately.
~~the progressive wager immediately.~~

~~(k)~~

(y) Once all bets have been reconciled the dealer will hit "END GAME."

~~(l)~~

(z) Paying a progressive winner:

a. a. The percentage pays (%) are paid from the progressive jackpot shown on the progressive meter.

~~meter.~~

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- b. When a player has as winning percentage pays (%), the dealer shall press the appropriate b. hand button on the keypad.
- c. The dealer will contact a supervisor.
- d. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor supervisor or Executive executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying d. the prize.
- e. When the dealer reconciles all action, he presses "END GAME." This resets the system e. to begin the next hand.

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20. Blackjack bonus wager

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- (a) If a blackjack table includes the equipment required by the gaming equipment regulations to offer a blackjack bonus wager, a gaming licensee may offer each player at that blackjack table the option to make an additional wager of \$1.00 or \$5.00, as to whether the player will be dealt a blackjack in the first two cards. This wager shall be known as a blackjack bonus wager.
- (b) Prior to the first card being dealt for each round of play, each player may make a blackjack bonus wager by placing gaming chips in the designated betting area on the layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips in accordance with internal control regulations. The dealer shall then announce, "No more bets" and deal the hand to all players in accordance with Section 6.
- (c) A player shall be permitted to make a blackjack bonus wager only if they have first placed a blackjack wager in compliance with Section 3(a) and (d).
- (d) A player who has placed a blackjack bonus wager shall win if the player receives a blackjack in the first two cards.
- (e) After the second card is dealt to all players at the table, and prior to any additional cards being dealt to any player or the dealer:
 - (1) All losing blackjack bonus wagers shall be collected by the dealer; and
 - (2) The cards of any player with a winning blackjack bonus wager shall be placed underneath that player's blackjack bonus wager by the dealer.
- (f) The dealer shall then proceed to complete the round of play, collecting any other losing wagers and paying off any other winning wagers in accordance with Section 6. After all such wagers have been settled, the dealer, starting on their left and continuing around the table, shall place the blackjack bonus button in front of each player with a winning blackjack bonus wager. Each winning blackjack bonus player shall press the blackjack bonus button

once, causing the bonus amount payable to that player to be displayed on the blackjack bonus display.

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

(1) Verify that the player has received a winning combination of cards;

(2) Verify the amount of the blackjack bonus payout shown on the blackjack bonus display at the table;

(3) In a tone of voice calculated to be heard by the patron who won it and the casino supervisor assigned to the table, verbally announce the amount of the blackjack bonus payout, if it is less than \$100.00; and

(4) Have a casino supervisor confirm and verify the amount of the blackjack bonus payout, if it is \$100.00 or more.

(h) After all winning blackjack bonus wagers have been paid, the dealer shall remove all cards and wagers remaining on the layout, in accordance with Section 6(h).

(i) A blackjack bonus wager shall have no bearing upon any other wager made by a player at the game of blackjack and shall be paid regardless of the point total of the dealer's hand.

(j) A gaming licensee shall pay winning blackjack bonus wagers at no less than the amounts listed below:

Blackjack bonus wager	Blackjack bonus payout
\$1.00	\$5.00 minimum to \$1,000 maximum
\$5.00	\$50.00 minimum to \$5,000 maximum

(k) Notwithstanding any minimum or maximum payoff amounts in (i) above, the house advantage for blackjack bonus wagers shall not exceed 30 percent or be less than zero. Additionally, although the house advantage may vary for different denominations of the wager, the house advantage for a blackjack bonus wager of any given denomination shall be the same in all blackjack games offered by that gaming licensee at any given time.

(l) The blackjack bonus wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a streak wager pursuant to Section 22, a twenty point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28.

21. Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in Sections 5 and 6, a gaming licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Commission or its authorized designee.

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22. Streak wager

- (a) If a blackjack table includes the information and equipment required by the gaming equipment regulations, a gaming licensee may, in its discretion, offer each player at that blackjack table the option to make an additional wager that the player will win either two, three, four or five consecutive hands of blackjack. This wager shall be known as a streak wager.
- (b) Prior to the first card being dealt for each round of play, any player who has placed a blackjack wager in compliance with Section 3(a) and (d), may make a streak wager by placing gaming chips in the appropriate designated betting area of the layout.
- (c) Once the round of play has been dealt, the dealer shall, starting with the player farthest to their right and continuing counterclockwise around the table, collect all losing blackjack and streak wagers and place them in the table inventory container, pay off all winning blackjack and streak wagers, place any necessary streak lammer in accordance with (d) below, and then collect the cards and place them in the discard rack in accordance with Section 6.
- (d) When any player making an optional streak wager has won an initial blackjack hand, the dealer shall place a lammer button or other marker device approved by the 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.
- (1) If a player had placed a streak wager on the designated betting area labeled "2" and the player wins the next consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.
- (2) If a player had placed a streak wager on the designated betting area labeled "3," the player must win the next two consecutive blackjack hands. If the player wins the second consecutive blackjack hand, the dealer shall move the lammer button onto the designated betting area labeled "3" to indicate that the player has won two consecutive hands and is attempting to obtain a third consecutive winning hand. If the player wins the third consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.
- (3) If a player had placed a streak wager on the designated betting area labeled "4" the player must win the next three consecutive blackjack hands. With each consecutive win, the dealer shall move the lammer button onto the designated betting area labeled "3," and then onto "4". If the player wins the fourth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.
- (4) If a player had placed a streak wager on the designated betting area labeled "5" the player must win the next four consecutive blackjack hands. With each consecutive win, the dealer shall move the lammer button onto the designated betting area labeled "3," then onto "4," and then onto "5". If the player wins the fifth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.
- (e) If a player loses a blackjack hand during the pendency of a streak wager, the streak wager shall lose and the dealer shall collect the losing streak wager and the losing blackjack wager from that player.

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(f) If a player makes a streak wager in conjunction with a blackjack hand, and thereafter fails or refuses to complete the underlying blackjack hand or any successive blackjack hands required to satisfy the streak wager, the streak wager shall be deemed abandoned and lost.

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

(h) A player who elects to split pairs on any hand during the pendency of a streak wager must win a majority of the split hands to advance the consecutive winning streak; otherwise the streak wager is lost. If a player wins and loses the same number of split hands, the streak wager is not advanced or lost. A push on a split hand shall not advance or lose a streak wager.

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

(j) A gaming licensee shall pay winning streak wagers at no less than the amounts listed below:

Streak wager	Streak payout
Two consecutive winning hands	3 to 1
Three consecutive winning hands	7 to 1
Four consecutive winning hands	17 to 1
Five consecutive winning hands	37 to 1

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

- (1) All such streak wagers are placed simultaneously (that is, placing streak wagers on designated betting areas "3" and "4" at the same time) and prior to any cards being dealt for that hand;
- (2) A player who makes a multiple streak wager may not place any additional streak wagers until all prior streak wagers made by that player have been determined; and
- (3) When multiple streak wagers are in play, the dealer shall move the lammer to the next applicable streak betting area, if any, prior to paying any winning streak wager.

(l) The streak wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a twenty point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

23. Match-the-Dealer wagers

(a) A gaming licensee may, at its discretion, offer players at a blackjack table the option to make an additional Match-the-Dealer wager. The Match-the-Dealer wager of a player shall win if

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either of the player's initial two cards matches the dealer's initial card. For purposes of the Match-the-Dealer wager, any card with a face value of 10 or a point value of 10 (jack, queen, king) shall only match a card of identical ascription without regard to value.

(1) A winning Match-the-Dealer wager shall be paid in accordance with (f) below.

(2) If both of the initial cards dealt to a player match the dealer's initial card, the player shall be paid for each card.

(b) A Match-the-Dealer wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by Section 3(a) may make a Match-the-Dealer wager. The minimum and maximum Match-the-Dealer wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) A Match-the-Dealer wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

(e) Immediately after the second card is dealt to each player, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, all losing Match-the-Dealer wagers shall be collected by the dealer, and then all winning Match the Dealer wagers shall be paid in accordance with (f) below.

(f) All winning Match-the-Dealer wagers shall be paid at no less than the following odds chart for each card that matches the dealer's initial card:

Table 1. Pays — Match the Dealer

Event	2-deck	2-deck (alt. 1)	2-deck (alt. 2)	3-deck	3-deck (alt.)
2 Suited Matches	-	-	-	100 to 1	100 to 1
1 Suited and 1 Unsuited Match	23 to 1	27 to 1	26 to 1	17 to 1	15 to 1
1 Suited Match	19 to 1	24 to 1	23 to 1	13 to 1	11 to 1
2 Unsuited Matches	8 to 1	6 to 1	6 to 1	8 to 1	8 to 1
1 Unsuited Match	4 to 1	3 to 1	3 to 1	4 to 1	4 to 1

Table 2. Pays — Match the Dealer (Cont.)

Event	4-deck	5-deck	6-deck	6-deck (alt.)	8-deck	8-deck (alt.)
2 Suited Matches	24 to 1	30 to 1	22 to 1	20 to 1	28 to 1	20 to 1
1 Suited and 1 Unsuited Match	16 to 1	18 to 1	15 to 1	14 to 1	17 to 1	14 to 1
1 Suited Match	12 to 1	15 to 1	11 to 1	10 to 1	14 to 1	10 to 1
2 Unsuited Matches	8 to 1	6 to 1	8 to 1	8 to 1	6 to 1	8 to 1
1 Unsuited Match	4 to 1	3 to 1	4 to 1	4 to 1	3 to 1	4 to 1

(g) The Match-the-Dealer wager may not be offered at a blackjack table that offers an optional bonus wager pursuant to Section 25.

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24. Twenty point bonus wager

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(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the player will be dealt a point count of twenty in the first two cards. For the purposes of these rules, this wager shall be known as the twenty point bonus wager.

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(b) A twenty point bonus wager shall have no bearing on any other wager made by a player at the game of blackjack.

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(c) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make a twenty point bonus wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations. The minimum and maximum twenty point bonus wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) The dealer shall then announce “No more bets” and deal the initial two cards to all players and the dealer in accordance with Section 6(d) and (i). Prior to any additional cards being dealt to any player at the table, the dealer shall, starting with the player farthest to their right and continuing counterclockwise around the table, settle in succession, except as provided in (e) below, all twenty point bonus wagers by collecting all losing wagers and paying all

winning wagers in accordance with (f) below.

(e) If the up card of the dealer is a ten, jack, queen, king or ace and a player who has placed a twenty point bonus wager has two queens of hearts, that player's twenty point bonus wager shall be settled after all other twenty point bonus wagers. Upon notification to and in the presence of a floorperson, the dealer shall settle all such twenty point bonus wagers as follows:

(1) If the gaming licensee utilizes a card reader device pursuant to Section 6(i) and the dealer:

(i) Has a blackjack, the player shall be paid in accordance with (f) below when the player's blackjack wager is settled; or

(ii) Does not have a blackjack, the player shall be paid in accordance with (f) below before any other cards are dealt; or

(2) If the gaming licensee does not utilize a card reader device, the player shall be paid in accordance with (f) below when the player's blackjack wager is settled.

(f) All winning twenty point bonus wagers shall be paid once for the highest qualifying hand and at no less than the odds in the following pay table selected by the gaming licensee and posted at the table pursuant to 205 CMR 147.03:

Winning Hand	Paytable A	Paytable B
Queen of hearts pair and dealer blackjack	1000 to 1	1000 to 1
Queen of hearts pair	125 to 1	200 to 1
Matched 20	19 to 1	25 to 1
Suited 20	9 to 1	10 to 1
Any 20	4 to 1	4 to 1

(g) For purposes of (f) above, the following definitions shall apply:

(1) "Matched 20" – Two identical cards with a total value of 20, except for a queen of hearts pair (for example, two kings of diamonds).

(2) "Suited 20" – Two cards of the same suit with total value of 20 (for example, one king of diamonds and one jack of diamonds).

(3) "Any 20" – Two cards of different suits with a total value of 20 (for example, one king of diamonds and one king of hearts, or one king of diamonds and one jack of hearts).

(h) Notwithstanding the minimum payout odds required in (f) above for a winning hand of queen of hearts pair and dealer blackjack, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to all such winning hands in the aggregate on a single round of play, which amount shall be at least \$25,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. Pursuant to any such established maximum payout limit, if more than one player at a table has a winning hand of queen of hearts pair and dealer blackjack, each player shall share the maximum payout amount proportionately to the amount of their respective wagers. The payout limit and the proportionate allocation between two or more players with such winning hands shall either be included on the layout or posted at the table pursuant to the gaming

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equipment regulations). If the payout limit is not included on the layout, each gaming licensee shall provide notice of any decrease in the payout limit in accordance with 205 CMR 147.03.

- (i) The twenty point bonus wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to the gaming equipment regulations, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, or an optional bonus wager pursuant to Section 25, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

25. Optional bonus wagers

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- (a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that 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.
- (b) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make the bonus wager authorized by this section by placing their wager on the appropriate area of the blackjack layout. A verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.
- (c) The amount of an optional bonus wager shall be at least \$1.00 but shall not exceed the lesser of the player's wager pursuant to Section 3(a) or any maximum amount established by the gaming licensee and posted in accordance with 205 CMR 147.03.
- (d) The optional 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 optional 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 an optional bonus wager under this section, the dealer shall be required to draw a third card regardless of whether all players have been dealt blackjack.
- (e) Immediately after the dealer either determines their first two cards have a point count of 17 or higher or deals a third card to their 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 an optional bonus wager and proceeding around the table in a counterclockwise direction, the dealer shall collect all losing optional bonus wagers and pay all winning optional bonus wagers based upon the value of the third card drawn by the dealer as set forth in the following pay table:

Dealer's Third Card Value	Payout Odds
Ten	3 to 1
Nine	5 to 1
Eight	7 to 1
Seven	9 to 1
Six	15 to 1

(f) Notwithstanding (e) above, 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 licensee shall pay each player who has placed an optional bonus wager as follows:

Optional bonus wager	Payout Odds
Three eights of the same color	50 to 1
Three eights of the same suit	200 to 1

(g) The optional bonus wager shall have no bearing on any other wager made by a player at the game of blackjack.

(h) The optional bonus wager authorized by this section may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to the gaming equipment regulations, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a Match-the-Dealer wager pursuant to Section 23, or a twenty point bonus wager pursuant to Section 24, or the in-between wager authorized by Section 26, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

26. In-Between Wager

(a) A gaming licensee may, in its discretion, offer players at a blackjack table the option to make an additional wager that, 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").

(b) Notwithstanding the value assigned to each card in Section 2(b), the rank of each card for purposes of determining a winning In-Between wager, in order of lowest to highest rank, shall be: two, three, four, five, six, seven, eight, nine, 10, jack, queen, king, and ace.

(c) An In-Between wager shall have no bearing on any other wager made by a player at the game of blackjack.

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(d) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make an In-Between wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques. The minimum and maximum in between wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(e) The dealer shall then announce, “No more bets” and deal the initial two cards to all players and the dealer in accordance with Section 6(d), (i), or (j). Prior to any additional cards being dealt to any player at the table and before any card reader device is utilized, the dealer shall, starting with the player farthest to their right and continuing counterclockwise around the table, settle in succession all In-Between wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) All winning In-Between wagers shall be paid at no less than the odds in one of the following pay tables pre-selected by the gaming licensee and posted at the table pursuant to 205CMR 147.03.

	Table A	Table B	Table C	Table D
Triple match	30 to 1	30 to 1	30 to 1	40 to 1
One-card spread	12 to 1	10 to 1	10 to 1	10 to 1
Two-card spread	6 to 1	6 to 1	5 to 1	5 to 1
Three-card spread	4 to 1	4 to 1	3 to 1	3 to 1
All other spreads	1 to 1	1 to 1	1 to 1	1 to 1

(g) For purposes of (f) above, the following definitions shall apply:

- (1) “Triple match” – The dealer’s face up card has the same rank as each of the player’s initial two cards (for example, three jacks).
- (2) “One-card spread” – The dealer’s face up card is one rank higher than one of the player’s initial two cards and one rank lower than the other of the player’s initial two cards (for example, dealer’s card is a five and the player’s cards are a four and a six).
- (3) “Two-card spread” – The dealer’s face up card is one of two consecutively ranked cards, each of which is ranked higher than one of the player’s initial two cards and lower than the other of the player’s initial two cards (for example, dealer’s card is a five or six and the player’s cards are a four and a seven).
- (4) “Three-card spread” – The dealer’s face up card is one of three consecutively ranked cards, each of which is ranked higher than one of the player’s initial two cards and lower than the other of the player’s initial two cards (for example, dealer’s card is a five, six, or seven and the player’s cards are a four and an eight).
- (5) “All other spreads” – The dealer’s face up card is one of four or more consecutively ranked cards, each of which is ranked higher than one of the player’s initial two cards

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and lower than the other of the player's initial two cards (for example, dealer's card is a jack and the player's cards are a four and an ace).

(h) The In-Between wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a Match-the-Dealer wager pursuant to Section 23, a 20 point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25, or the 21+3 wager authorized by Section 28, or the king's bounty sidebet wager authorized by Section 29.

27. Buster Blackjack

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager called a Buster Blackjack bet that the dealer, who may be required to draw such additional cards as necessary to complete their hand, regardless of the outcome of all wagers placed pursuant to the rules otherwise applicable under this section to determine blackjack wagers, including insurance wagers, will "bust," that is, have a point total greater than 21.

(b) Prior to the first card being dealt for each round of play, each player who has placed a wager in compliance with Section 3(a), may make the wager authorized by Section 27(a) (hereafter, the Buster Blackjack Wager) the by placing a wager on the designated betting area of the blackjack layout. Any player playing multiple hands may make a Buster Blackjack Wager on each or any hand he or she is playing.

(c)The amount of the Buster Blackjack Wager shall be at least \$1.00, but shall not exceed the lesser of the player's wager pursuant to Section 3(a) or any maximum amount established by the gaming licensee and posted in accordance with 205 CMR 147.03.

(d) The Buster Blackjack Wager shall lose if:

(1) The dealer has a blackjack;

(2) The dealer's completed hand, dealt in accordance with subsection (f) of this section, does not exceed 21.

(e)The Buster Blackjack Wager shall win and be payable in accordance with subsection (g) of this section if the dealer's completed hand exceeds 21.

(f)The procedures for dealing of cards to players who have made a Buster Blackjack Wager shall comport with Section 6 (procedure for dealing out of a shoe), and Section 9 (insurance wagers), as may be applicable, except as follows:

(1) If a player who made a Buster Blackjack Wager has a blackjack and the dealer does not have a blackjack, the dealer must pay the blackjack and thereafter place the player's two cards face up under the player's Buster Blackjack Wager to indicate that the Buster Blackjack Wager remains in play, and separated so that both cards are visible.

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- (2) If a player who made a Buster Blackjack Wager busts, the dealer shall collect the blackjack wager and thereafter collect and place the player's cards face up under the player's Buster Blackjack Wager to indicate that the Buster Blackjack Wager remains in play.
- (3) If any Buster Blackjack Wager remains in play after the determination of all players' blackjack wagers, the dealer shall complete his hand by drawing additional cards until he or she has:
- (i) Either a hard total of 17, 18, 19, 20, or 21;
 - (ii) A soft total of 18, 19, 20, or 21; or
 - (iii) The dealer's hand is a bust.

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(g) A gaming licensee shall pay winning Buster Blackjack Wagers based on the number of cards in the dealer's completed hand at no less than the amounts listed below, using one of the following pay tables (all pays "to 1"):

Cards	Paytable A	Paytable B	Paytable C	Paytable D	Paytable E	Paytable F
8 or more	250	200	250	200	250	250
7	50	50	50	50	50	50
6	15	15	12	12	12	20
5	4	4	4	4	3	8
4	2	2	2	2	2	2
3	2	2	2	2	2	1

(h) In addition to the Buster Blackjack Wager payouts made pursuant to (g), above, a gaming licensee may, in its discretion, offer a Free Bonus payout if each of the following conditions are met: (i) the player has a blackjack; (ii) the player has wagered a minimum of \$5.00 on their Buster Blackjack Wager; and (iii) the dealer's hand busted with at least seven cards.

(i) The Free Bonus authorized by subsection (h) above shall be based on the number of cards in the dealer's completed hand at no less than the fixed payout amounts listed below, using one of the following pay tables:

Cards	Paytable B1	Paytable B3
8 or more	\$8,000.00	\$5,000.00
7	\$1,000.00	\$1,000.00

28. 21+3 wager

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(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the dealer's initial face up card and the player's initial two

cards form a three-card poker hand recognized for payout in (f) below.

(b) For purposes of the 21+3 wager the rank of 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, an ace may be used to complete a "straight flush" or "straight" formed with a 2 and 3. The three-card hands recognized for payout in accordance with (f) below, in order from highest to lowest rank, shall be:

- (1) Straight flush is a hand consisting of three cards of the same suit in consecutive ranking;
- (2) Three-of-a-kind is a hand consisting of three cards of the same rank;
- (3) Straight is a hand consisting of three cards of any suit in consecutive ranking; and
- (4) Flush is a hand consisting of three cards of the same suit.

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(c) A 21+3 wager shall have no bearing on any other wager made by a player at the game of blackjack.

(d) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make an 21+3 wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques. The minimum and maximum 21+3 wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR147.03.

(e) The dealer shall then announce, "No more bets" and deal the initial two cards to all players and the dealer in accordance with Section 6(d), (i) or (j). Prior to any additional cards being dealt to any player at the table and before any card reader device is utilized, the dealer shall, starting with the player farthest to their right and continuing counterclockwise around the table, settle in succession all 21+3 wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(f) 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 pre-selected by the gaming licensee and posted at the table pursuant to 205 CMR147.03.

Hand	Table A	Table B
Straight flush	9 to 1	30 to 1
Three-of-a-kind	9 to 1	20 to 1
Straight	9 to 1	10 to 1
Flush	9 to 1	5 to 1

(g) The 21+3 wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, an optional bonus wager pursuant to Section 25, or an In-Between wager pursuant to Section 26, or the king's bounty sidebet wager authorized by Section 29

29. King's Bounty Sidebet

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the player will be dealt a pair of cards that will add up to the value twenty using traditional blackjack rankings. This wager shall be known as a "King's Bounty Sidebet."

(b) Prior to the first card being dealt for each round of play, each player may make a King's Bounty Sidebet authorized by this section by placing their wager on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips. The dealer shall then announce, "No more bets" and deal the hand to all players in accordance with Section 6.

(c) The minimum and maximum bet the set wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) Players are permitted to make a King's Bounty Sidebet for the dealer, the regular blackjack hand, or both; provided, however, that the combined King's Bounty wager for the player and the dealer shall not exceed the table maximum bet limit. If the player wagers the table maximum for their King's Bounty Sidebet, the player is permitted to wager a maximum of ten percent of the maximum of the table limit for the dealer's King's Bounty Sidebet.

(e) A player who has placed a King's Bounty Sidebet shall win if the first two cards dealt to the player add up to twenty using traditional blackjack rankings.

(f) After the second card is dealt to all players at the table, and prior to any additional cards being dealt to any player and prior to the dealer using the card reader device:

(1) All losing King's Bounty Sidebet shall be collected by the dealer, and

(2) All winning King's Bounty Sidebet will be paid out in accordance with section (h) below.

(g) Prior to making a payout for a winning King's Bounty Sidebet, if the player has a pair of king of spades, the dealer shall:

(1) First determine if the dealer has a potential blackjack, and

(2) If there is a potential dealer blackjack, settle that bet at the end of the round.

(h) A gaming licensee shall pay winning King's Bounty Sidebet in accordance with the paytables listed below, which shall be posted at the gaming table offering King's Bounty Sidebet:

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Hand	Table 1	Table 2
Pair Kings (Spades) and Dealer Blackjack	1000 to 1	1000 to 1
Pair Kings (Spades)	100 to 1	200 to 1
2 Suited Kings	30 to 1	50 to 1
2 Suited Queens, Jacks or 10s	20 to 1	25 to 1
Suited 20	9 to 1	9 to 1
2 Kings	6 to 1	6 to 1
Unsuited 20	4 to 1	4 to 1

(i) After all King's Bounty Sidebet wagers are settled, notwithstanding the exception set forth in section (g) above, the round shall continue in accordance with the Rules of the Game of Blackjack.

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(j) The King's Bounty Sidebet wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a 20 point bonus wager pursuant to Section 24, an optional bonus wager pursuant to Section 25, or the In-Between wager authorized by Section 26.

30. TriLux, Super 3 and Lucky George

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(a) TriLux Bonus is an optional side bet for Blackjack games played with two, four, five, six or eight decks. The player begins by optionally placing the TriLux Bonus bet to participate in the side wager, in addition to their wager for the main Blackjack game.

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(b) Additionally, the casino can choose to offer the Trilux Super 3 wager. If the player places the TriLux Bonus bet with four, five, six or eight decks in play, then they are also eligible to place the TriLux Super 3 bet.

(c) Once all wagers have been placed, the dealer will deal two face-up cards to all players, as well as two cards to themselves, one face-up and one face-down. The three face-up cards are then evaluated to determine the best three-card Poker hand that can be made. Depending on the payable, if the observed three-card Poker hand is either a Flush or better or a Pair or better, the wager wins and is paid according to configured payable. Otherwise the wager is lost.

TriLux BJ with Lucky George Paytables								
Deck Availability	1		2		3		4	
	1D-8D		1D-8D		1D-8D		1D,2D,6D,8D	
Hand	Pays*	LkyGrg**	Pays*	LkyGrg**	Pays*	LkyGrg**	Pays*	LkyGrg**
Straight Flush	8-to-1	\$1	25-to-1	\$10	25-to-1	\$10	25-to-1	\$10
Three of a Kind	8-to-1	\$1	15-to-1	\$5	15-to-1	\$5	15-to-1	\$5
Straight	8-to-1	\$1	8-to-1	\$2	10-to-1	\$2	10-to-1	\$2
Flush	8-to-1	\$1	5-to-1	\$1	5-to-1	NA	5-to-1	\$1

*Paytable is used with the Lucky George version only
**Payouts are Fixed Dollar

TriLux Super 3 Paytables	
Hand	SUP-01*
	4D - 8D BJ
	Pays*
Three of a Kind (Suited)	270-to-1
Straight Flush	180-to-1
Three of a Kind	90-to-1

*TriLux bet must be made to bet Super 3 bet.

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BOSTON 5 STUD POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Boston 5 Stud Poker, shall have the following meanings unless the context clearly indicated otherwise:

Ante wager -- means the wager placed at the same time as the first wager prior to any cards being dealt in order to participate in the round of play. The amount of the ante wager shall be exactly one-half of the amount of the first wager.

Ante bonus wager hand -- means a player's five-card hand as defined in Section 10(d).

First wager -- means the initial wager placed at the same time as the ante wager prior to any cards being dealt in order to participate in the round of play. The amount of the first wager shall be exactly twice the amount of the ante wager.

Fold -- means the withdrawal of a player from a round of play by discarding his or her their hand after the first three cards have been dealt and prior to placing the second wager.

Hand -- means the five-card hand dealt to each player.

Push -- means a tie, as defined in Section 9(f).

Rank -- or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

Round of play -- or "round" means one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid off or collected in accordance with the Rules of Boston 5 Stud Poker.

Second wager -- means the wager placed after the player has reviewed his or her their first three cards but prior to the final two cards being dealt in order to complete the round of play. The amount of the second wager shall be exactly the amount of the first wager and twice the amount of the ante wager.

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

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

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Optional bonus wager - means the optional wager on the first three cards dealt to a player as defined in Section 6(c).

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2. Cards; number of decks

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(a) Except as provided in (b) below, the game of Boston 5 stud poker shall be played with one deck of cards with backs of the same color and design, one additional solid yellow or green cut card and one additional solid yellow or green cover card to be used in accordance with the procedures set forth in Section 4. The deck of cards used shall meet the requirements of 205 CMR 146.48.

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(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

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(1) Each deck of cards complies with the requirements of (a) above;

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(2) The backs of the cards in the two decks are of different color;

(3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

(4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and

(5) The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (d) below or the requirements of 205 CMR 146.50.

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(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

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4. Shuffle of the cards

(a) Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the (a) cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b) After the cards have been shuffled and stacked, the dealer shall deal or deliver the cards in (b) accordance with the procedures set forth in Sections ~~7-9~~ or 8.

(c) Whenever there is no gaming activity at a Boston 5 stud poker table which is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures (c) outlined in Section 3(c) shall be completed.

5. Boston 5 stud poker rankings

(a) The rank of the cards used in Boston 5 stud poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a (a) "straight flush" or "straight" formed with a two, three, four and five.

(b) The permissible five-card poker hands at the game of Boston 5 stud poker, in order of highest (b) to lowest rank, shall be:

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

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

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

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

(5) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking five-card flush and two, three, (5) four, five and seven being the lowest ranking five-card flush;

(6) "Straight" is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack, and ten being the highest ranking five-card straight and an ace, two, (6) three, four and five being the lowest ranking straight; provided however, that an ace may

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not be combined with any other sequence of cards for purposes of determining a winning (6) hand (for example, queen, king, ace, two and three);

~~(7)~~ “Three of a kind” is a hand consisting of three cards of the same rank, with three aces being the highest ranking three of a kind and three twos being the lowest ranking three of (7) a kind;

~~(8)~~ “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the (8) highest ranking two pair and two threes and two twos being the lowest ranking two pair; and

~~(9)~~ “One pair” is a hand consisting of two cards of the same rank, with two aces being the (9) highest ranking pair and two twos being the lowest ranking pair.

~~(e)~~

When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the (c) application of this subsection, the hands shall be considered a push.

~~(d)~~

(d) For purposes of the optional bonus wager as defined in Section 6(c), the permissible ~~three card~~ three-card hands at the game of Boston 5 stud poker recognized for a payout in accordance with Section 10(d) shall be:

~~Section 11(d) shall be:~~

~~(1)~~ “Three-card straight flush” is a hand consisting of three cards of the same suit in (1) consecutive ranking;

~~(2)~~ “Three-of-a-kind” is a hand consisting of three cards of the same rank;

~~(3)~~ “Three-card straight” is a hand consisting of three unsuited cards of consecutive rank; (3) provided, however, that an ace may not be combined with a king and two;

~~(4)~~ “Three-card flush” is a hand consisting of three cards of the same suit, not in consecutive (4) order; and

~~(5)~~ “One pair” is a hand consisting of two cards of the same rank.

6. Wagers

~~(a)~~

All wagers at Boston 5 stud poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal (a) wager accompanied by cash shall not be accepted.

~~(b)~~

All ante and first wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedures in Sections ~~7-9~~ 8. Except as provided in Section ~~10~~ 9, no wager shall be made, increased, or withdrawn after the dealer has announced “No more (b) bets.”

~~(c)~~

Upon placing an ante and first wager, a player may, at ~~his or her~~ their discretion, make an optional

(c) bonus wager by placing a gaming chip in the minimum denomination of \$1.00 on the (c) designated betting area of the layout.

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~~(d)~~
(d) A second wager shall be made in accordance with Section ~~409~~.

~~(e)~~
Only players who are seated at the Boston 5 stud poker table may place a wager at the game.
Once a player has placed a wager and received cards, that player must remain seated until the ~~(e)~~ completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

~~(a)~~
If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the ~~(a)~~ dealer or by the automatic card shuffling device.

~~(b)~~
Prior to dealing the cards and once all ante and first wagers and, if applicable, all optional ~~(b)~~ bonus wagers have been placed, the dealer shall announce "No more bets."

~~(c)~~
Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite ~~(c)~~ hand.

~~(d)~~
The dealer shall, starting with the player farthest to ~~his or her~~ their left and continuing around the ~~(d)~~ table in a clockwise manner, deal the cards as follows:

- ~~(1)~~ ~~(1)~~ Three consecutive cards face down to each player; and
- ~~(2)~~ Three consecutive cards face down to an area directly in front of the table inventory ~~(2)~~ container designated for the dealer's hand in a manner as to not disclose the value of the ~~(2)~~ cards.

~~(e)~~
After the final two cards have been dealt to each player who placed a second wager and the area designated for the hand of the dealer in a manner as to not disclose the value of the cards as provided in Section ~~409~~(d), the dealer shall remove the stub from the manual dealing shoe ~~(e)~~ and, except as provided in (f) below, place the stub in the discard rack without exposing the ~~(e)~~ cards.

~~(f)~~
The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine ~~(f)~~ the number of cards in the stub by counting the cards face down on the layout.

~~(1)~~ If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the ~~(1)~~ stub in the discard rack without exposing the cards.

~~(2)~~ If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designed for the placement of the dealer's hand has more or less than five cards) but 52 cards remain in the deck, all hands are void pursuant to Section ~~42:11~~. If the cards

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have not been misdealt, all hands shall be considered void and the entire deck of cards (2) shall be removed from the table pursuant to 205 CMR 146.49.

~~(e)~~

The five cards comprising the dealer's hand shall be spread in a row and then placed in the designated area directly in front of the table inventory container with the top card to the (g) dealer's right and the bottom card to the dealer's left.

8. Procedure for dealing the cards from the hand

~~(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play Boston 5 stud poker from his or her hand.~~

~~(b) Once the procedures required by Section 4 have been completed, the following requirements shall be observed if a casino chooses to have the cards dealt from the dealer's hand:~~

~~(1) The dealer shall place the stacked deck of cards in either hand.~~

~~(2) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(3) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(4) The dealer shall then announce "No more bets."~~

~~(5) The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(e) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:~~

~~(1) Three consecutive cards face down to each player; and~~

~~(2) Three consecutive cards face down to an area directly in front of the table inventory container designated for the dealer's hand in a manner as to not disclose the value of the cards.~~

~~(d) After the final two cards have been dealt to each player who placed a second wager and the area designated for the hand of the dealer in a manner as to not disclose the value of the cards as provided in Section 10(d), the dealer shall place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.~~

~~(f) The five cards comprising the dealer's hand shall be spread in a row and then placed in the designated area directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left.~~

~~9.~~

8. Procedures for dealing the cards from an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play Boston 5 poker dealt from an automated dealing shoe/machine which dispenses cards in stacks of three cards, provided that the

(a) shoe/machine, its location and the procedures for its use are approved by the Commission.

~~(b)~~

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(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, ~~the/machine, the following requirements shall be observed:~~

~~following requirements shall be observed:~~

(+) Once the procedures required by Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

(2) ~~(2)~~ The dealer shall then announce "No more bets."

~~(e)~~

The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe /machine face down to the player farthest to ~~his or her~~their left who has placed a wager in accordance with

Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

of the other players who has placed a wager in accordance with Section 6. The dealer shall (c) then deliver a stack of three cards face down to the area designated for the dealer's hand in a

~~manner as to not disclose the value of the cards.~~

~~manner as to not disclose the value of the cards:~~

~~(d)~~

After each stack of three cards has been dispensed and delivered in accordance with this subsection and all second wagers have been placed, the dealer shall remove the remaining cards from the automated dealing shoe/machine and then shall place these cards in either hand and

~~shall deal the~~ shall deal the final two cards in accordance with Section 9(d) and the provisions of Section 8(b). ~~After all final two cards in accordance with Section 10(d) and the provisions of Section~~

8(b). ~~After all final~~ cards have been dealt, the dealer shall place the stub in the discard rack (d) without exposing the cards and the round of play shall proceed in accordance with Section

10.

10.

~~(e)~~

The dealer shall be required to count the stub at least once every five rounds of play in order (e) to determine that the correct number of cards are still in the deck. The dealer shall count the

~~stub in accordance with the provisions of Section 7.~~

~~stub in accordance with the provisions of Section 7.~~

~~(f)~~

Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after

the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the (f) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

~~(g)~~

(g) The stack of five cards comprising the dealer's hand shall be spread in a row and then placed in the designated area directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left.

~~in the designated area directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left.~~

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10.

9. Boston 5 stud poker second wagers; procedure for completion of each round of play; collection and payment of wagers

(a)

After the dealing procedures required by Sections 7-9 or 8 have been completed but before the final two cards are dealt as provided in (d) below, any player who has placed an optional bonus wager may elect to expose those cards in order to qualify for the optional bonus payout as defined in Section 11-10. The dealer shall collect all losing optional bonus wagers from players with three-card hands who elect not to expose three-card hands or from players who elect to expose three-card hands that do not qualify for the optional bonus wager payout. The (a) dealer shall then pay all winning optional bonus wagers as set forth in Section 11-10(d).

(b)

After the resolution of all optional bonus wagers, each player shall either place a second wager equal in amount to the first wager in the designated betting area or fold and forfeit the ante and first wager. If a player folds, the entire ante and first wager shall be collected by the dealer and placed in the table inventory container. A folded hand of a player shall then be (b) collected by the dealer and placed in the discard rack without exposing the cards.

(c)

Each player who makes a second wager shall be responsible for his or her their own hand and no other person other than the dealer may touch the cards of that player. A player may withdraw his or her their second wager at any time prior to the deal of the final two cards pursuant to (d) (c) below. Each player shall be required to keep all cards in full view of the dealer at all times.

(d)

The dealer shall, starting with the player farthest to his or her their left who has placed and not (d) withdrawn a second wager and continuing around the table in a clockwise manner, deal the cards as follows:

cards as follows:

(1) (1) Two consecutive cards face down (the fourth and fifth cards) to each player who has placed a second wager; and

placed a second wager; and

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

the dealer's hand.

(e)

The dealer shall then turn over and reveal all five cards of his or her their hand simultaneously and

(e) shall set the highest-ranking poker hand.

(f)

The dealer shall, starting with the player farthest to his or her their right and continuing counterclockwise around the table, turn over each player's cards. The wagers of each player (f) shall be resolved in order, regardless of outcome.

(1) (1) Losing wagers shall immediately be collected by the dealer and placed in the table inventory container. Losing hands shall then be immediately collected by the dealer and placed in the discard rack. Ante, first and second wagers shall lose if the hand of the

(1) dealer has a hand rank higher than that of the player.

(2) (2) If the hand rank of the player ties with that of the dealer, the hand of the player shall be a

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(2) push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.

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(3) Winning wagers shall be paid in accordance with Section 11.10. First and second wagers made by a player shall win if the hand of the player has a hand rank higher than that of the dealer. After paying a player's winning first and second wagers, the dealer shall determine whether the player has a hand that qualifies for an ante bonus payout as set forth in Section 11.10(d). Winning ante bonus payout hands shall be paid in accordance with Section 11.10(c). If a player does not have an ante bonus payout hand, the player's ante shall be returned to the player. A player is entitled to an ante bonus payout regardless of whether the hand of the player is higher in rank than that of the dealer.

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After all winning wagers of the player are paid, the dealer shall immediately collect the cards of that player and place them in the discard rack.

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

11.

10. Payout odds

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(a)

The payout odds for winning wagers at Boston 5 stud poker printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

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(b)

A gaming licensee shall pay a winning first and second wagers at payout odds of 1 to 1.

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(c)

A gaming licensee shall payoff each winning ante bonus wager at the game of Boston 5 stud poker at no less than the odds listed below:

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Hand	Payout Odds
Royal flush	1000 to 1
Straight flush	200 to 1
Four-of-a-kind	100 to 1
Full house	25 to 1
Flush	15 to 1
Straight	8 to 1
Three-of-a-kind	4 to 1
Two pair	2 to 1

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(d)

A gaming licensee shall pay off each winning optional bonus wager at the game of Boston 5 stud poker at no less than the odds listed below:

Hand	Payout Odds
Three-card straight flush	40 to 1
Three-of-a-kind	25 to 1

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Three-card straight- _____ 6 to 1
Three-card flush- _____ 3 to 1
One pair _____ 1 to 1

~~1 to 1~~

(e)

Notwithstanding the minimum payout odds in (b) through (d) above, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to a player on a single hand, which amount shall be at least \$50,000 or the maximum amount that could be won when betting the minimum permissible wager, whichever is greater. The payout limit shall either be included on the layout or posted at the table pursuant to 205 CMR 146.32(2) and (3). If the payout limit is not included on the layout, each gaming licensee shall provide notice of any increase in the payout limit in accordance with 205 CMR 147.03. Any maximum payout limit established by a gaming licensee shall apply only to payouts for winning first and second wagers and the ante bonus wager and shall not apply to payouts for (e) winning optional bonus wagers.

~~12.~~

11. Irregularities

(a)

If any of the dealer's first three cards is exposed prior to each player having either folded or placed a second bet wager pursuant to Section ~~109~~, all hands shall be void, except for those (a) three-card hands that qualify for an ante bonus or an optional bonus wager payout.

(b)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and (b) cards shall be reshuffled.

(c)

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

(d)

If a player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt 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 (d) the cards shall be reshuffled.

(e)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

(f)

If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards after the first three cards are dealt to a player, the round of play shall be void, (f) except for those three-card hands that qualify for an ante bonus or an optional bonus wager payout.

~~payout.~~

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a

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~~gaming table before any other method of shuffling or dealing may be utilized at that table.~~

CARIBBEAN STUD POKER

Rules

1. Definitions

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

Ante wager -- means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

Bet wager -- means an additional wager made by a player, in an amount double the player's ante wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.

Fold -- means the withdrawal of a player from a round of play by discarding his or her hand of cards after all cards have been dealt and prior to placing a bet wager.

Hand -- means the five-card hand dealt to each player and the dealer.

Hole card -- means any of the four cards which are dealt face down to the dealer.

Progressive payout hand -- means a flush, full house, four-of-a-kind, straight flush or royal flush, as defined in Sections 5 and 10.

Push -- means a tie, as defined in Section 9.

Qualifying hand -- means the dealer's hand as defined in Section 9, with a rank of ace, king, or better.

Rank -- or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

Round of play -- or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid off or collected in accordance with the rules of this section.

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

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

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2. Cards; number of decks

~~(a)~~

Except as provided in (b) below, ~~Caribbean~~ Caribbean stud poker shall be played with one deck of cards

with backs of the same color and design, one additional cut card and one additional cover card to be used in accordance with the procedures set forth in Section 4. The cut card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards (a) shall meet the requirements of 205 CMR 146.48.

~~(b)~~

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game, provided that:

(1) ~~(1)~~ Each deck of cards complies with the requirements of (a) above;

(2) ~~(2)~~ The backs of the cards in the two decks are of different color;

(3) ~~(3)~~ One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;

(4) ~~(4)~~ Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and

(5) ~~(5)~~ The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

~~(a)~~

After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (a) (d) below ~~or the requirements of 205 CMR 146.50.~~

~~(b)~~

Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence.

~~(c)~~

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

~~(d)~~

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

~~(a)~~

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle

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~~the cards, either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the ~~dealer or~~ device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the (a) shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

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After the cards have been shuffled and stacked, the dealer shall:

~~(1) If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7, 8 or 9; or~~

~~(2) If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50,~~

~~(b) cut the cards in accordance with the procedures set forth in ~~(e) below~~ Sections 7 or 8.~~

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~~(e)~~

~~(c) If a cut of the cards is required, the dealer shall:~~

~~(1) ~~(+) Cut the deck, using one hand, by:~~~~

~~(i) ~~(+) Placing the cover card on the table in front of the deck of cards;~~~~

~~(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of~~

~~(iii) the cover card;~~

~~(iv) Placing the cards remaining in the deck on top of the stack of cards that were cut and~~

~~(v) placed on the cover card pursuant to section (c)(1)(ii) above; and~~

~~(vi) Removing the cover card and placing it in the discard rack; and~~

~~(2) Deal the cards in accordance with the procedures set forth in Sections 7, or 8 or 9.~~

~~(e)~~

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

~~(e)~~

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Whenever there is no gaming activity at a Caribbean stud poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures (e) outlined in Section 3(c) shall be completed.

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5. Caribbean stud poker rankings

~~(a)~~

The rank of the cards used in ~~caribbean~~ Caribbean stud poker, for the determination of winning hands,

in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or

(a) "straight" formed with a 2, 3, 4 and 5.

~~(b)~~

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The permissible poker hands at the game of ~~caribbean~~ Caribbean stud poker, in order of highest to

(b) lowest rank, shall be:

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- (1) ~~(4)~~ "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
- ~~(2)~~ "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
- ~~(3)~~ "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
- ~~(4)~~ "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
- ~~(5)~~ ~~(5)~~ "Flush" is a hand consisting of five cards of the same suit;
- ~~(6)~~ "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);
- ~~(7)~~ "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking ~~three of three-of~~-a-kind;
- ~~(8)~~ "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
- ~~(9)~~ "One Pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

When comparing two hands which are of identical poker hand rank pursuant to the provisions of this section, or which contain none of the hands authorized herein, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

6. Wagers

~~(a)~~ All wagers at ~~caribbean~~ Caribbean stud poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal ~~(a)~~ wager accompanied by cash shall not be accepted.

~~(b)~~ All ante wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Section ~~7-8~~ or ~~9-8~~. Except as provided in Section 7, no wager ~~(b)~~ shall be made, increased, or withdrawn after the dealer has announced "No more bets."

~~(c)~~ Upon placing an ante wager, a player may, at his or her discretion, place a progressive payout wager either by placing a \$1.00 gaming chip into the progressive wagering device designated for that player or by redeeming a progressive wager coupon in accordance with the provisions of 205 CMR 146.09. Each player shall be responsible for verifying that ~~his or her~~

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~~(c)~~ their respective progressive payout wager has been accepted.

~~(d)~~

~~(d)~~ A "bet" wager shall be made in accordance with Section ~~109~~.

~~(e)~~

~~(e)~~ A player shall not be permitted to play more than one hand per round of play.

~~(f)~~

Only players who are seated at the ~~earibbean~~ Caribbean stud poker table may place a wager at the game.

Once a player has placed a wager and received cards, that player must remain seated until the

~~(f)~~ completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

~~(a)~~

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the ~~(a)~~ dealer or by an automatic shuffling device.

~~(b)~~

~~(b)~~ Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.
~~that cannot be readily observed by someone attempting to ascertain their value.~~

~~(c)~~

Prior to dealing the cards and once all ante and progressive payout wagers have been placed, the dealer shall then announce "No more bets" and use the table game progressive payout wager system to prevent the placement of any additional progressive payout wagers. The dealer shall then collect any progressive payout wagers and, on the layout in front of the table inventory container, verify that the number of gaming chips wagered equals the number of progressive payout wagers accepted by the table game progressive payout wager system.

~~(c)~~ The dealer shall then place the gaming chips into the table inventory container.

~~(d)~~

Each card shall be removed from the dealing shoe with the hand of the dealer that is closest ~~(d)~~ to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

~~(e)~~

The dealer shall, starting with the player farthest to his or her left and continuing around the ~~(e)~~ table in a clockwise manner, deal the cards as follows:

~~(1)~~ ~~(1)~~ One card face down to each player;

~~(2)~~ ~~(2)~~ One card face up to an area directly in front of the table inventory container designated

~~(2)~~ for the dealer's hand;

~~(3)~~ ~~(3)~~ A second card face down to each player directly on top of that player's first card;

~~(4)~~ ~~(4)~~ A second card face down to the dealer to the right of the dealer's first card dealt face up; and

and

~~(5)~~ ~~(5)~~ A third, fourth and fifth card, in succession, face down to each player and the dealer

~~(5)~~ directly on top of the preceding card dealt face down.

~~(f)~~

After five cards have been dealt to each player and the area designated for the hand of the

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~~(f)~~ dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided ~~(f)~~ in ~~(g)~~ below, place the stub in the discard rack without exposing the cards.

~~(g)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall

~~(g)~~ determine the number of cards in the stub by counting the cards face down on the layout.

~~(1)~~ If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the

~~(1)~~ stub in the discard rack without exposing the cards.

~~(2)~~ If the count of the stub indicates that the number of cards in the deck is incorrect, the

dealer shall determine if the cards were misdealt. If the cards have been misdealt (a

player or the area designed for the placement of the dealer's hand has more or less than

five cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 13.

12. If the cards have not been misdealt, all hands shall be considered void and the entire deck

~~(2)~~ of cards shall be removed from the table pursuant to 205 CMR 146.49.

~~8. Procedures for dealing the cards from the hand~~

~~(a)~~ Notwithstanding any other provisions of 205 CMR 146 or this section, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play caribbean stud poker from his or her hand.

~~(b)~~ Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

~~(c)~~ If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

~~(1)~~ The gaming licensee shall use an automated shuffling device to shuffle the cards.

~~(2)~~ Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand:

~~(i)~~ Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

~~(ii)~~ The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

~~(3)~~ The dealer shall then announce "No more bets" and press the lock out button in accordance with Section 7 prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

~~(d)~~ The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

~~(1)~~ One card face down to each player;

~~(2)~~ One card face up to an area directly in front of the table inventory container designated for the dealer's hand;

~~(3)~~ A second card face down to each player directly on top of that player's first card;

~~(4)~~ A second card face down to the dealer to the right of the dealer's first card dealt face up; and

~~(5)~~ A third, fourth and fifth card face down to each player and the dealer, in succession, directly on top of the preceding card dealt face down.

~~(e)~~ After five cards have been dealt to each player and the area designated for the placement of the dealer's hand, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

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~~(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.~~

~~9.~~

8. Procedures for dealing the cards from an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this section, a gaming licensee may, in its discretion, choose to have the cards used to play ~~earibbean~~Caribbean stud poker dealt from an automated dealing shoe/machine which dispenses cards in stacks of five cards, provided that the shoe,

(a) /machine, its location and the procedures for its use are approved by the Commission.

~~(b)~~

Cards will be dealt so as not to expose the hole card or any other face down cards in a manner

(b) that cannot be readily observed by someone attempting to ascertain their value.

~~(c)~~

(c) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the/machine, the following requirements shall be observed.
~~following requirements shall be observed.~~

(1) Once the procedures required by Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

(2) The dealer shall then announce "No more bets" and press the lock-out button in

(2) accordance with Section 7.

~~(d)~~

The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face

down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

of the other players who has placed a wager in accordance with Section 6. The dealer shall then deliver a stack of five cards face down to the area designated for the dealer's hand in a

(d) manner as to not disclose the value of the cards.

~~(e)~~

After each stack of five cards has been dispensed and delivered in accordance with this (e) subsection, the dealer shall remove the stub from the automated dealing shoe ~~and, except as/machine and, except as provided in (f) below; place the cards in the discard rack without exposing the cards,~~

~~provided in (e) below; place the cards in the discard rack without exposing the cards.~~

~~(f)~~

The dealer shall be required to count the stub at least once every five rounds of play in order (f) to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.

~~count the stub in accordance with the provisions of Section 7.~~

~~(g)~~

Notwithstanding the provisions of (ef) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after

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the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

(h)

The stack of five cards comprising the dealer's hand shall then be spread in a row directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left. The dealer shall then expose the bottom card of the dealer's hand, or that card farthest to the dealer's left, and the round of play shall proceed in accordance with

Section 9.

Section 10.

10.

9. Bet wagers; procedure for completion of each round of play; collection and payment of wagers

(a)

After the dealing procedures required by Sections 7, 8 or 98 have been completed but before the dealer exposes the hole cards, each player shall, after examining his or her cards, either place a bet wager in the designated betting area or fold and forfeit the ante wager. If a player folds, the entire ante wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

discard rack.

(1) Each player who wagers at Caribbean Stud Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may

(1) touch the cards of that player.

(2) Each player shall keep the five cards in full view of the dealer at all times.

(3) After each player has made a decision regarding the Bet Wager as required under (b) below, the player's cards shall be placed face down on the appropriate area of the layout

(3) and the player may not touch the cards again.

(b)

After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to make a Bet Wager in an amount equal to two times the amount of the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. If a player has placed an Ante Wager and a Caribbean Stud Bonus Wager, a Progressive Payout Wager or a Five Card Hand Bonus Wager but does not make a Bet Wager, the player shall forfeit all wagers except the Five Card Hand Bonus Wager and does not forfeit the right to receive an Envy Bonus Payout, if applicable.

(c)

After each player who has placed an Ante Wager has either placed a Bet Wager on the designated area of the layout or forfeited his 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 four hole cards and place the cards so as to form the highest possible ranking five-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 applicable procedures in succession for each player:

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~~each player:~~

~~(1) (1)~~ The dealer shall turn the five cards of each player face up on the layout.

~~(2) (2)~~ The dealer shall examine the cards of the player and form the highest possible ranking five-card Poker hand for each player.

~~five-card Poker hand for each player.~~

~~(3) (3)~~ If the dealer's highest ranking five-card Poker hand:

~~(i)~~ Is lower than an ace-king, the dealer shall return each player's Bet Wager and pay out the player's Ante Wager made by the player in accordance with the payout odds in

~~(i)~~ Section ~~4410~~ (a) and (b) (relating to payout odds; rate of progression).

~~(ii) (ii)~~ Is an ace-king or better, and the player's highest ranking five-card Poker hand:

~~a-~~ Is ranked lower than the dealer's five-card Poker hand, the dealer shall immediately

~~a.~~ collect the Ante and Bet Wagers made by the player.

~~b-~~ Is ranked higher than the dealer's five-card Poker hand, the dealer shall pay the Ante

~~b.~~ and Bet Wagers made by the player in accordance with the payout odds in

~~Section 10(a) and (b).~~

~~44(a) and (b)-~~

~~e-~~ Is equal in rank to the dealer's five-card hand, the dealer shall return the Ante and Bet ~~c.~~ Wagers made by the player.

~~4-~~ The dealer shall settle any Caribbean Stud Bonus Wager made by the player by determining whether the player's five-card Poker hand qualifies for a payout in accordance with Section ~~4410~~(c). A winning Caribbean Stud Bonus Wager shall be

~~1.~~ paid irrespective of whether the player's five-card Poker hand outranks the dealer's hand.

~~dealer's hand-~~

~~2-~~ After settling a player's Ante, Bet and Caribbean Stud Bonus Wagers, the dealer shall settle the Progressive Payout Wager, if offered by the licensee. A winning Progressive Payout Wager shall be paid irrespective of whether the player's five-card Poker hand outranks the dealer's hand. If a player has won a ~~2.~~ progressive payout, the dealer shall:

~~i.~~ Verify that the hand is a winning hand.

~~i.~~ ~~Verify that the hand is a winning hand.~~

~~ii-~~ (Verify that the appropriate light on the progressive table game system has ~~ii.~~ been illuminated.

~~iii-~~ Have a floorperson or above validate the progressive payout in accordance ~~iii.~~ with the licensee's approved internal control procedures.

~~iv-~~ Pay the winning Progressive Payout Wager in accordance with the payout odds in Section ~~4410~~(d). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary ~~iv.~~ documentation has been completed.

~~v-~~ Pay any Envy Bonus won in accordance with Section ~~4410~~(d)(5) if Pay table D in Section ~~4410~~(d) is selected by the licensee. Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same

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Caribbean Stud 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 v. Envy Bonus for his own hand or the hand of the dealer.

3.

After settling a player's Ante, Bet and Caribbean Stud Bonus Wagers, the dealer shall settle the Five Card Hand Bonus Wager, if offered by the licensee, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus 3. payout, the dealer shall:

i.

~~Verify that the hand is a winning hand.~~

i. ~~Verify that the hand is a winning hand.~~

Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted by the licensee (relating to internal control systems and audit ii. protocols).

~~iii.~~ Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with Section ++ 10(e). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until iii. the necessary documentation has been completed.

(d)

After all wagers of the player have been settled, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction (d) of each hand in the event of a question or dispute.

++

10. Payout odds; rate of progression

(a)

(a) A licensee shall pay each winning Ante Wager at odds of 1 to 1.

(b)

(b) A licensee shall pay winning Bet Wagers in accordance with the following odds:

(c)

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Hand	Pay table
Royal flush	100 to 1
Straight flush	50 to 1
Four-of-a-kind	20 to 1
Full house	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
A pair or less	1 to 1

If a licensee offers the Caribbean Stud Bonus Wager, the licensee shall pay each winning Caribbean Stud Bonus Wager at the odds in one of the following pay tables selected by the

(c) Licensee:

(⊕)

Hand	Pay table A	Pay table B	Pay table C
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1	200 to 1
Four-of-a-kind	100 to 1	100 to 1	100 to 1
Full house	50 to 1	50 to 1	50 to 1
Flush	40 to 1	40 to 1	40 to 1
Straight	25 to 1	25 to 1	20 to 1
Three-of-a-kind	7 to 1	6 to 1	6 to 1
Two pair	3 to 1	3 to 1	3 to 1
A pair of 10s or better	1 to 1	1 to 1	1 to 1

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(d) If a licensee offers the Progressive Payout Wager:

A player placing a Progressive Payout Wager shall be paid at the odds in one of the following payout tables selected by the licensee:

Hand Pay table

Royal flush 100 to 1

Straight flush 50 to 1

Four-of-a-kind 20 to 1

Full house 7 to 1

Flush 5 to 1

Straight 4 to 1

Three-of-a-kind 3 to 1

Two pair 2 to 1

A pair or less 1 to 1

Hand Pay table A Pay table B Pay table C

Royal flush 1,000 to 1 1,000 to 1 1,000 to 1

Straight flush 200 to 1 200 to 1 200 to 1

Four-of-a-kind 100 to 1 100 to 1 100 to 1

Full house 50 to 1 50 to 1 50 to 1

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Flush 40 to 1 40 to 1 40 to 1
 Straight 25 to 1 25 to 1 20 to 1
 Three of a kind 7 to 1 6 to 1 6 to 1
 Two pair 3 to 1 3 to 1 3 to 1
 A pair of 10s or better 1 to 1 1 to 1 1 to 1
 (+)

Hand	Pay table A	Pay table B	Pay table C	Pay table D	Pay table E
Royal flush	100% of meter	100% of meter	100% of meter	100% of meter	100% of meter
Straight flush	5,000 for 1	10% of meter	10% of meter	10% of meter	10% of meter
Four-of-a-kind	500 for 1	500 for 1	200 for 1	300 for 1	500 for 1
Full house	100 for 1	100 for 1	50 for 1	50 for 1	100 for 1
Flush	50 for 1	50 for 1	40 for 1	40 for 1	50 for 1
Straight	10 for 1	10 for 1	30 for 1	30 for 1	N/A
Three-of-a-kind	3 for 1	3 for 1	9 for 1	9 for 1	N/A
Two-pair	2 for 1	2 for 1	N/A	N/A	N/A

- (1) 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 casino supervisor validate the progressive payout pursuant to approved internal control procedures.

internal control procedures.

- (2) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer or even if the dealer does not have a qualifying hand or has a higher ranking hand.

hand.

- (3) A player shall receive the payout for only the highest ranking five-card Poker hand formed.
- (4) Pay tables A, B, C and E may not be selected by the licensee if the Progressive Payout Wager is offered on multiple linked games with a shared progressive jackpot.
- (5) The rate of progression for the meter used for the progressive payout in paragraph (1) must be no less than 70%. The initial and reset amount shall be established by each gaming licensee and approved pursuant to 205 CMR 138.62.
- (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 in accordance with Section ~~409~~(c) (relating to procedure for completion of each round of play).
- (7) If the licensee selects Pay table D, Envy Bonus payouts shall be made according to the following payouts for Envy Bonus Qualifying Hands based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:

Hand	Envy Bonus
Royal flush	\$1,000
Straight flush	\$300

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Hand	Envy Bonus
Royal flush	\$5,000
Straight flush	\$1,500

(e) If a licensee offers the Five Card Hand Bonus Wager:

(1) The licensee shall pay out winning Five Card Hand Bonus Wagers at the odds in the following pay table:

~~Hand Pay table A Pay table B Pay table C Pay table D Pay table E~~
~~Royal flush 100% of meter 100% of meter 100% of meter 100% of meter 100% of meter~~
~~Straight flush 5,000 for 1 10% of meter 10% of meter 10% of meter 10% of meter~~
~~Four of a kind 500 for 1 500 for 1 200 for 1 300 for 1 500 for 1~~
~~Full house 100 for 1 100 for 1 50 for 1 50 for 1 100 for 1~~
~~Flush 50 for 1 50 for 1 40 for 1 40 for 1 50 for 1~~
~~Straight 10 for 1 10 for 1 30 for 1 30 for 1 N/A~~
~~Three of a kind 3 for 1 3 for 1 9 for 1 9 for 1 N/A~~
~~Two pair 2 for 1 2 for 1 N/A N/A N/A~~
~~Hand Envy Bonus~~
~~Royal flush \$1,000~~
~~Straight flush \$300~~
~~Hand Envy Bonus~~
~~Royal flush \$5,000~~
~~Straight flush \$1,500~~

(2)

Hand	Payout
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	500 for 1
Full house	100 for 1
Flush	50 for 1

A player shall receive the payout for only the highest ranking five-card Poker hand formed. If a player placed a Five Card Bonus Wager on both the dealer's hand and the player's hand, the player shall receive a payout in accordance with paragraph (1) for both the highest ranking five-card Poker hand of the dealer and the highest ranking five-card Poker hand of the player. If the dealer's hand qualifies for a payout that is a percentage of the jackpot amount on the progressive meter and if more than one player wagered on the dealer's hand, the jackpot will be divided equally among the number of players who

(2) wagered on the dealer's hand.

(3) The ~~certificate holder~~ licensee may pay a Magic Card or Lucky Bonus in accordance with the odds in the following paytable:

(4)

Hand	Payout
Magic Card	20 for 1
Lucky Bonus	5 for 1

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The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the Licensee's Submission. The initial and reset amount must also be in the (4) Licensee's Submission and must be at least \$10,000.

12.

11. Cover All Bonus Wager

(a)

If players make the Cover All bonus, they must do so before the start of the round.

(b)

The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.

(c)

Payouts are dynamic: they change depending on the number of players in the round.

(d)

Casinos must set the i-Deal Plus shuffler to the "Caribbean Stud Poker Cover All" mode.

(e)

After the dealer removes their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.

(f)

Below is the payable for eight players:

Hand Payout

Royal flush 100% of meter

Straight flush 10% of meter

Four of a kind 500 for 1

Full house 100 for 1

Flush 50 for 1

Hand Payout

Magic Card 20 for 1

Lucky Bonus 5 for 1

(g)

Highest Hand	8
Royal Flush	100 to 1
Straight Flush	40 to 1
4 of a Kind	7 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	3 to 1

Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, (g) the bonus is paid for the straight flush.

(h)

The dealer resolves the game according to house procedures, with a few changes:

a.

When the dealer comes across a hand that's a straight or higher (even if it's his), he will

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a. leave the cards exposed on the table

(i)

(i) If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.

cards left on the table.

(j)

Once the dealer has finished reconciling all player bets, he will go back and reconcile the

(j) Cover All bets.

(k)

(k) Below is the matrix for 2-8 players:

	Players						
Highest Hand	8	7	6	5	4	3	2
Royal Flush	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1	300 to 1	500 to 1
Straight Flush	40 to 1	70 to 1	80 to 1	90 to 1	100 to 1	125 to 1	200 to 1
4 of a Kind	7 to 1	15 to 1	17 to 1	20 to 1	30 to 1	40 to 1	60 to 1
Full House	6 to 1	9 to 1	12 to 1	15 to 1	20 to 1	30 to 1	40 to 1
Flush	5 to 1	7 to 1	9 to 1	10 to 1	15 to 1	20 to 1	35 to 1
Straight	4 to 1	5 to 1	7 to 1	8 to 1	10 to 1	17 to 1	25 to 1
3 of a Kind	3 to 1	3 to 1	3 to 1	4 to 1	5 to 1	6 to 1	9 to 1

(l) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

below:

Highest Hand 8

Royal Flush 100 to 1

Straight Flush 40 to 1

4 of a Kind 7 to 1

Full House 6 to 1

Flush 5 to 1

Straight 4 to 1

3 of a Kind 3 to 1

Highest Hand 8 7 6 5 4 3 2

Royal Flush 100 to 1 125 to 1 150 to 1 200 to 1 250 to 1 300 to 1 500 to 1

Straight Flush 40 to 1 70 to 1 80 to 1 90 to 1 100 to 1 125 to 1 200 to 1

4 of a Kind 7 to 1 15 to 1 17 to 1 20 to 1 30 to 1 40 to 1 60 to 1

Full House 6 to 1 9 to 1 12 to 1 15 to 1 20 to 1 30 to 1 40 to 1

Flush 5 to 1 7 to 1 9 to 1 10 to 1 15 to 1 20 to 1 35 to 1

Straight 4 to 1 5 to 1 7 to 1 8 to 1 10 to 1 17 to 1 25 to 1

3 of a Kind 3 to 1 3 to 1 3 to 1 4 to 1 5 to 1 6 to 1 9 to 1

Players

Hand Pays* Envy** Hand Pays* Envy**

Royal Flush 100% \$1,000 Royal Flush 100% \$5,000

Straight Flush 10% \$300 Straight Flush 10% \$1,500

4 of a Kind 300 for 1 4 of a Kind 300 for 1

Full House 50 for 1 Full House 50 for 1

Flush 40 for 1 Flush 40 for 1

Straight 30 for 1 Straight 30 for 1

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~~3 of a Kind 9 for 1 3 of a Kind 9 for 1
Meter Seed** Meter Seed**
Hand Pays* Envy** Hand Pays* Envy**
Straight Flush 100% \$250 Royal Flush 100% Major \$1,000
4 of a Kind 300 for 1 Straight Flush 100% Minor \$300
Full House 50 for 1 4 of a Kind 300 For 1
Flush 40 for 1 Full House 50 For 1
Straight 30 for 1 Flush 40 For 1
3 of a Kind 9 for 1 Straight 30 For 1
3 of a Kind 9 For 1
Meter Seed**
Meter Seed** Major
Meter Seed** Minor
Hand Pays* Envy** Hand Pays* Envy**
Royal Flush 100% Mega \$1,000 Royal Flush 100% Mega \$1,000
Straight Flush 100% Major \$300 Straight Flush 100% Major \$300
4 of a Kind 100% Minor 4 of a Kind 100% Minor
Full House 50 For 1 Full House 50 For 1
Flush 40 For 1 Flush 40 For 1
Straight 30 For 1 Straight 30 For 1
3 of a Kind 10 For 1 3 of a Kind 9 For 1
Meter Seed** Mega Meter Seed** Mega
Meter Seed** Major Meter Seed** Major
Meter Seed** Minor Meter Seed** Minor
*Original Wager is NOT Returned
**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.
\$10,000
\$1,000
\$250
**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.
\$10,000
\$10,000
\$1,000
\$250
PTMGLML02 PTMGLML03
*Original Wager is NOT Returned
Multi Game Link Paytables
PTMGL01 PTMGL02
*Original Wager is NOT Returned *Original Wager is NOT Returned
\$1,000
\$10,000
**Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~\$10,000~~

~~**Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~PTMGL04~~

~~*Original Wager is NOT Returned~~

~~\$1,000~~

~~PTMGLML01~~

~~*Original Wager is NOT Returned~~

~~(m)~~

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

Patrons on the game of Caribbean Stud can only use the five (5) cards original dealt to (m) them for their hand in the Multi Game Link.

- (n) When the different game titles are linked to a single progressive jackpot the payable, (n) wager amount and number of decks must be the same between all linked Poker games.

12. Irregularities

(a) If a hole card is exposed prior to the dealer announcing "No more bets" pursuant to Section 7, (a) all hands shall be void.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and (b) cards shall be reshuffled.

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

(d) If any player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and (d) the cards shall be reshuffled.

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

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

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

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CASINO WAR

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Casino War, shall have the following meanings unless the context clearly indicates otherwise:

Burn card -- means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.

Initial wager -- means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.

Original deal -- means the first card that is dealt to each player and the dealer to determine the initial wager in a round of play.

Round of play -- or "round" means one complete cycle of play during which each player then playing at the table has placed an initial wager, has been dealt a card, has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this subchapter.

Suit -- means one of the four categories of cards: club, diamond, heart, or spade.

Tie hand -- means the rank of a player's card and the rank of the dealer's card are equal.

Tie wager -- means an optional wager, made at the same time as an initial wager or war wager, that the deal on which the tie wager is made will result in a tie hand.

War -- or "go to war" means the decision of a player, in accordance with the option offered by Section 8(e), to place a war wager when there is a tie hand on the original deal.

War deal -- means the deal of the cards that follows the placement of a war wager.

War wager -- means a wager, equal in amount to the player's initial wager, that is required to be made if the player elects to go to war.

2. Cards; number of decks; dealing shoe

(a) Casino ~~war~~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 that meet the requirements of 205 CMR 146.48. The game of ~~easino war~~Casino War shall also require one additional cut card of a

color that is readily distinguishable from the backs of the cards used to play the game. The

(a) cut card shall be used in accordance with the procedures set forth in Section 5.

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(b) All cards used in ~~casino war~~Casino War shall be dealt from a manual dealing shoe that meets the requirements of 205 CMR 146.51. The dealing shoe shall be located on the table to the left (b) of the dealer.

(c) Nothing in this chapter shall preclude a gaming licensee from using an additional cut card or (c) similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.

(d) If an automated card shuffling device is utilized, ~~casino war~~Casino War shall be played with at least 12

(d) decks of cards in accordance with the following requirements:

- (1) (1) Each deck of cards shall meet the requirements of 205 CMR 146.48;
- (2) (2) The cards shall be separated into two batches, with an equal number of decks included in (2) each batch;
- (3) (3) The backs of the cards in each batch shall be of the same color and design, but of a (3) different color than the cards included in the other batch;
- (4) (4) One batch of cards shall be shuffled and stored in the automated card shuffling device (4) while the other batch is being dealt or used to play the game;
- (5) (5) Both batches of cards shall be continuously alternated in and out of play, with each batch (5) being used for every other dealing shoe; and
- (6) (6) The cards from only one batch shall be placed in the discard rack at any given time.

3. Casino ~~war~~War card rankings

The rank of the cards used in ~~casino war~~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, nine, eight, seven, six, five, four, three, and two. The suit of a card shall have no effect on its rank.

4. Opening of the table for gaming

(a) After receiving six, seven or eight decks of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR (a) 146.49 and (b) through (d) below or the requirements of 205 CMR 146.50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and (b) sequence.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 5.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread

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for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards (d) shall separately be ~~turned face downward on the table and~~ stacked.

5. Shuffle and cut of the cards

(a)

Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and after each shoe of cards is dealt, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the (a) deck of cards in a single stack.

(b)

After the cards have been shuffled ~~and stacked~~, the dealer shall perform one of the following options. The dealer will offer the stack of cards ~~to be~~ (b) cut, with ~~the~~ backs facing away from ~~the dealer, him to the players to be cut, or at the casino's~~ discretion, the dealer will cut the stack of cards for the table.

(c) The player designated by this section shall cut the cards by placing the cut card in the stack at least a deck in from either end to players in the following order:

(1) ~~(1)~~ The first player to the table, if the game is just beginning;

(2) ~~(2)~~ The player on whose betting area the cut card appeared during the last round of play;

~~(3)~~ The player at the farthest point to the right of the dealer if the cut card appeared on the (3) dealer's hand during the last round of play; or

~~(4)~~ The player at the farthest point to the right of the dealer if the reshuffle was initiated at (4) the discretion of the gaming licensee.

(e)

If the player designated in (b) above refuses to cut, the dealer shall offer the cut to each other (d) player moving ~~clockwise~~ counterclockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards. ~~the cut, the dealer shall cut the cards.~~

(d)

(e) The player or dealer making the cut shall place the cut card in the stack at least a deck in from either end.

(e)

Once the cut card has been inserted, the dealer shall take all cards in front of the cut card and place them on the back of the stack. Thereafter, the dealer shall insert the cut card in the stack at a position at least a deck and a 1/2 of the way in from the back of the stack. The (f) stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f)

A reshuffle of the cards in the shoe shall take place after the cut card is reached in the shoe (g) as provided for in Section 7(d).

(g)

If there is no gaming activity at the ~~casino war~~ Casino War table, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table either face up or face down. H

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~~the cards are spread face down, they shall be turned face up once a player arrives at the table.~~

After the first player is afforded an opportunity to visually inspect the cards, the cards shall ~~(h)~~ be ~~turned face downward~~ stacked on the table.

~~(+) If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a~~
~~(1)~~ washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance
with this section.
~~with this section.~~

~~(+) If an automated shuffling device is in use, the cards shall be stacked and placed into the~~
~~automated shuffling device to be shuffled. The batch of cards already in the shuffler shall~~
~~then be removed. Unless a player so requests, the batch of cards removed from the~~

~~(2)~~ shuffler need not be spread for inspection and reshuffled prior to being dealt, if:
~~(+) The automated card shuffling device stores a single batch of shuffled cards inside the~~
~~(i)~~ shuffler in a secure manner; and

~~(+) The shuffled cards have been secured, released and prepared for play in accordance~~
~~(ii)~~ with the gaming licensee's internal control procedures.
~~(+)~~

When the licensee is using a manual shuffle the following steps will be incorporated into
~~(i)~~ their shuffle procedure.

~~(+) The "plug" is a method for inserting unused cards from behind the cut card into the cards~~
~~(1)~~ in the discard tray. This is usually the first step.

~~(2)~~ ~~(+)~~ The "riffle" is when the cards are divided into two piles and interlaced.

~~(+) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees~~
~~(3)~~ before riffling the stacks together.

~~(+) The "strip" also known as running cuts. The strip should not occur before at least two~~
~~(4)~~ riffles have taken place.

~~(+) The "cut" is the final step before the cards are put back into the shoe. This insures that the~~
~~(5)~~ top card cannot be identified if it was accidentally exposed during the other steps.

6. Wagers

~~(+)~~
All wagers at ~~casino war~~ Casino War shall be made by placing gaming chips or plaques and, if applicable, match play coupons on the appropriate betting area of the ~~casino war~~ Casino War layout. A verbal wager

~~(a)~~ accompanied by cash shall not be accepted at the game of ~~casino war~~ Casino War.
~~(+)~~

Except as provided in Section 8(e), all wagers at ~~casino war~~ Casino War shall be placed prior to the dealer

announcing "No more bets" in accordance with the dealing procedures set forth in Section 7.

Once a wager has been placed, no player shall handle, remove or alter the wager unless and until the dealer indicates that the wager has been decided in the player's favor as provided in
~~(b)~~ this subchapter.

7. Procedure for dealing the cards

~~(+)~~

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Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe pursuant to Section 5, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table (a) shall also discard one burn card before dealing any cards in a round of play.

(b)

Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the (b) appropriate area of the layout with the right hand of the dealer.

(c)

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

(1) One card face up to each player who has placed an initial wager in accordance with

(1) Section 6; and

(2) (2) One card face up to the dealer.

(d)

Whenever the cut card is reached in the deal of the cards, the dealer shall continue dealing (d) the cards until that round of play is completed after which the cards shall be reshuffled.

(e)

(e) No player shall touch any card used in the game of ~~casino war~~Casino War other than the cutting card.

8. Procedures for completion of each round of play; collection and payment of wagers

(a)

After the dealing procedures required by Section 7 have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counter-clockwise direction, compare the rank of each player's card with that of the dealer's card and settle all (a) initial and tie wagers.

(1) If a player's card is lower in rank than the dealer's card, the player shall lose their initial (1) wager and, if applicable, tie wager.

(2) If a player's card is higher in rank than the dealer's card, the player shall win their initial (2) wager and, if applicable, lose their tie wager.

(3) If the player's card and the dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (c) below as to their initial wager and, if applicable, win (3) their tie wager.

(b)

All losing initial wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning initial wagers and tie wagers shall be paid by the (b) dealer in accordance with the payout odds provided in Section 9.

(c)

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

(1) The player may surrender one-half of their initial wager and end their participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's initial wager and place it in the table inventory container. The dealer shall return the remaining one-half of the initial wager to the player. The dealer shall then proceed around the table in a counter-clockwise direction, repeating the process for each player

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(1) with a tie hand who selects this option.

(2) The player may place a War Wager in an amount equal to the player's Initial Wager, in accordance with subsection (e).

(+)

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 (d) the reconstruction of each hand of the original deal in case of a question or dispute.

(+)

If any player elects to place a War Wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the War Wager prior to dealing additional cards. 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 also place (e) a Tie Wager on the War deal.

(+)

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 dealer shall place the player's War card 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, (f) repeating the process for each player who has placed a war wager and the dealer.

(+)

After the dealing procedures required by (f) above have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counter-clockwise direction, compare the rank of each player's War card to the dealer's War card and settle all (g) war and tie wagers as follows:

(+) If the player's War card is lower in rank than the dealer's War card, the dealer shall immediately collect the Initial Wager, War Wager and Tie Wager, if

(1) applicable.

(+) If the player's War card is higher in rank than the dealer's War card, the Initial Wager shall be returned to the player, the player shall win his War Wager and

(2) lose his Tie Wager, if applicable.

(+) If the player's War card and the dealer's War card are of equal rank, the Initial Wager shall be returned to the player and the player shall win his War Wager and

(3) his Tie Wager, if applicable.

(+)

All losing war wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning war wagers and tie wagers shall be paid in accordance with the payout odds set forth in Section 9. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction (h) of each hand of the war deal in case of a question or dispute.

9. Payout odds

(+)

(a) Winning wagers shall be paid as follows:

(+) An initial wager shall be paid at odds of 1 to 1, unless during a round of War in which it

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- (1) is a push
- (2) ~~(2)~~ A tie wager shall be paid at odds of 10 to 1.
- ~~(3)~~ A War Wager shall be paid at odds of 1 to 1, unless the War deal results in a tie hand, in
- (3) which case a War Wager shall be paid at odds of 2 to 1.

10. Irregularities

- ~~(a)~~
- (a) In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularities sections of the specific game the card will move forward or then be used as the dealer's next card or burned. The licensee shall allow one or more players out of the hand when the dealer is found to make this error.

A card found face up in the shoe while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe

- (b) while the cards are being dealt, all hands shall be void and the cards shall be reshuffled.

~~(b)~~

A card drawn from the shoe in error without its face being exposed shall be used as though it

- (c) was next card from the shoe.

~~(c)~~

If a card is not dealt to a player's initial wager or tie wager in the original deal, the wager

- (d) shall be void and the player shall be included in the next round of play.

~~(d)~~

If an automated shuffling device is being used and the device jams, stops shuffling during the shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with

- (e) the gaming licensee's internal control procedures.
- (f) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

11. Progressive

- ~~(a)~~
- (a) Casino War Progressive is an optional progressive side bet.

The percentage pays are paid from the progressive jackpot shown on the progressive

- (b) meter.

~~(b)~~

Casino War Progressive offers Odds Pays for the progressive wager amount, PLUS a

- (c) possible progressive meter pay as reflected in the payable below:

- ~~Outcome Progressive Pays* Envy~~
- ~~Suited 4 of a Kind 100% 1000 to 1 \$1,000~~
- ~~Suited Double Tie 200 to 1~~
- ~~4 of a Kind 150 to 1~~
- ~~Double Tie 30 to 1~~
- ~~Suited Tie 15 to 1~~
- ~~Tie 5 to 1~~

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*Original Wager is NOT Returned

Seed amount** \$10,000

House advantage 11.78%

Hit frequency 7.4%

Probability of top payout 496,000 to 1

Top payout average** \$160,000

**Reflects a \$5 wager. All numbers multiply up for a larger wager.

Outcome	Progressive	Pays*	Envy
Suited 4 of a Kind	100%	1000 to 1	\$1,000
Suited Double Tie		200 to 1	
4 of a Kind		150 to 1	
Double Tie		30 to 1	
Suited Tie		15 to 1	
Tie		5 to 1	
*Original Wager is NOT Returned			
**Reflects a \$5 wager. All numbers multiply up for a larger wager.			

Envy Bonus:

a.- ____ A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only; but does NOT receive the envy pay. Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer.

CHASE THE FLUSH

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Chase the Flush, shall have the following meanings unless the context clearly indicates otherwise:

Ante wager -- means a wager required by the game to initiate the start to the round of play.

X-Tra Bonus wager -- means a wager required by the game that must also be played to receive their 3 card hand.

Same Suit wager -- Is an optional wager placed by the patron that only matters what the player's seven card hand is. The outcome of the other wagers has no bearing on this wager.

All in bet -- Is the wager that is required to stay in the hand. Depending on the amount of cards the player has seen, determines the multiple in which the player can wager in regards to the Ante (3X, 2X, or 1X). If the player does not wager at least 1X after the 7 (seven) cards are shown the player folds their hand.

2. Cards; number of decks

(a) Except as provided in (b) below, Chase the Flush shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and (a) edges of the playing cards, as approved by the Commission.

- (b) If an automated card shuffling device is used for Chase the Flush, a gaming licensee shall be (b) permitted to use a second deck of cards to play the game, provided that:
- (1) Each deck of cards complies with the requirements of (a) above;
 - (2) The backs of the cards in the two decks are of a different color;
 - (3) One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;
 - (4) Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and
 - (5) The cards from one deck only shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

(a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as (a) applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (d) below.

~~below or the requirements of 205 CMR 146.50.~~

(b)

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Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be (b) laid out in sequence within the suit.

(e)

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

(d)

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the ~~dealer or~~ device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

After the cards have been shuffled and stacked, the dealer shall:

(b) ~~(1) If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Section 7. ~~cards in accordance with the procedures set forth in Section 8; or~~

~~(2) If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50, cut the cards in accordance with the procedures set forth in (c) below.~~

(e)

(c) If a cut of the cards is required, the dealer shall:

(1) ~~(1)~~ Cut the deck, using one hand, by:

(i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of (ii) the cover card;

~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and (iii) placed on the cover card pursuant to (c)(1)(ii) above; and

~~(iv)~~ Removing the cover card and placing it in the discard rack; and

(2) ~~(2)~~ Deal the cards in accordance with the procedures set forth in Section 7.

(d)

Notwithstanding (c) above, after the cards have been cut and before any cards have been

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dealt, a casino supervisor may require the cards to be recut if ~~he or she determines~~they determine that the cut was performed improperly or in any way that might affect the integrity or fairness of the (d) game.

~~(e)~~

Whenever there is no gaming activity at a Chase the Flush table that is open for gaming, the cards shall be spread out on the table either face up or face down. ~~If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) (e) and, if applicable, (d) shall be completed.

5. Chase the Flush hand rankings

The rank of the cards used in Chase the Flush for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The highest ranking hand is a 7 Card Straight Flush.

6. Wagers

~~(a)~~

All wagers at Chase the Flush shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon, on the appropriate betting areas of the table layout. A (a) verbal wager accompanied by cash shall not be accepted.

~~(b)~~

All ante, X-Tra Bonus, and optional Same Suit Bonus side bet wagers shall be placed prior to (b) the dealer announcing "No more bets" in accordance with the dealing procedure in Section 7.

~~or 8.~~

~~(c)~~

(c) An "All in" wager shall be made in accordance with Section 98.

~~(d)~~

(d) A player shall not be permitted to play at more than one betting position.

~~(e)~~

Only players who are seated at the Chase the Flush table may place a wager at the game.

Once a player has placed a wager and received cards, that player must remain seated until the (e) completion of the round of play.

~~(f)~~

Once the bets have been placed and prior to dealing any cards, the dealer will execute the (f) bonus spin bet process, if any have been made. The dealer will then:

(1) ~~(1)~~ On the screen press "Start Game". The sensors with wagers will remain lit.

(2) ~~(2)~~ Remove the wagers from the sensors and place them in the chip tray.

~~(g)~~

Aggregate Payout: THE MAXIMUM AGGREGATE PAYOUT FOR ALL BETS COMBINED PER HAND PER ~~ROUND EXCLUDING~~ ROUND EXCLUDING THE PROGRESSIVE PAYOUT IS

(g) \$75,000.

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7. Procedures for dealing the cards from the hand and an automated dealing shoe/machine

(a)

Notwithstanding any other provision of 205 CMR 146, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play Chase the Flush from his or her hand.

(b) Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

(c) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

(1) The gaming licensee shall use an automated shuffling device to shuffle the cards;

(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand;

(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play;

(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container; and

(3) The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(d) Starting with the player farthest to his or her left who has placed a wager, the dealer shall:

(1) Offer players the option to:

(i) Check (do nothing); or

(ii) Make an all in wager equal to 3x their ante.

(iii) NOTE: Once players bet, they cannot bet again and they cannot change their bet.

(2) Remove the next packet of three cards from the shuffle machine, burn the bottom card, and place the remaining two cards (the Flop) face up on the layout.

(i) Players that have not yet made an all in wager may either:

a. Check (do nothing); or

b. Make an all in wager equal to 2x their ante.

(3) Remove the next packet of three cards from the shuffle machine, burn the bottom card, and place the remaining two cards (the Turn and the River) face up on the layout.

(i) Players that have not yet made an all in wager may either:

a. Fold and lose their ante and X-tra Bonus wagers; or

b. Make an all in wager equal to 1x their ante.

(4) Reveal his or her three hold cards and announce his seven card flush using the community cards.

(e) After three cards have been dealt to each player and the three card has been given to the dealer, and the four community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.

8. Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of 205 CMR 146, a gaming licensee may, in its

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~~discretion, choose to will~~ have the cards used to play Chase the Flush dealt from an automated dealing shoe/machine which dispenses cards in stacks of three cards, provided that the shoe/machine, its

(a) location and the procedures for its use are approved by the Commission.

~~(b)~~

Cards will be dealt so as not to expose the hole card or any other face down cards in a manner (b) that cannot be readily observed by someone attempting to ascertain their value.

~~(c)~~

(c) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the machine, the following requirements shall be observed. following requirements shall be observed.

(1) Once the procedures required by Section 4 have been completed, the cards shall

(1) be placed in the automated dealing shoe/machine.

(2) The dealer shall then announce "No more bets" prior to the shoe dispensing any

(2) stacks of cards.

~~(d)~~

The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face

down to the player farthest to his or her their left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

(d) of the other players who has placed a wager in a manner as to not disclose the value of the cards.

~~cards in accordance with Section 7.~~

~~(e)~~

After each stack of three cards has been dispensed and delivered in accordance with this

(e) subsection, the dealer shall deal himself his themselves their three-card hand.

~~(f)~~

(f) Starting with the player farthest to his or her their left who has placed a wager, the dealer shall:

(1) Offer players the option to: _____

(i) Check (do nothing); or

(ii) Make an all in wager equal to 3x their ante.

(iii) NOTE: Once players bet, they cannot bet again and they cannot change their bet.

(2) Remove the next packet of three cards from the shuffle machine, burn the bottom card,

(2) and place the remaining two cards (the Flop) face up on the layout.

(i) Players that have not yet made an all in wager may either:

a. Check (do nothing); or

b. Make an all in wager equal to 2x their ante.

(3) Remove the next packet of three cards from the shuffle machine, burn the bottom card,

(3) and place the remaining two cards (the Turn and the River) face up on the layout.

(i) Players that have not yet made an all in wager may either:

a. Fold and lose their ante and X-tra Bonus wagers; or

b. Make an all in wager equal to 1x their ante.

(4) Reveal his or her their three hold cards and announce his their seven-card flush using the

(4) community cards.

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~~(g)~~
The dealer shall be required to count the stub at least once every five rounds of play in order ~~(g)~~ to determine that the correct number of cards are still present in the deck. ~~The dealer shall count the stub in accordance with the provisions of Section 7.~~

~~(h)~~
Notwithstanding the provisions of ~~(fg)~~ above, the counting of the stub shall not be required if ~~an~~ automated card shuffling device is used that counts the number of cards in the deck after ~~the~~ completion of each shuffle and indicates whether 52 cards are still present. ~~If the~~ automated card shuffling device reveals that an incorrect number of cards are present, the ~~(h)~~ deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Completion of a round of play; collection and payment of wagers

~~(a)~~
After the dealing procedures required by Section ~~7-or-8~~ ~~have~~has been completed but before the ~~dealer~~ exposes the community cards, each player shall, after examining ~~his-or-her~~their 3 cards, ~~either~~ place a wager of three (3) times the amount of ~~his-or-her~~their ante wager in the designated ~~(a)~~ All in betting area or check. ~~NOTE:~~ ~~Once players bet, they cannot bet again and they cannot change their bet. cannot change their bet.~~

~~(b)~~
If a player checks, the dealer shall turn over two community cards. ~~Again~~ the player either ~~places~~ a wager of two (2) times the amount of ~~his-or-her~~their ante wager in the designated All in ~~(b)~~ betting area or check.

~~(c)~~
If a player checks, the dealer shall turn over the last two community cards. ~~Again~~ the player ~~either~~ places a wager of one (1) times the amount of ~~his-or-her~~their ante wager in the designated ~~(c)~~ All in betting area or folds.

~~(d)~~
Each player shall be responsible for ~~his-or-her~~their own hand and no other person other than the ~~dealer~~ may touch the cards of that player. ~~Each~~ player shall be required to keep the three ~~(d)~~ cards in full view of the dealer at all times.

~~(e)~~
No player may exchange or communicate information regarding ~~his-or-her~~their hand prior to the ~~dealer~~ revealing all of the community cards. ~~Any~~ violation shall result in a forfeiture of all ~~(e)~~ wagers on that round by such player.

~~(f)~~
After all players have either placed an All in wager or folded; the dealer shall then turn over ~~(f)~~ and reveal ~~his~~their three card hand and announce ~~his~~their seven-card flush hand (using the community ~~cards~~).

~~(g)~~
~~(g)~~ The dealer needs a 9 high three-card flush in order to qualify.

~~(h)~~
~~(h)~~ When the dealer qualifies with a 9-high three card flush or higher:

~~(+)~~ If the dealer and the player both have the same number of cards in their flush, the ~~winning~~ hand is determined by the highest ranking card Ace (high) – 2 (low) of the flush

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in each hand. Straight flushes have no significance in the card ranking, they only have

(1) value in the Same Suit Bonus wager.

(2) If the player's flush beats the dealers, the All In and Ante wagers win even money.

(3) If the player's hand loses to the dealer, the All In, Ante and X-tra Bonus wagers lose.

(4) When the hands tie, the All In, Ante and X-tra Bonus wagers push.

(+)

(i) When the dealer doesn't qualify:

(+) The dealer, working from right to left, refunds each player's Ante wager. He does this

(1) prior to looking at any of the player's hands.

(+) Then, working right to left, he resolves the action normally (see above). The player must

(2) beat the dealer to win the All In wager and X-tra Bonus wager.

(+)

The X-tra Bonus wager wins when the player beats the dealer with four or more cards of the same suit. See payable for odds in Section 10.9. If the player wins against the dealer with less

(i) than a four-card flush then the X-tra Bonus wager pushes.

(+)

The Same Suit Bonus wager wins if the player has a four-card flush or higher. Player does not have to win the hand to win the Same Suit Bonus. Same Suit Bonus pays are based on

(k) the player's hand only and is still in play even if the player folds their base game hand. See

See payable for odds in Section 9.

payable for odds in Section 10.

(+)

Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall evaluate and announce the best possible chase the flush hand that can be formed using the three player cards and the four community cards.

The wagers of each remaining player shall be resolved one player at a time regardless of

(l) outcome. The hand of the player shall then be immediately collected by the dealer and

placed in the discard rack.

placed in the discard rack.

(+) All losing wagers shall immediately be collected by the dealer and placed in the table

(1) inventory container. All losing hands shall then be immediately collected by the dealer

and placed in the discard rack.

and placed in the discard rack.

(+) If the hand of the player is a push (equal in rank and number of suited matches), the

(2) dealer shall not collect or pay the wagers, but shall immediately collect the cards of that

player.

player.

(+) All winning wagers shall be paid in accordance with the payout odds listed in Section 10.

9. A player's winning hand shall remain face up on the layout until the All in, ante wager,

X-Tra Bonus and optional Same suit Bonus are paid. After paying all winning wagers,

(3) the dealer shall immediately collect the cards of all winning players and place them in

the discard rack.

discard rack.

(+)

All cards collected by the dealer shall be picked up in order and placed in the discard rack in

such a way that they can be readily arranged to reconstruct each hand in the event of a

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(m) question or dispute.
10.

9. Payout odds

(a)

The payout odds for winning wagers at Chase the Flush printed on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use (a) of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b)

For a winning hand, on the X-Tra Bonus wager (a hand that beats the dealer's) with four or (b) more cards of the same suit pays from the following payable:

X-tra Bonus A Pay to 1

7 Card Flush 250

6 Card Flush 20

5 Card Flush 5

4 Card Flush 1

(c)

X-tra Bonus A	Pay to 1
7 Card Flush	250
6 Card Flush	20
5 Card Flush	5
4 Card Flush	1

The Same Suit Bonus wager wins if the player has a four-card flush or higher. Player does (c) not have to win the hand to win the Same Suit Bonus. Odds are used from the payable below:

below:

Same Suit Bonus A Pay to 1

6-7 Card Straight Flush 2000

7 Card Flush 300

5 Card Straight Flush 100

6 Card Flush 50

4 Card Straight Flush 20

5 Card Flush 10

4 Card Flush 1

Same Suit Bonus A	Pay to 1
6-7 Card Straight Flush	2000
7 Card Flush	300
5 Card Straight Flush	100
6 Card Flush	50
4 Card Straight Flush	20
5 Card Flush	10
4 Card Flush	1

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11. Irregularities

~~(a)~~

If a community card is exposed prior to the dealer announcing "No more bets" pursuant to (a) Sections 7-8, all hands shall be void.

~~(b)~~

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the (b) cards shall be reshuffled.

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

~~(d)~~

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

~~(e)~~

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

~~(f)~~

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

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

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COLORADO HOLD 'EM POKER

Rules

1. Definitions

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

Ante wager -- or "initial wager" means the first wager placed prior to any cards being dealt in order to participate in the round of play.

Bet wager -- means an additional wager made by a player in an amount equal to the player's ante wager when the player continues play by discarding one of the three cards dealt to ~~him or her~~them but before the three community cards are exposed.

Community card -- means any of the three cards that are initially dealt face down to a designated area in front of the table inventory container and are used by the players at the table to form a five card hand.

Discard -- means the card selected by the player from the three cards initially dealt the player which is not to be used to form the player's five card hand, and placed face down in the designated area in front of the player.

Hand -- means the five card hand formed by each player by combining the two cards retained by the player after the player's discard and the three community cards.

Instant winner -- means the three cards dealt to a player are either a "three-of-a-kind" or a "three card straight flush," which, upon player declaration, qualify for a payout.

Push -- means a hand that results in neither a winning or losing wager in accordance with this ~~section.~~
section.

Round of play -- or "round" means one complete cycle of play during which all players then playing at the table have placed a wager, been dealt a hand, and have had their wagers paid, collected or declared a push in accordance with this section.

Stub -- means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

Suit -- means one of the four categories of cards: club, diamond, heart or spade, with no suit being

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higher in rank than another.

2. Cards; number of decks; dealing shoe

(a)

Except as provided in (b) below, ~~colorado hold~~ Colorado Hold 'em poker shall be played with one deck of

cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Section 5. The cover card shall be opaque and in a solid color readily distinguishable from the backs and edges of the playing cards, as approved by the Commission. The deck of cards used to play ~~colorado hold~~ Colorado Hold 'em poker shall

(a) meet the requirements of 205 CMR 146.48.

(b)

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a

(b) second deck of cards to play the game, provided that:

(1) ~~(1)~~ Each deck of cards complies with the requirements of (a) above;

(2) ~~(2)~~ The backs of the cards in the two decks are of different colors;

(3) ~~(3)~~ One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;

(4) ~~(4)~~ Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and

(5) ~~(5)~~ The cards from only one deck shall be placed in the discard rack at any given time.

3. Colorado ~~hold~~ Hold 'em poker rankings; cards; poker hands

(a)

The rank of the cards used in ~~colorado hold~~ Colorado Hold 'em poker, for the determination of winning

hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be combined with a 2, 3, 4 and 5 to

(a) complete a "straight" or a "straight flush." All suits shall be considered equal in rank.

(b)

The permissible five card hands at the game of ~~colorado hold~~ Colorado Hold 'em, in order of highest to

(b) lowest rank, shall be:

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

(2) ~~(2)~~ "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking;

(3) ~~(3)~~ "Four-of-a-kind" is a hand consisting of four cards of the same rank;

(4) ~~(4)~~ "Full house" is a hand consisting of a "three-of-a-kind" and a "pair;"

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

(6) ~~(6)~~ "Straight" is a hand consisting of five cards of consecutive rank, not all of the same suit;

(7) ~~(7)~~ "Three-of-a-kind" is a hand consisting of three cards of the same rank;

(8) ~~(8)~~ "Two pairs" is a hand consisting of two "pairs;" and

(9) ~~(9)~~ "Pair" is a hand consisting of two cards of the same rank.

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(e)
The three card hands which are recognized as instant winners at the game of ~~Colorado~~ Colorado hold

(c) 'em poker shall be:

(+) "Three card straight flush" is a hand consisting of three cards of the same suit in

(1) consecutive ranking; and

(2) ~~(2)~~ "Three-of-a-kind" is a hand consisting of three cards of the same rank.

4. Opening of the table for gaming

(a)

After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (a) (d) below ~~or the requirements of 205 CMR 146.50.~~

(b)

Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence.

(e)

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 5.

(d)

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant ~~to~~ 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in

(d) accordance with the provisions of (a) through (c) above.

5. Shuffle and cut of the cards

(a)

Immediately prior to commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the ~~dealer or~~ device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly in the dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

After the cards have been shuffled and stacked, the dealer shall:

(1) ~~If the cards were shuffled using an automated card shuffling device,~~ deal or deliver the cards in accordance with Sections 7, 8 or 9; or

(2) ~~If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50,~~

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~~(b)~~ ~~cut the~~ cards in accordance with ~~the procedures in (c) below~~ Sections 7 or 8.

~~(c)~~

If a cut of the cards is required, the dealer shall:

~~(1)~~ ~~(i)~~ Cut the deck, using one hand:

~~(i)~~ ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of

~~(ii)~~ the cover card;

~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and

~~(iii)~~ placed on top of the cover card pursuant to (c)(1)(ii) above; and

~~(iv)~~ ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

~~(2)~~ ~~(2)~~ Deal the cards in accordance with the procedures in Sections 7, 8 or 9.

~~(d)~~

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

~~(e)~~

Whenever there is not gaming activity at a ~~colorado hold~~ Colorado Hold 'em table which is open for gaming,

~~the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures in Section 4(c) ~~(e)~~ shall be completed.

6. Wagers

~~(a)~~

All wagers at ~~colorado hold~~ Colorado Hold 'em poker shall be made by placing gaming chips or plaques

and, if applicable, a match play coupon on the appropriate betting area of the table layout. A ~~(a)~~ verbal wager accompanied by cash shall not be accepted.

~~(b)~~

Only players who are seated at a ~~colorado hold~~ Colorado Hold 'em poker table may place a wager at the

game. Once a player has placed a wager and received cards, that player must remain seated ~~(b)~~ until the completion of the round of play.

~~(c)~~

All initial wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections 7, 8 and 9. Except as provided in Section ~~10~~ 9(c)(1) or ~~11~~ 10(b)(1), no wager shall be made, increased or withdrawn after the dealer has ~~(c)~~ announced "No more bets."

~~(d)~~

At the beginning of each round of play, each player shall be required to place an initial wager in the betting area designated "ante" on the table layout in front of the player. The wagers ~~(d)~~ shall be identified as ante and bet on the table layout.

~~(e)~~

A gaming licensee may, in its discretion, permit a player to place wagers at two betting

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positions during a round of play provided that the two betting positions are adjacent to each other.

(f)

A gaming licensee may, in its discretion, offer one of two versions of ~~Colorado hold~~ Colorado Hold 'em

poker: a version with a required bet wager or a version with a permissible bet wager. The same version shall be played at each ~~Colorado hold~~ Colorado Hold 'em poker table if a gaming licensee has

(f) two or more ~~Colorado hold~~ Colorado Hold 'em poker tables.

6a. Optional Bonus Wager

(a)

A gaming licensee may, in its discretion, offer to each player at a ~~Colorado hold~~ Colorado Hold 'em poker

table the option to make an additional bonus wager that the player will receive a poker hand with a rank of a pair of jacks or better; provided, however, that the gaming licensee shall comply with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the (a) option.

(b)

Prior to the dealer announcing "No more bets," each player who has placed the ante wager required by Section 6 may make an additional bonus wager by placing a \$1.00 gaming chip (b) on the area of the table layout designated for that wager.

(c)

All winning bonus wagers shall be paid in accordance with the payout schedule in Section (c) 11(d) or 12(d) or 13(d).

(d)

A bonus wager shall have no bearing on any other wager made by a player at the game of (d) ~~Colorado hold~~ Colorado Hold 'em poker.

7. Procedures for dealing the cards from a manual dealing shoe

(a)

If a gaming licensee chooses to have the cards dealt from a manual shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by a (a) dealer or by an automated card shuffling device.

(b)

(b) Prior to the commencement of each round of play, the dealer shall announce "No more bets."

(c)

Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

The dealer shall, starting with the player farthest to ~~his or her~~ their left and continuing around the

(c) table in a clockwise manner, deal the cards as follows:

(1) One card face down to each player who has placed an initial wager in accordance with

(1) Section 6;

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- ~~(2)~~ One card face down to the area designated for the placement of the community cards;
- ~~(3)~~ A second card face down to each player who has placed an initial wager in accordance ~~(3)~~ with Section 6;
- ~~(4)~~ A second card face down to the area designated for the placement of the community ~~(4)~~ cards, which card shall be placed to the right of the first card dealt to this area;
- ~~(5)~~ A third card face down to each player who has placed an initial wager in accordance with ~~(5)~~ Section 6; and
- ~~(6)~~ A third card face down to the area designated for the placement of the community cards, ~~(6)~~ which card shall be placed to the right of the first two cards dealt to this area.

After three cards have been dealt to each player and the area designated for the placement of the community cards in a manner as to not disclose the value of the cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the ~~(d)~~ stub in the discard rack without exposing the cards.

~~(e)~~ The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall ~~(e)~~ determine the number of cards in the stub by counting the cards face down on the layout.

~~(1)~~ If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the ~~(1)~~ stub in the discard rack without exposing the cards.

~~(2)~~ If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designated for the placement of the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 14.13. If the cards have not been misdealt, all hands shall be considered void and ~~(2)~~ the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

~~(f)~~ Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the ~~(f)~~ deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Procedures for dealing the cards from the hand

~~(a)~~ Notwithstanding any other provisions of 205 CMR 146 or this section, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play colorado hold'em poker from his or her hand.

~~(b)~~ If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

- ~~(1)~~ The gaming licensee shall use an automated shuffling device to shuffle the cards.
- ~~(2)~~ Once the procedures required by Section 5 have been completed, the dealer shall place the stacked deck of cards in either hand.
- ~~(i)~~ Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during the round of play.
- ~~(ii)~~ The cards held by the dealer shall at times be kept in front of the dealer and over the table inventory container.

~~(3)~~ The dealer shall then announce "No more bets" prior to dealing any cards.

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~~(e) The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:~~

~~(1) One card face down to each player who has placed an initial wager in accordance with Section 6;~~

~~(2) One card face down to the area designated for the placement of the community cards;~~

~~(3) A second card face down to each player who has placed an initial wager in accordance with Section 6;~~

~~(4) A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area;~~

~~(5) A third card face down to each player who has placed an initial wager in accordance with Section 6; and~~

~~(6) A third card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first two cards dealt to this area.~~

~~(d) After three cards have been dealt to each player and the area designated for the placement of the community cards in a manner as to not disclose the value of the cards, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The stub shall be counted in accordance with Section 7(e) or (f), as applicable.~~

~~9.~~

8. Procedures for dealing the cards from an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this section, a gaming licensee may, in its discretion, choose to have the cards used to play ~~colorado hold~~Colorado Hold 'em poker dealt from an

automated dealing shoe/machine which dispenses cards in stacks of three cards, provided that the

(a) shoe/machine, its location and the procedures for its use are approved by the Commission.

~~(b)~~

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, ~~the/machine, the following requirements shall be observed:~~

~~following requirements shall be observed:~~

~~(1)~~ Once the procedures required by Section 5 have been completed, the cards shall be

(1) placed in the automated dealing shoe.

~~(2)~~ (2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce "No more bets."

~~bets.~~

~~(c)~~

The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face

down to the player farthest to ~~his or her~~their left who has placed an initial wager in accordance

with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

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of the other players who has placed an initial wager in accordance with Section 6. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the cards, and spread the stack within the designated area so that the top card is to the dealer's right, the middle card is (c) directly in front of the dealer, and the bottom card is to the dealer's left.

(d)

After each stack of three cards has been dispensed and delivered in accordance with this (d) section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the cards in the discard rack without exposing the cards. provided in (e) below, place the cards in the discard rack without exposing the cards.

(e)

The dealer shall be required to count the stub at least once every five rounds of play in order (e) to determine that the correct number of cards are still present in the deck. The stub shall be counted in accordance with Section 7(e) or (f), as applicable. counted in accordance with Section 7(e) or (f), as applicable.

10.

9. Procedures for completion of each round of play for version with required bet wager

(a)

After the dealing procedures required by Sections 7, 8 or 98 have been completed, each player (a) shall examine his or her their cards.

(1) Each player who wagers at ~~colorado hold~~ Colorado Hold 'em poker shall be responsible for his or her

(1) their own hand and no other person other than the dealer may touch the cards of that player.

(2) Each player shall be required to keep his or her their cards in full view of the dealer at all times.

times.

(b)

After each player has examined his or her their cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or (b) she they wishes to play, fold or declare an instant winner.

(1) If a player chooses to continue play, the player must place an additional wager ("bet wager") exactly equal to the amount of the player's initial wager in the betting area designated "bet." The player must then select one card from the three cards initially dealt

(1) to him or her, them and discard the selected card by placing it face down in the designated area in front of the player.

in front of the player.

(2) If a player chooses to fold, then he or she they must place the three cards initially dealt to the player face down in the designated area in front of the player. The initial wager is considered a losing wager, and shall be immediately collected by the dealer and placed in the table inventory container. The three cards initially dealt to the player who elected to

(2) fold shall be collected by the dealer and placed in the discard rack.

(3) If the three cards initially dealt to the player qualify as a three card instant winner in

(3) accordance with Section 3, the player may:

(1) Choose to declare an instant winner by turning all three cards face up. A player declaring and qualifying for an instant winner may not make any additional wager for

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that round of play. The dealer shall verify that the player's hand qualifies for a (i) payout as an instant winner. The dealer shall thereupon pay the initial wager in accordance with Section 10(b), collect the cards dealt to the player and place them in the discard rack before exposing any community card; or

~~accordance with Section 11(b), collect the cards dealt to the player and place them in the discard rack before exposing any community card; or~~

(ii) Choose not to declare an instant winner, in which event he or she they may continue the (ii) current round of play in accordance with this section.

(e)

After each player has made a decision to play, fold or declare an instant winner, the dealer (c) shall turn the three community cards face up in the designated area in front of the dealer.

(d)

Except as otherwise provided in (h) below after the community cards are exposed, the dealer shall, beginning with the player farthest to his or her their right and continuing counterclockwise around the table, turn face up the two cards of each player who has placed a wager in (d) accordance with (b)(1) above.

(1) The three community cards and two remaining cards dealt to each player shall form the (1) five card hand of each player.

(2) The dealer shall examine the cards of each player to determine if the player's hand (2) qualifies for a payout pursuant to Section 1211, starting with the hand furthest to the dealer's right and continuing around the table in a counterclockwise direction.

(e)

Any wager on a hand which has a rank that is lower than a pair of sevens shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table (e) inventory container. The cards of any player who has made a losing wager shall be collected and placed in the discard rack.

(f)

Any wager on a hand which has a rank of a pair of sevens, eights or nines shall be a push. If (f) the hand of the player is a push, the dealer shall not collect or pay the wager but shall immediately collect the cards of that player

(g)

Each winning wager shall be paid in accordance with the payout odds listed in Section 1211 or (g) as otherwise approved by the Commission. After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and on the last hand the dealer will take the community cards and place them in the discard rack.

(h)

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

11.

10. Procedures for completion of each round of play for version with permissible bet wager

(a)

After the dealing procedures required by Sections 7, 8 or 98 have been completed, each player

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(a) shall examine ~~his or her~~their cards.

(1) ~~(1)~~ Each player who wagers at ~~colorado hold~~Colorado Hold 'em poker shall be responsible for ~~his or her~~their own hand and no other person other than the dealer may touch the cards of that player.

~~own hand and no other person other than the dealer may touch the cards of that player.~~

(2) ~~(2)~~ Each player shall be required to keep ~~his or her~~their cards in full view of the dealer at all times.

~~times.~~

~~(b)~~

After each player has examined ~~his or her~~their cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if ~~he or~~ (b) ~~she~~they wishes to play or declare an instant winner.

~~(1)~~ If a player chooses to continue play, the player may place an additional wager ("bet wager") exactly equal to the amount of the player's initial wager in the betting area

(1) designated "bet." The player must then select one card from the three cards initially dealt to them and discard the selected card by placing it face down in the designated area in front of the player.

~~to him or her, and discard the selected card by placing it face down in the designated area in front of the player.~~

~~(2)~~ If the three cards initially dealt to the player qualify as a three card instant winner in (2) accordance with Section 3, the player may:

~~(i)~~ Choose to declare an instant winner by turning all three cards face up. A player declaring and qualifying for an instant winner may not make any additional wager for that round of play. The dealer shall verify that the player's hand qualifies for a payout as an instant winner. The dealer shall thereupon pay the initial wager in accordance with Section 4312(b), collect the cards dealt to the player and place them in

(i) the discard rack before exposing any community card; or

~~(ii)~~ Choose not to declare an instant winner, in which event ~~he or she~~they may continue the (ii) current round of play in accordance with this section.

~~(e)~~

After each player has made a decision to play or declare an instant winner, the dealer shall (c) turn the three community cards face up in the designated area in front of the dealer.

~~(d)~~

Except as otherwise provided in (h) below after the community cards are exposed, the dealer shall, beginning with the player farthest to ~~his or her~~their right and continuing counterclockwise around the table, turn face up the two cards of each player who has placed a wager in (d) accordance with (b)(1) above.

~~(1)~~ The three community cards and two remaining cards dealt to each player shall form the (1) five card hand of each player.

~~(2)~~ The dealer shall examine the cards of each player to determine if the player's hand (2) qualifies for a payout pursuant to Section 4312 starting with the hand furthest to the dealer's right and continuing around the table in a counterclockwise direction.

~~right and continuing around the table in a counterclockwise direction.~~

~~(e)~~

Any wager on a hand which has a rank that is lower than a pair of nines shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table

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(e) inventory container. The cards of any player who has made a losing wager shall be collected and placed in the discard rack.

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(f) Any wager on a hand which has a rank of a pair of nines or tens shall be a push. If the hand of the player is a push, the dealer shall not collect or pay the wager but shall immediately collect the cards of that player.

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(g) Each winning wager shall be paid in accordance with the payout odds listed in Section 1312 or as otherwise approved by the Commission.

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(h) After paying and taking all wagers, the dealer shall immediately collect the cards of last player and take the community cards and place them in the discard rack.

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

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11. Payout odds for version with required bet wager

(a) The payout odds for winning wagers at Colorado Hold 'em poker printed on any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

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(b) Subject to the payout limitation in (c) below, a gaming licensee offering the version with a required bet wager shall pay off each winning wager at the game of Colorado Hold 'em poker

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(c) at no less than the following odds:

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Wager	Payout Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	40 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-card Straight Flush (Instant Winner)	5 to 1
Three-of-a-kind (Instant Winner)	5 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of Tens, Jacks, Queens, Kings or Aces	1 to 1

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Notwithstanding the minimum payout odds required by (b) above, a gaming licensee may

Wager Payout Odds

Royal Flush 500 to 1

Straight Flush 100 to 1

Four of a kind 40 to 1

Full House 11 to 1

Flush 8 to 1

Straight 5 to 1

Three-card Straight Flush (Instant Winner) 5 to 1

Three of a kind (Instant Winner) 5 to 1

Three of a kind 3 to 1

Two pair 2 to 1

Pair of Tens, Jacks, Queens,

Kings or Aces 1 to 1

establish a maximum amount of \$50,000 or such greater amount as approved by the Commission that is payable to a player on a single hand, exclusive of any amount payable on a winning bonus wager. If the established payout limit is not included on the layout, each gaming licensee shall provide notice of any decrease in the payout limit in accordance with (c) 205 CMR 147.03.

(d)

A gaming licensee shall pay off each winning bonus wager at no less than the following

(d) odds:

13.

Wager	Bonus Payout
Royal Flush	10,000 to 1
Straight Flush	1000 to 1
Four-of-a-kind	100 to 1
Full House	50 to 1
Flush	25 to 1
Straight	15 to 1
Three-card Straight Flush (Instant Winner)	5 to 1
Three-of-a-kind (Instant Winner)	5 to 1
Three-of-a-kind	3 to 1
Two pair	1 to 1
Pair of Jacks or Better	Push

12. Payout odds for version with permissible bet wager

(a)

The payout odds for winning wagers at ~~colorado hold~~Colorado Hold 'em poker printed on any layout or in

any brochure or other publication distributed by a gaming licensee shall be stated through the (a) use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b)

Subject to the payout limitation in (c) below, a gaming licensee offering the version with a permissible bet wager shall pay off each winning wager at the game of ~~colorado hold~~Colorado Hold 'em

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(b) poker at no less than the following odds:

~~Wager Bonus Payout~~

~~Royal Flush 10,000 to 1~~

~~Straight Flush 1000 to 1~~

~~Four of a kind 100 to 1~~

~~Full House 50 to 1~~

~~Flush 25 to 1~~

~~Straight 15 to 1~~

~~Three-card Straight Flush (Instant Winner) 5 to 1~~

~~Three of a kind (Instant Winner) 5 to 1~~

~~Three of a kind 3 to 1~~

~~Two pair 1 to 1~~

~~Pair of Jacks or Better Push~~

(e)

Wager	Payout Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	25 to 1
Full House	10 to 1
Flush	8 to 1
Straight	5 to 1
Three-card Straight Flush (Instant Winner)	5 to 1
Three-of-a-kind (Instant Winner)	5 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of Tens, Jacks, Queens, Kings or Aces	1 to 1

Notwithstanding the minimum payout odds required by (b) above, a gaming licensee may establish a maximum amount of \$50,000 or such greater amount as approved by the Commission that is payable to a player on a single hand, exclusive of any amount payable on a winning bonus wager. If the established payout limit is not included on the layout, each gaming licensee shall provide notice of any decrease in the payout limit in accordance with (c) 205 CMR 147.03.

(d)

A gaming licensee shall pay off each winning bonus wager at no less than the following

(d) odds:

14.

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Wager	Bonus Payout
Royal Flush	10,000 to 1
Straight Flush	1000 to 1
Four-of-a-kind	100 to 1
Full House	50 to 1
Flush	25 to 1
Straight	15 to 1
Three-card Straight Flush (Instant Winner)	5 to 1
Three-of-a-kind (Instant Winner)	5 to 1
Three-of-a-kind	3 to 1
Two pair	1 to 1
Pair of Jacks or Better	Push

13. Irregularities

(a)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the (a) cards shall be reshuffled.

(b)

A card drawn in error without its face being exposed shall be used as though it was the next

~~Wager Payout Odds~~

~~Royal Flush 500 to 1~~

~~Straight Flush 100 to 1~~

~~Four of a kind 25 to 1~~

~~Full House 10 to 1~~

~~Flush 8 to 1~~

~~Straight 5 to 1~~

~~Three-card Straight Flush (Instant Winner) 5 to 1~~

~~Three of a kind (Instant Winner) 5 to 1~~

~~Three of a kind 3 to 1~~

~~Two pair 2 to 1~~

~~Pair of Tens, Jacks, Queens,~~

~~Kings or Aces 1 to 1~~

~~Wager Bonus Payout~~

~~Royal Flush 10,000 to 1~~

~~Straight Flush 1000 to 1~~

~~Four of a kind 100 to 1~~

~~Full House 50 to 1~~

~~Flush 25 to 1~~

~~Straight 15 to 1~~

~~Three-card Straight Flush (Instant Winner) 5 to 1~~

~~Three of a kind (Instant Winner) 5 to 1~~

~~Three of a kind 3 to 1~~

~~Two pair 1 to 1~~

~~Pair of Jacks or Better Push~~

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(b) card from the shoe or the deck.

~~(e)~~

If any player or the area designated for the placement of the community cards is dealt an (c) incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

~~(d)~~

If a player erroneously declares an immediate winner, that player's hand shall be void and (d) that player shall lose ~~his or her~~their initial wager.

~~(e)~~

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

(e) accordance with procedures approved by the Commission.

~~(f)~~

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

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

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CRAPS AND MINI-CRAPS

Rules

1. Definitions

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

Come Out Point - means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

Come Out Roll - means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to Pass Bet and Don't Pass Bet has been effected.

Come Point - means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.

2. Permissible wagers

The following shall constitute the permissible wagers at the games of craps and ~~mini-craps~~ mini-craps, except that the fire bet as described in Section 2(nn) shall only be permitted in the game of craps:

(a)

"Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.

(1) ~~(1)~~ The Pass Bet shall win if, on the come out roll:

(i) ~~(i)~~ A total of 7 or 11 is thrown; or

~~(ii)~~ A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

(2) ~~(2)~~ The Pass Bet shall lose if, on the come out roll:

~~(i)~~ ~~(1)~~ A total of 2, 3, or 12 is thrown; or

(1) A total of 2, 3, or 12 is thrown; or

~~(ii)~~ A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

(b)

"Don't Pass Bet" is a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.

(1) ~~(1)~~ The Don't Pass Bet shall win if, on the come out roll:

~~(i)~~ ~~(i)~~ A total of 2 or 3 is thrown; or

(i) A total of 2 or 3 is thrown; or

~~(ii)~~ A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

(2) ~~(2)~~ The Don't Pass Bet shall lose if, on the come out roll:

(i) ~~(i)~~ A total of 7 or 11 is thrown; or

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~~(ii)~~ A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 ~~(ii)~~ appears.

~~(3)~~ ~~(3)~~ The Don't Pass Bet shall be barred if, on the come out roll, a total of 12 is thrown. ~~(e)~~

"Come Bet" is a wager placed on the Come Line of the layout at any time after the come out ~~(c)~~ roll.

~~(1)~~ ~~(1)~~ The Come Bet shall win if, on the roll immediately following placement of such bet: ~~(i)~~ ~~(1)~~ A total of 7 or 11 is thrown; or

~~(ii)~~ A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 ~~(ii)~~ appears.

~~(2)~~ ~~(2)~~ The Come Bet shall lose if, on the roll immediately following placement of such bet:

~~(1)~~ ~~(i)~~ A total of 2, 3, or 12 is thrown; or

~~(i)~~ ~~(ii)~~ A total of 2, 3, or 12 is thrown; or

A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is ~~(ii)~~ again thrown.

~~(e)~~

"Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after ~~(d)~~ the come out roll.

~~(1)~~ The Don't Come Bet shall win if, on the roll immediately following placement of such ~~(1)~~ bet:

~~(i)~~ ~~(i)~~ A total of 2 or 3 is thrown; or

~~(i)~~ ~~(ii)~~ A total of 2 or 3 is thrown; or

A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is ~~(ii)~~ again thrown.

~~(2)~~ The Don't Come Bet shall lose if, on the roll immediately following placement of such ~~(2)~~ bet:

~~(i)~~ ~~(1)~~ A total of 7 or 11 is thrown; or

~~(ii)~~ A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 ~~(ii)~~ appears.

~~(3)~~ The Don't Come Bet shall be barred if, on the roll immediately following placement of ~~(3)~~ such bet, a total of 12 thrown.

~~(e)~~

"Place Bet to Win" is a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number. All place bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through ~~(e)~~ placement of an "on" marker button on top of such player's wager.

~~(f)~~

A "Place Bet to Lose" is a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed ~~(f)~~ is thrown before a 7 appears.

~~(g)~~

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

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(h)

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

(i)

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

(j)

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

(k)

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

(l)

"Any Seven" is a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(m)

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

(n)

"Craps Two" is a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(o)

"Craps Three" is a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(p)

"Craps Twelve" is a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(q)

"11 in One Roll" is a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.

(r)

"Craps-Eleven or C and E" is a one roll wager that may be made at any time which shall win if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.

(s)

"Horn Bet" is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet

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(s) and shall lose if any other total is thrown.

(t)

“Horn High Bet” is a wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11 or 12. A gaming licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the (t) “Horn” and one of the totals 2, 3, 11 or 12.

(u)

“Whirl Bet” is a one roll wager that may be made at any time, consisting of a Horn Bet and the Any Seven wager. A Whirl Bet shall be placed in units of five, with four units wagered on 2, 3, 11 and 12 and the fifth unit wagered as an Any Seven wager. A gaming licensee shall break down a Whirl wager into two separate wagers on the Horn Bet and the Any Seven (u) wager.

(v)

“Four The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is (v) thrown.

(w)

“Six The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is (w) thrown.

(x)

“Eight The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is (x) thrown.

(y)

“Ten The Hardway on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is (y) thrown.

(z)

“One-Three (Ace-Trey) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other (z) combination is thrown.

(aa)

“One-Four (Ace-Four) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (aa) other combination is thrown.

(bb)

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“Two-Three (Deuce-Trey) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (bb) other combination is thrown.

(ee)

“One-Five (Ace-Five) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (cc) other combination is thrown.

(dd)

“Two-Four (Deuce-Four) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (dd) other combination is thrown.

(ee)

“One-Six (Ace-Six) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other (ee) combination is thrown.

(ff)

“Two-Five (Deuce-Five) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (ff) other combination is thrown.

(gg)

“Three-Four (Trey-Four) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (gg) other combination is thrown.

(hh)

“Two-Six (Deuce-Six) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (hh) other combination is thrown.

(ii)

“Three-Five (Trey-Five) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any (ii) other combination is thrown.

(jj)

“Three-Six (Trey-Six) on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other (ii) combination is thrown.

(kk)

“Four-Five on the Hop” is a one roll wager that may be made at any time, which shall

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win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other (kk) combination is thrown.

(H)

“Four-Six on the Hop” is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is (ll) thrown.

(mm)

“6-7-8” is a one roll wager, offered at the election of a gaming licensee, that may be made at any time, which shall win if any one of the totals 6, 7 or 8 is thrown on the roll immediately following the placement of such bet and shall lose if the total of 2, 3, 4, 5, 9, 10, (mm) 11 or 12 is thrown on such roll.

(nn)

“Fire bet” is a wager that may only be made prior to the come out roll of a new shooter, which wager shall win if at least four different (unique) point totals (either 4, 5, 6, 8, 9 or 10) are made by the shooter before a loser 7 is thrown, and shall lose if fewer than four different (nn) (unique) point totals are made before a loser 7 is thrown.

(oo)

“Hot roller wager” is a supplemental wager that may only be made prior to the come out roll of a new shooter, which wager shall win if all combinations for at least two of the numbers (points) 4, 5, 6, 8, 9 and 10 is thrown before any 7 is thrown, and shall lose if any 7 is thrown (oo) before all combinations of any two of the points are thrown.

3. Making and removal of wager

(a)

Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that (a) they are confirmed verbally:

(1) (1) In craps, by the dealer and a boxperson; or

(2) (2) In mini-craps, by the dealer and floorperson.

(b)

All wagers shall be made by placing gaming chips, match play coupons (only for Pass or Don't Pass wagers) or plaques on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques in accordance (b) with the regulations governing the acceptance and conversion of such instruments.

(c)

A wager made on any bet may be removed or reduced at any time prior to a roll that decides (c) the outcome of such wager except that:

(1) A Pass Bet and a Come Bet shall not be removed or reduced after a come out point or

(1) come point is established with respect to such bet; and

(2) A fire bet, once made, shall not be reduced or increased at any time, and shall not be (2) removed prior to the throwing of a loser 7.

(3) A hot roller wager, once made, shall not be reduced or increased at any time, and shall (3) not be removed prior to such wager winning or the shooter throwing any 7.

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(d) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not (d) be replaced or increased after such removal or reduction.

(e) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers shall be considered (e) "On".

(f) Only players who are seated at a mini-craps table may place a wager at the game. Once a player has placed a wager, that player must remain seated until the completion of the round (f) of play.

4. Payout odds

(a) All odds stated on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through use of the word "to" and no odds shall be stated through use (a) of the word "for".

(b) No gaming licensee or any employee or agent thereof shall pay off winning wagers at the game of craps or mini-craps at less than the odds listed below. A gaming licensee may pay (b) off winning wagers at higher odds than those listed below, provided that such odds are (b) uniform within the gaming establishment.

Wager Payout Odds

Pass Bet 1 to 1

Don't Pass Bet 1 to 1

Come Bet 1 to 1

Don't Come Bet 1 to 1

Place Bet 4 to Win 9 to 5

Place Bet 5 to Win 7 to 5

Place Bet 6 to Win 7 to 6

Place Bet 8 to Win 7 to 6

Place Bet 9 to Win 7 to 5

Place Bet 10 to Win 9 to 5

Place Bet 4 to Lose 5 to 11

Place Bet 5 to Lose 5 to 8

Place Bet 6 to Lose 4 to 5

Place Bet 8 to Lose 4 to 5

Place Bet 9 to Lose 5 to 8

Place Bet 10 to Lose 5 to 11

Four the Hardway 7 to 1

Six the Hardway 9 to 1

Eight the Hardway 9 to 1

Ten the Hardway 7 to 1

Field Bet 1 to 1 on 3, 4, 9, 10, 11

2 to 1 on 2, 12

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~~Any Seven 4 to 1~~
~~Any Craps 7 to 1~~
~~Craps 2-30 to 1~~
~~Craps 3-15 to 1~~
~~Craps 12-30 to 1~~
~~11 in one roll 15 to 1~~
~~Four the Hardway on the Hop 30 to 1~~
~~Six the Hardway on the Hop 30 to 1~~
~~Eight the Hardway on the Hop 30 to 1~~
~~Ten the Hardway on the Hop 30 to 1~~
~~One Three (Ace Trey) on the Hop 15 to 1~~
~~One Four (Ace Four) on the Hop 15 to 1~~
~~One Five (Ace Five) on the Hop 15 to 1~~
~~One Six (Ace Six) on the Hop 15 to 1~~
~~Two Three (Deuce Trey) on the Hop 15 to 1~~
~~Two Four (Deuce Four) on the Hop 15 to 1~~
~~Two Five (Deuce Five) on the Hop 15 to 1~~
~~Two Six (Deuce Six) on the Hop 15 to 1~~
~~Three Four (Trey Four) on the Hop 15 to 1~~
~~Three Five (Trey Five) on the Hop 15 to 1~~
~~Three Six (Trey Six) on the Hop 15 to 1~~
~~Four Five on the Hop 15 to 1~~
~~Four Six on the Hop 15 to 1~~
~~Six Seven Eight 1 to 1 on 6 (One Five or Two Four),~~
~~7, 8 (Two Six or Three Five)~~
~~2 to 1 on 6 (the Hardway) or 8 (the Hardway)~~
(e)

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5
Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11
	2 to 1 on 2, 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Six (Deuce-Six) on the Hop	15 to 1
Three-Four (Trey-Four) on the Hop	15 to 1
Three-Five (Trey-Five) on the Hop	15 to 1
Three-Six (Trey-Six) on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1
Six-Seven-Eight	1 to 1 on 6 (One-Five or Two-Four), 7, 8 (Two-Six or Three-Five)
	2 to 1 on 6 (the Hardway) or 8 (the Hardway)

(c) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.

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(d)

A Craps-Eleven or C and E Bet shall be paid as if one half of the wagered amount had been placed on "Any Craps" and one half on "Eleven," and shall be paid as if two separate wagers (d) were made for the one roll.

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(e)

A winning fire bet shall be paid once for the highest number of different (unique) points made and at no less than the odds set forth in one of pay tables below pre-selected by the (e) gaming licensee:

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(f)

Individual Points Made	Table A	Table B
Four	24 to 1	39 to 1
Five	249 to 1	199 to 1
Six	999 to 1	499 to 1

Winning hot roller wagers shall be paid in accordance with one of the following pay tables (f) pre-selected by the gaming licensee:

(g)

Number of Point Combinations	Paytable a	Paytable B	Paytable C
Two points	4 to 1	5 to 1	5 to 1
Three points	10 to 1	10 to 1	10 to 1
Four points	20 to 1	20 to 1	20 to 1
Five points	50 to 1	50 to 1	50 to 1
All six points	200 to 1	200 to 1	300 to 1

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No gaming licensee or employee shall accept any wager that because of the amount thereof (g) cannot be paid at the odds permitted by Section 4(b), (c) or (d).

5. True odds on place bets (buy and lay bets); vigorish prohibited

(h)

Buy bets: In addition to the payout odds set forth in Section 4(b) for place bets to win on 4, 5, 6, 8, 9 and 10, a gaming licensee may offer a player the option of receiving true odds on these bets in return for the player paying to the gaming licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a gaming licensee 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 licensee that offers a player the option of receiving true odds on any of these place bets shall comply with the notice requirements describe in its rules of games checklist whether, as to each specified place bet, it collects the percentage when the wager is made or when the wager is won. A gaming licensee that offers a player true odds shall pay

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(a) winning wagers as follows:

Individual Points Made Table A Table B

Four 24 to 1 39 to 1

Five 249 to 1 199 to 1

Six 999 to 1 499 to 1

Number of Point Combinations Paytable a Paytable B Paytable C

Two points 4 to 1 5 to 1 5 to 1

Three points 10 to 1 10 to 1 10 to 1

Four points 20 to 1 20 to 1 20 to 1

Five points 50 to 1 50 to 1 50 to 1

All six points 200 to 1 200 to 1 300 to 1

(b)

Bet	Odds
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

Lay bets: In addition to or in lieu of the payout odds set forth in Section 4(b) for place bets to lose on 4, 5, 6, 8, 9 and 10, a gaming licensee may offer a player true odds on these bets in return for the player paying to the gaming licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a gaming licensee may collect the percentage of the amount wagered only on winning bets. A gaming licensee that offers a player true odds shall pay

(b) winning wagers as follows:

(e)

Bet	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

Except as provided for in Section 5(a) and (b), no gaming licensee shall charge any percentage, fee, or vigorish to a player in making any wager in the game of craps, mini-craps or automated craps.

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6. Supplemental wagers made after come out roll in support of pass, don't pass, come and don't come bets (taking and laying odds)

(a)

Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the gaming licensee to an amount that is equal to the amount of the original Pass Bet. If, in such circumstances, the Pass Bet wins, the original Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out (a) point was 6 or 8.

(b)

Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the ~~Bet Odds~~

~~4 to Win 2 to 1
5 to Win 3 to 2
6 to Win 6 to 5
8 to Win 6 to 5
9 to Win 3 to 2
10 to Win 2 to 1
Bet Odds
4 to Lose 1 to 2
5 to Lose 2 to 3
6 to Lose 5 to 6
8 to Lose 5 to 6
9 to Lose 2 to 3
10 to Lose 1 to 2~~

Don't Pass Bet which may be limited by the gaming licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins, the original Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come out point was (b) 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

(c)

Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the gaming licensee to an amount that is equal to the amount of the original Come Bet. If, in such circumstances, the Come Bet wins, the original Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if (c) the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.

(d)

Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the gaming licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet

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wins, the original Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was a 4 or 10, 2 to 3 if the come point was 5 (d) or 9, and 5 to 6 if the come point was 6 or 8.

(e)

A gaming licensee may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A gaming licensee may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to Section 6(e) shall be paid at the same odds as the original and supplemental wagers are paid (e) under Section (6)(a) through (d).

(f)

Notwithstanding Section 6(e), a gaming licensee may accept a supplemental wager that exceeds an amount that is otherwise authorized by Section 6 or posted as the maximum wager permitted provided that the excess amount of the supplemental wager is necessary to (f) facilitate the payouts.

7. Dice: retention; selection

(a)

A set of at least five dice conforming to the specifications of 205 CMR 146.45 shall be present at the craps or mini-craps table during gaming. Control of the dice at a craps table, or at a mini-craps table with an optional stickperson, shall be the responsibility of the stickperson at the table; control of the dice at a mini-craps table without an optional (a) stickperson shall be the responsibility of the dealer at the table. The stickperson or ~~mini-craps~~ mini-craps dealer shall retain all dice, except those in active play, in a dice cup at the table.

(b)

(b) At the commencement of play:

(1) The craps stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the

(1) players accepts the dice;

(2)

The mini-craps dealer or the optional mini-craps stickperson shall offer the set of dice to the player immediately to his or her left at the table. If such a player rejects the dice, the dealer or stickperson shall offer the dice to each of the other players in turn clockwise

(2) around the table until one of the players accepts the dice.

(c)

The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup (c) which shall:

(1) (1) In craps, be placed immediately in front of the craps stickperson; and

(2) (2) In mini-craps, be placed immediately in front of the mini-craps dealer or stickperson.

8. Throw of the dice

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Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he/she shall throw the two selected dice so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him/her.

9. Invalid roll of the dice

~~(a)~~

~~(a)~~ A roll of the dice shall be invalid whenever

- ~~(1)~~ ~~(1)~~ Either or both of the dice go off the table
- ~~(2)~~ ~~(2)~~ Whenever one die comes to rest on top of the other.

~~(3)~~ Either or both of the dice come to rest on the chips constituting the craps bank of chips ~~(3)~~ located in front of the boxperson.

~~(4)~~ Either or both of the dice come to rest in the dice cup in front of the craps stickperson, or ~~(4)~~ in front of the mini-craps dealer or stickperson, or on one of the rails

~~(b)~~

The persons listed in Section 9(e) shall have the authority to invalidate a roll of the dice by ~~(b)~~ calling "No Roll" for any of the following reasons:

- ~~(1)~~ ~~(1)~~ The dice do not leave the shooter's hand simultaneously;
- ~~(2)~~ ~~(2)~~ Either or both of the dice fail to strike an end of the table;
- ~~(3)~~ ~~(3)~~ The use of a cheating, crooked, or fixed device or technique in the roll of the dice; or,
- ~~(4)~~ For any other reason the craps boxperson or stickperson, or the mini-craps dealer or ~~(4)~~ stickperson considers the throw to be improper.

~~(c)~~

The call of "No Roll" under either Section 9 (b) (1), (2) or (4) shall, whenever possible, be ~~(c)~~ made before both dice come to rest.

~~(d)~~

A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the ~~(d)~~ Boxperson, shall not be a cause for a call of "No Roll".

~~(e)~~

~~(e)~~ "No Roll" may be called:

- ~~(1)~~ ~~(1)~~ In craps, by a boxperson or stickperson, as designated by the gaming licensee; and
- ~~(2)~~ In mini-craps, by the dealer, stickperson or floorperson, as designated by the gaming ~~(2)~~ licensee.

~~(f)~~

A cocked die will be called as the upper most side opposite the obstruction. A cocked die ~~(f)~~ suspended between two objects that does not touch the layout will be called "No Roll."

10. Point throw; settlement of wagers

~~(a)~~

When the dice come to rest from a valid throw, the craps stickperson or the mini-craps dealer or stickperson shall at once call out the sum of the numbers on the high or uppermost sides of ~~(a)~~ the two dice. Only one face on each die shall be considered skyward.

~~(1)~~ In the event either or both of the dice do not land flat on the table (for example, one edge of the 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

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than one side of a die is resting on a stack of chips or other object, the roll shall be void (1) and the dice shall be re-thrown.

(2) In the event of a dispute as to which face is uppermost:

(a) In craps, the boxperson shall have discretion to determine which face is uppermost or (a) to order the throw be void and the dice be re-thrown; and

(b) In mini-craps, the floorperson shall have discretion to determine which face is (b) uppermost or to order the throw be void and the dice be re-thrown.

(b)

In craps, after calling the throw, the stickperson shall collect the dice and bring them to the center of the table between him and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a (b) stick designed for that purpose.

(e)

In mini-craps, after calling the throw, the dealer or stickperson shall collect the dice and bring them to the center of the table. All wagers decided by that throw shall then be settled, following which the dealer or stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the dealer or stickperson (c) shall use a stick designed for that purpose.

11. Continuation of shooter as such; selection of new shooter

(a)

It shall be the option of the shooter, after any roll, either to pass the dice or remain the (a) shooter except that:

(1) The shooter shall pass the dice upon throwing a loser 7; and

(2) The craps boxperson or the mini-craps dealer may order the shooter to pass the dice if the (2) shooter unreasonably delays the game, repeatedly makes invalid rolls or violates 205

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(b)

If a shooter, after making the Come Out Point elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the craps stickperson or the mini-craps dealer or stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in Section 11(c). 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 (b) player wishes to place a Pass or Don't Pass Bet the game shall proceed as usual.

(e)

Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the craps stickperson or the mini-craps dealer or stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he or she

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(c) does not accept, to each of the other players in turn clockwise around the table.

(d)

The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the (d) dice cup which shall be placed immediately in front of the craps stickperson or the ~~mini-craps~~ mini-craps dealer or stickperson.

12. Additional procedures and rules for the fire bet

(a)

If a gaming licensee elects to offer the fire bet in the game of craps the following additional (a) procedures shall be observed:

- (1) Each player shall, prior to a new shooter's initial come out roll, place his or her fire bet on the numbered designated area for the placement of fire bets that is closest to his or her (1) position at the craps table.
- (2) Whenever there is a voluntary or compulsory surrender of the dice by a shooter pursuant to Section 11 prior to the throwing of a loser 7, any pending fire bet shall be settled upon (2) the successor shooter throwing a loser 7.
- (3) Once all fire bets are placed, the dealer shall bring in each fire bet in numerical order and place it on the corresponding number of the designated area in front of the boxperson, (3) where such bets shall remain until they are either lost or paid.
- (4) With each individual point made by a shooter, the dealer shall place a fire bet point marker inscribed with the total number of different (unique) 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) which was just made. Each fire bet point marker shall be visually distinguishable from and have a diameter larger than any authorized gaming chip. Fire bet point markers shall (4) be maintained by games personnel at the craps table.
- (5) Fire bets shall be collected or paid, as applicable, upon a shooter throwing a loser 7.
- (6) Once four different (unique) points are made, the surveillance department shall be (6) notified for the purpose of confirming all fire bets and payouts.

(b)

If a gaming licensee elects to offer the fire bet in the game of craps the following additional (b) rules shall apply:

- (1) The minimum wager shall be \$1.00 and the maximum wager shall be \$5.00 and all (1) wagers shall be made in increments of one dollar.
- (2) When a shooter makes the same point total more than once, the total number of different (2) (unique) points made for purposes of settling a fire bet shall not increment.
- (3) The four or more different (unique) points required to win a fire bet are not required to be (3) made in any specific order or combination.

(c)

(c) The fire bet may not be offered at a craps table that offers the hot roller wager.

13. Bonus Craps wager

(a)

If a gaming licensee elects to offer the Bonus Craps wager in the game of craps the (a) following additional procedures shall be observed:

- (1) The three wagers offered in Bonus Craps are the All Small, All Tall, and Make 'Em All

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(1) wagers.

(2) ~~(2)~~ The All Small bet wins if each of the totals 2, 3, 4, 5, and 6 are rolled before a 7 is rolled.

~~(3)~~ The All Tall bet wins if each of the totals 8, 9, 10, 11, and 12 are rolled before a 7 is rolled.

~~(4)~~ The Make 'Em All bet wins in the event that each of the totals 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are rolled before a 7 is rolled.

~~(b)~~

(b) The licensee has the option to use one of the two paytables found in Table 1 below.

Table 1. Bonus Craps Paytables (X to 1)

Side Bet	Paytable 1	Paytable 2
All Small	34	30
All Tall	34	30
Make 'Em All	175	150

14. Additional procedures and rules for the hot roller wager

~~(a)~~

If a gaming licensee elects to offer the hot roller wager as permitted by Section 2(o), the following additional procedures shall be observed:

~~(1)~~ Each player may, prior to an initial come out roll, place a hot roller wager at one of the designated areas on the layout for hot roller wagers.

~~(2)~~ Whenever there is a voluntary or compulsory surrender of the dice by a shooter pursuant to Section 11(a) prior to the throwing of any 7, any pending hot roller wager shall be

~~(1)~~ settled upon such wager winning or the successor shooter throwing any 7.

~~(3)~~ With each individual combination of dice thrown by a shooter that adds up to 4, 5, 6, 8, 9 or 10, a dealer shall place a marker (lammer) bearing the corresponding combination thrown by the shooter on the corresponding combination inscribed on the layout for hot roller points. Each marker shall be visually distinguishable from any authorized gaming chip and contain no edge spots. Hot roller wager markers shall be maintained by games

~~(3)~~ personnel at the craps table.

~~(4)~~ ~~(4)~~ Upon the shooter throwing any 7:

~~(i)~~ Each winning hot roller bonus wager shall be paid in accordance with the payout odds ~~(i)~~ set forth in Section 4(f); or

~~(ii)~~ Each losing hot roller bonus wager shall be collected and placed in the table ~~(ii)~~ inventory.

~~(b)~~

If a gaming licensee elects to offer the hot roller wager in the game of craps as permitted by ~~(b)~~ Section 2(o), the following additional rules shall apply:

~~(1)~~ A hot roller wager shall have no bearing on any other wager made by a player at the ~~(1)~~ game of craps.

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- ~~(2)~~ A hot roller wager shall be made in accordance with posted minimum and maximum ~~(2)~~ wagers permitted by the gaming licensee.
- ~~(3)~~ A hot roller wager, once made, shall not be reduced or increased at any time, and shall ~~(3)~~ not be removed prior to such wager winning or the shooter throwing any 7.
- ~~(4)~~ Winning hot roller wagers shall be paid according to the number of points for which all ~~(4)~~ combinations of dice are thrown by the shooter. The point combinations are as follows:
- ~~(i)~~ ~~(i)~~ Point of 4: one and three, and two and two (2 combinations);
 - ~~(ii)~~ ~~(ii)~~ Point of 5: one and four, and two and three (2 combinations);
 - ~~(iii)~~ ~~(iii)~~ Point of 6: one and five, two and four, and three and three (3 combinations);
 - ~~(iv)~~ ~~(iv)~~ Point of 8: two and six, three and five, and four and four (3 combinations);
 - ~~(v)~~ ~~(v)~~ Point of 9: three and six, and four and five (2 combinations); and
 - ~~(vi)~~ ~~(vi)~~ Point of 10: four and six, and five and five (2 combinations).

For example: Prior to throwing a 7, the shooter throws the two combinations for a point of 4, the two combinations for point of 5, and the three combinations for the point of 6. All combinations have been made for three separate points, entitling the player to a payout of 10 to 1.

1. ~~1.~~ Points or dice combinations are not required to be made in any specific order.
2. ~~2.~~ High roller wagers may not be offered at a craps table that offers the fire bet.

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CRAZY 4 POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Crazy 4 Poker, have the following meanings, unless the context clearly indicates otherwise:

Five-Card Envy Bonus— - An additional fixed sum payout made to a player who placed a ~~Five-Card~~Five-Card Progressive Payout Wager when another player at the Crazy 4 Poker table is the holder of a Five-Card Envy Bonus Qualifying Hand.

Five-Card Envy Bonus Qualifying Hand— - A player's five-card Poker hand with a rank of a straight flush or better, as defined in Section 5(d).

Five-Card Progressive Payout Hand— - A player's five-card Poker hand with a rank of ~~three-of-a-kind~~a-kind or better as defined in Section 5(d).

Four-Card Envy Bonus— - An additional fixed sum payout made to a player who placed a ~~Four-Card~~Four-Card Progressive Payout Wager when another player at the Crazy 4 Poker table is the holder of a Four-Card Envy Bonus Qualifying Hand.

Four-Card Envy Bonus Qualifying Hand— - A player's four-card Poker hand with a rank of ~~four-of-a-kind~~four-of-a-kind or, if included in the payable selected by the licensee, a straight flush, as defined in Section 5(b).

Four-Card Progressive Payout Hand— - A player's four-card Poker hand with a rank of ~~three-of-a-kind~~a-kind or better as defined in Section 5(b).

Hand— - The four-card Poker hand that is held by each player and the dealer after the cards are dealt.

Lucky Bonus— - An additional payout to a player who placed a Five Card Hand Bonus Wager on:

- (i) The player's hand if the player is seated in the position that is randomly selected by the table game system.
- (ii) The dealer's hand if the dealer position is randomly selected by the table game system.

Magic Card Bonus— - An additional payout to a player who placed a Five Card Hand Bonus Wager on:

- (i) The player's hand if one of the player's cards matches the card randomly selected by the table game system.

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(ii) The dealer's hand if one of the dealer's cards matches the card randomly selected by the table game system.

Play Wager— - An additional wager that a player shall make if the player opts to remain in competition against the dealer after the player reviews ~~his~~their hand.

Queens Up Wager— - The wager that a player is required to make prior to any cards being dealt to compete against a posted payable, regardless of the outcome of the player's hand against the dealer's hand.

2. Cards; number of decks

~~(a)~~
Except as provided in subsection (b) below, Crazy 4 Poker shall be played with one deck of (a) cards that are identical in appearance and one cover card.

~~(b)~~
If an automated card shuffling device is used, Crazy 4 Poker may be played with two decks (b) of cards in accordance with the following requirements:

- ~~(1)~~ The cards in each deck must be of the same design. The backs of the cards in one deck (1) must be of a different color than the cards included in the other deck.
- ~~(2)~~ One deck of cards shall be shuffled and stored in the automated card shuffling device (2) while the other deck is being used to play the game.
- ~~(3)~~ Both decks must be continuously alternated in and out of play, with each deck being used (3) for every other round of play.
- ~~(4)~~ The cards from only one deck shall be placed in the discard rack at any given time. (4)

The decks of cards used in Crazy 4 Poker shall be changed at least:
~~(1) Every 4 hours if the cards are dealt by hand; or~~
(5) (2) Every every 8 hours if the cards are dealt from a manual or automated dealing shoe.

3. Opening of the table for gaming

~~(a)~~
After receiving one or more decks of cards at the table, the dealer shall inspect the cards for (a) any defects. The floorperson assigned to the table shall verify the inspection.

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

~~(c)~~
After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in (c) accordance with Section 4.

~~(d)~~
If an automated card shuffling device is used and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance

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(d) with subsections (a)—(c) above.

4. Shuffle and cut of the cards

(a)

Immediately prior to commencement of play, after each round of play has been completed or when directed by a floorperson or above, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed.

Upon completion of the shuffle, the ~~dealer or~~ automated shuffling device shall place the deck of cards in a single stack. The licensee may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing (a) shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

If an automated card shuffling device is being used, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, and the device reveals that an incorrect number of cards are present, the deck shall be removed from (b) the table.

(c)

After the cards have been shuffled and stacked, the dealer shall:

~~(1) If the cards were shuffled, shuffle using an automated card shuffling device, and deal the cards in~~

~~accordance with Sections 7-9; or~~

~~(2) If the cards were shuffled manually or were reshuffled, cut the cards in accordance with Sections 7 or 8.~~

~~the procedures in subsection (d) below.~~

(d)

If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card as well as the cover card and place them on the bottom of the (d) stack. The stack of cards shall then be inserted into the dealing shoe for commencement of

play.

~~play.~~

(e)

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

(f)

If there is no gaming activity at a Crazy 4 Poker table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down ~~unless a player requests that the cards be spread face up on the table.~~ After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the (f) procedures in Section 4(c) and ~~the~~ their section shall be completed.

(g)

A licensee may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted and approved in accordance with 205 CMR (g) 146.51 prior to its use in the licensed facility.

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5. Crazy 4 Poker rankings

(a)

The rank of the cards used in Crazy 4 Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight with a 2, 3 and 4 but may not be combined with any other sequence of cards (for example: king, ace, 2 and 3). All suits shall be equal in rank.

(b)

The permissible Poker hands in the game of Crazy 4 Poker, in order of highest to lowest rank, shall be:

(1) A four-of-a-kind, which is 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.

(2) A straight flush, which is 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, 4 being the lowest ranking straight flush.

(3) A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

(4) A flush, which is a hand consisting of four cards of the same suit, regardless of rank.

(5) A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with ace, king, queen and jack being the highest ranking straight and an ace, 2, 3, 4 being the lowest ranking straight.

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

(7) A pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(c)

When comparing two Poker hands that are of identical rank under subsection (b) above, or that contain none of the hands listed in subsection (b) above, the hand that contains the highest ranking card under subsection (a), 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.

(d)

If the licensee offers a payout based on the rank of a five-card Poker hand, the rank of the hands must be:

(1) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(2) A straight flush, which is a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking.

(3) A four-of-a-kind, which is a hand consisting of four cards of the same rank.

(4) A full house, which is a hand consisting of a three-of-a-kind and a pair.

(5) A flush, which is a hand consisting of five cards of the same suit, not in consecutive order.

(6) A straight, which is a hand consisting of five cards of more than one suit and of

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~~(6)~~ consecutive rank.

~~(7)~~ A three-of-a-kind, which is a hand consisting of three cards of the same rank.

6. Wagers

~~(a)~~

Wagers at Crazy 4 Poker shall be made by placing value chips, plaques or other Commission-approved wagering instruments on the appropriate areas of the table layout.

~~(a)~~ Verbal wagers accompanied by cash may not be accepted.

~~(b)~~

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 ~~(b)~~ player may be considered abandoned and may be treated as losing wagers.

~~(c)~~

All wagers, except the Play Wager, shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in Sections ~~7-9~~ and ~~8~~. Except as provided in Section ~~109~~(b), a wager may not be made, increased or withdrawn after the dealer has ~~(c)~~ announced "no more bets."

~~(d)~~

~~(d)~~ The following wagers may be placed in the game of Crazy 4 Poker:

~~(1)~~ 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, then a Play Wager, in accordance

~~(1)~~ with Section ~~109~~(b).

~~(2)~~ In addition to the Ante and Super Bonus Wagers, a player may compete against a posted

~~(2)~~ payable by placing a Queens Up Wager.

~~(3)~~ A licensee may offer to each player at a Crazy 4 Poker table the option to make an additional Four-Card Progressive Payout Wager that the player will receive a Four-Card Progressive Payout Hand. After placing the Ante and Super Bonus Wagers, a player may make the additional Four-Card Progressive Payout Wager by placing a value chip onto the progressive wagering device designated for that player. Each player shall be

~~(3)~~ responsible for verifying that the player's respective Progressive Payout Wager has been accepted.

~~(4)~~ accepted.

~~(4)~~ A licensee may offer to each player at a Crazy 4 Poker table the option to make an additional Five-Card Progressive Payout Wager that the player will receive a Five-Card Progressive Payout Hand. After placing the Ante and Super Bonus Wagers, a player may make the additional Five-Card Progressive Payout Wager by placing a value chip onto the progressive wagering device designated for that player. Each player shall be

~~(4)~~ responsible for verifying that the player's respective Five-Card Progressive Payout Wager has been accepted.

~~(5)~~ has been accepted.

~~(5)~~ A licensee may offer to each player at a Crazy 4 Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand or the dealer's five-card Poker hand, or both, will contain a flush or better as defined in Section ~~5~~(d). After placing Ante and Super Bonus Wagers, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the

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electronic wagering device designated for that player. Each player shall be responsible (5) for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(e) A player may not wager on more than one player position at a Crazy 4 Poker table.

7. Procedure for dealing the cards from a manual dealing shoe

If a manual dealing shoe is used, and the procedures required under Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by (a) the automated card shuffling device.

Prior to dealing the cards, the dealer shall announce "no more bets" and, if the Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall (b) then place the value chips into the table inventory container.

Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed face down on the appropriate area of the layout with the (c) opposite hand.

The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required wagers in accordance with Section 6(d)(1) and to the dealer until each player and (d) the dealer have five cards.

After five cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f) below, place the (e) stub in the discard rack without exposing the cards.

If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards (f) in the stub by counting the cards face down on the layout.

If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub (g) in the discard rack without exposing the cards.

If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void,

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~~(h) all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.~~

~~the table.~~

8. Procedure Procedures for dealing the cards from the hand and automated dealing shoe/machine.

~~(a)~~

~~(a) If the cards are dealt from the dealer's hand and an automated dealing shoe/machine, the following requirements shall be observed:~~

~~(1) An automated shuffling device shall be used to shuffle the cards.~~

~~(1) ~~(2)~~ After the procedures required under Section 54 have been completed, the dealer shall place cards shall be placed in the automated dealing shoe/machine,~~

~~the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.~~

~~(3) Prior to dealing the shoe/machine dispensing any stacks of cards, the dealer shall announce "no more bets" and, if the~~

~~Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive~~

~~(2) table game system. The dealer shall then place the value chips into the table inventory container.~~

~~container.~~

~~(b)~~

~~The dealer shall deal each card by holding/deliver the deck first stack of cards and dispensed by 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 layout. The dealer shall, starting with automated dealing shoe/machine face down to the player farthest to the dealer's left and~~

~~continuing around the table in a clockwise manner, deal one card at a time to each player who has placed the required wagers a wager in accordance with Section 6(d)(1). As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 76(d)(1) and to the). The dealer until~~

~~(b) each player and the dealer have shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards.~~

~~(c)~~

~~After each stack of five cards have has been dealt to each player and dispensed and delivered in accordance with subsection (b) above, the dealer, the dealer shall remove the~~

~~stub from the manual/automated dealing shoe/machine and, except as provided in subsection (d), below, place the stub cards in~~

~~(c) the discard rack without exposing the cards.~~

~~(d)~~

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If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards (d) in the stub by counting the cards face down on the layout.

(e)

If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub (e) in the discard rack without exposing the cards.

(f)

If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than 5 cards), but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, (f) all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

the table.

9. Procedures for dealing the cards from an automated dealing shoe

(a) If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

(1) After the procedures required under Section 4 have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce "no more bets" and, if the Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(b) 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 Section 6(d)(1). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 6(d)(1). The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards.

(c) After each stack of five cards has been dispensed and delivered in accordance with subsection (b) above, the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d) below, place the cards in the discard rack without exposing the cards.

(d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if 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.

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~~(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.~~

~~(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than 5 cards), but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.~~

~~10.~~

9. Procedures for completion of each round of play

~~(a)~~

After the dealing procedures required under Sections 7-9 or 8 have been completed, each player (a) shall examine his\their cards, subject to the following limitations:

~~(1)~~ Each player who wagers at Crazy 4 Poker shall be responsible for his\their own hand and no (1) person other than the dealer and the player to whom the cards were dealt may touch the

cards of that player.

~~cards of that player.~~

~~(2)~~ Each player shall keep his\their five cards in full view of the dealer at all times.

~~(b)~~

After each player has examined his\their 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 Ante and Super Bonus Wagers if he wishes to forfeit the Ante and Super Bonus Wagers and end his\their 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 (b) amount up to three times the player's Ante Wager. If a player:

~~(1)~~ Has placed Ante, Super Bonus and Queens Up Wagers but does not make a Play Wager,

(1) the player shall forfeit all three wagers.

~~(2)~~ Has placed Ante, Super Bonus and Four or Five-Card Progressive Payout Wagers but does not make a Play Wager, the player shall forfeit all three wagers but may not forfeit

(2) the eligibility to receive an Envy Bonus under Section ~~11~~10(d)(5) or (e)(5).

~~(c)~~

After each player who has placed Ante and Super Bonus Wagers has either placed a Play Wager on the designated area of the layout or forfeited his\their 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 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 (c) in a counterclockwise direction, complete the following applicable procedures in succession

for each player:

~~for each player:~~

(1) ~~(1)~~ The dealer shall turn the five cards of each player face up on the layout.

(2) ~~(2)~~ The dealer shall examine the cards of the player and form the highest possible ranking four-card Poker hand for each player.

~~four-card Poker hand for each player.~~

(3) ~~(3)~~ If the dealer's highest ranking four-card Poker hand:

~~(1)~~ Is ranked lower than a king, the dealer shall return each player's Ante Wager and pay

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out the Play and Super Bonus Wagers made by the player in accordance with the payout odds in Section 4410(a) and (b). The player's Super Bonus Wager shall be

(i) returned if the player's winning hand is not a straight or better.

(ii) ~~(#)~~ Is a king or better, and the player's highest ranking four-card Poker hand is ranked:

a. Lower than the dealer's four-card Poker hand, the dealer shall immediately collect the Ante and Play Wagers made by the player but shall pay out the Super Bonus

a. Wager made by the player in accordance with the payout odds in Section 4410(b).

b. Higher than the dealer's four-card Poker hand, the dealer shall pay the Ante, Play and Super Bonus Wagers made by the player in accordance with the payout odds in Section 4410(a) and (b). The player's Super Bonus Wager will be returned if the

b. player's winning hand is not a straight or better.

c. Is equal in rank to the dealer's four-card hand, the dealer shall return the Ante and

c. Play Wagers and pay out the Super Bonus Wager in accordance with the payout odds in Section 10(b). The player's Super Bonus Wager will be returned if the player's winning hand is not a straight or better.

odds in Section 11(b). The player's Super Bonus Wager will be returned if the player's winning hand is not a straight or better.

~~(#)~~

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 in accordance with Section 4410(c). A winning Queens Up Wager shall be paid (d) irrespective of whether the player's four-card Poker hand outranks the dealer's hand.

~~(#)~~

After settling a player's Ante, Play, Super Bonus and Queens Up Wagers, the dealer shall then settle the Four-Card or Five-Card Progressive Payout Wager, if offered by the licensee. For the Five-Card Progressive Payout Wager, the dealer shall form the highest ranking ~~fivecardfive-card~~ Poker hand from the five cards dealt to each player. A winning Progressive Payout

Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a (e) player has won a progressive payout, the dealer shall:

(1) ~~Verify that the hand is a winning hand.~~ ~~(#)~~

~~Verify that the hand is a winning hand.~~

~~(2)~~ Verify that the appropriate light on the progressive table game system has been (2) illuminated.

~~(3)~~ Have a floorperson or above validate the progressive payout in accordance with the (3) licensee's approved internal control procedures.

~~(4)~~ Pay the winning Four-Card Progressive Payout Wager in accordance with the payout odds in Section 4410(d)(1) or the winning Five-Card Progressive Payout Wager in accordance with the payout odds in Section 4410(e)(1). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has

won a progressive payout that is not being paid from the table inventory container, the (4) cards of that player shall remain on the table until the necessary documentation has been completed.

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~~completed.~~

~~(5)~~ Pay any Envy Bonus as follows:

~~(i)~~ Players making a Four-Card Progressive Payout Wager shall receive a Four-Card Envy Bonus when another player at the same Crazy 4 Poker table is the holder of a Four-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Four-Card Envy Bonuses if more than one other player is the holder of a Four-Card Envy Bonus Qualifying Hand. A player is not entitled to a Four-Card Envy Bonus for ~~his~~their own hand or the hand of the dealer. Four-Card Envy Bonus payouts shall be made in

~~(i)~~ accordance with the payouts in Section ~~11.10~~(d)(5).

~~(ii)~~ Players making a Five-Card Progressive Payout Wager shall receive a Five-Card Envy Bonus when another player at the same Crazy 4 Poker table is the holder of a Five-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Five-Card Envy Bonuses if more than one other player is the holder of a Five-Card Envy Bonus Qualifying Hand. A player is not entitled to a Five-Card Envy Bonus for ~~his~~their own hand or the hand of the dealer. Five-Card Envy Bonus payouts shall be made in

~~(ii)~~ accordance with the payouts in Section ~~11.10~~(e)(5).

~~(f)~~

After settling a player's Ante, Play, Super Bonus and Queens Up Wagers, the dealer shall then settle the Five Card Hand Bonus Wager, if offered by the licensee, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a player has won a Five Card Hand ~~(f)~~ Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:

~~(1)~~ ~~Verify that the hand is a winning hand.~~

~~(1)~~ ~~(2)~~ Verify that the hand is a winning hand.

Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in

~~(2)~~ accordance with approved internal control procedures submitted under 205 CMR 138.00.

~~(3)~~ Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with Section ~~11.10~~(f)(3). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand

~~(3)~~ must remain on the table until the necessary documentation has been completed.

~~(g)~~

After all wagers have been settled, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in ~~(g)~~ the event of a question or dispute.

~~11.~~

10. Payout odds; Envy Bonus; rate of progression

~~(a)~~

~~(a)~~ A licensee shall pay each winning Ante and Play Wagers at odds of 1 to 1.

~~(b)~~

~~(b)~~ A licensee shall pay the player's Super Bonus Wager in accordance with the following odds:

~~(c)~~

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Hand	Paytable
Four aces	200 to 1
Four-of-a-kind	30 to 1
Straight flush	15 to 1
Three-of-a-kind	2 to 1
Flush	3 to 2
Straight	1 to 1

A player placing a Queens Up Wager shall be paid at the odds in one of the following (c) paytables, selected by the licensee in its Rules Submission:

(d)

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Four-of-a-kind	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	30 to 1	40 to 1	30 to 1	40 to 1
Three-of-a-kind	9 to 1	8 to 1	8 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1	2 to 1
Pair of queens or better	1 to 1	1 to 1	1 to 1	1 to 1

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(d) If a licensee offers the Four-Card Progressive Payout Wager:

Hand Paytable

Four aces 200 to 1

Four-of-a-kind 30 to 1

Straight flush 15 to 1

Three-of-a-kind 2 to 1

Flush 3 to 2

Straight 1 to 1

Hand Paytable A Paytable B Paytable C Paytable D

Four-of-a-kind 50 to 1 50 to 1 50 to 1 50 to 1

Straight flush 30 to 1 40 to 1 30 to 1 40 to 1

Three-of-a-kind 9 to 1 8 to 1 8 to 1 7 to 1

Flush 4 to 1 4 to 1 4 to 1 4 to 1

Straight 3 to 1 3 to 1 3 to 1 3 to 1

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~~Two Pair 2 to 1 2 to 1 2 to 1 2 to 1~~

~~Pair of queens or better 1 to 1 1 to 1 1 to 1 1 to 1~~

(+) A player placing a Four-Card Progressive Payout Wager shall be paid at the odds in one (1) of the following payout tables selected by the licensee in its Rules Submission:

(2)

Hand	Paytable A	Paytable B
Four aces	100% of meter	100% of meter
Four-of-a-kind	300 for 1	300 for 1
Straight flush	100 for 1	100 for 1
Three-of-a-kind	9 for 1	15 for 1

A player shall receive the payout for only the highest ranking four-card Poker hand (2) formed.

(+) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the licensee's Rules Submission. The initial and reset amount must also be in the licensee's Rules Submission and must be at least \$5,000 for payable A and \$1,000 (3) for payable B.

(+) Winning Four-Card Progressive Payout Hands shall be paid in accordance with the (4) amount on the meter when it is the player's turn to be paid in accordance with Section 9(e).

~~10(e).~~

(5) Four-Card Envy Bonus payouts shall be made according to the following payout schedules for Four-Card Envy Bonus Qualifying Hands based upon the amount of the (5) Four-Card Progressive Payout Wager placed by the player receiving the Envy Bonus:

(i) (+) If the licensee selects payable A from paragraph (1), the payout shall be:

\$1 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$100
Four-of-a-kind	\$10
Straight flush	\$5

\$5 Progressive Payout Wager

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Hand	Envy Bonus
Four aces	\$500
Four-of-a-kind	\$50
Straight flush	\$25

(ii) If the licensee selects payable B from paragraph (1), the payout shall be:

\$1 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$100
Four-of-a-kind	\$25

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\$5 Progressive Payout Wager

(ii) If the licensee selects payable B from paragraph (1), the payout shall be:

~~Hand Paytable A Paytable B~~
~~Four aces 100% of meter 100% of meter~~
~~Four of a kind 300 for 1 300 for 1~~
~~Straight flush 100 for 1 100 for 1~~
~~Three of a kind 9 for 1 15 for 1~~
~~Hand Envy Bonus~~
~~Four aces \$100~~
~~Four of a kind \$10~~
~~Straight flush \$5~~
~~Hand Envy Bonus~~
~~Four aces \$500~~
~~Four of a kind \$50~~
~~Straight flush \$25~~
~~\$1 Progressive Payout Wager~~
~~\$5 Progressive Payout Wager~~

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Hand	Envy Bonus
Four aces	\$500
Four-of-a-kind	\$125

(e)

(e) If a licensee offers the Five-Card Progressive Payout Wager:

(1) A player placing a Five-Card Progressive Payout Wager shall be paid at the following

(1) odds:

(2)

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Hand	Paytable
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

A player shall receive the payout for only the highest ranking five-card Poker hand (2) formed.

(3) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the licensee's Rules Submission. The initial and reset amount must also be in (3) the licensee's Rules Submission and must be at least \$10,000.

(4) Winning Five-Card Progressive Payout Hands shall be paid in accordance with the (4) amount on the meter when it is the player's turn to be paid in accordance with Section 9(e).

10(e):

(5) Five-Card Envy Bonus payouts shall be made according to the following payouts for Five-Card Envy Bonus Qualifying Hands based upon the amount of the Five-Card (5) Progressive Payout Wager placed by the player receiving the Envy Bonus:

~~Hand Envy Bonus~~

~~Four aces \$100~~

~~Four of a kind \$25~~

~~Hand Envy Bonus~~

~~Four aces \$500~~

~~Four of a kind \$125~~

~~Hand Paytable~~

~~Royal flush 100% of meter~~

~~Straight flush 10% of meter~~

~~Four of a kind 300 for 1~~

~~Full house 50 for 1~~

~~Flush 40 for 1~~

~~Straight 30 for 1~~

~~Three of a kind 9 for 1~~

\$1 Progressive Payout Wager

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Hand	Envy Bonus
Royal flush	\$1,000
Straight flush	\$300

\$5 Progressive Payout Wager

Hand	Envy Bonus
Royal flush	\$5,000
Straight flush	\$1,500

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(f) If a licensee offers the Five Card Hand Bonus Wager:

(1) ~~(1)~~ The licensee shall pay out winning Five Card Hand Bonus Wagers at the odds in the following payable:
following payable:

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Hand	Payout
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	500 for 1
Full house	100 for 1
Flush	50 for 1

A player shall receive the payout for only the highest ranking five-card Poker hand formed. If a player placed a Five Card Bonus Wager on both the dealer's hand and the player's hand, the player shall receive a payout in accordance with paragraph (1) for both the highest ranking five-card Poker hand of the dealer and the highest ranking five-card Poker hand of the player. If the dealer's hand qualifies for a payout that is a percentage of the jackpot amount on the progressive meter and if more than one player wagered on the dealer's hand, the jackpot will be divided equally among the number of players who

(2) ~~(2)~~ wagered on the dealer's hand.

(3) ~~(3)~~ The licensee may pay a Magic Card or Lucky Bonus in accordance with the odds in the following payable:

following payable:

Hand Envy Bonus

Royal flush \$1,000

Straight flush \$300

Hand Envy Bonus

Royal flush \$5,000

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Straight flush \$1,500
 Hand Payout
 Royal flush 100% of meter
 Straight flush 10% of meter
 Four of a kind 500 for 1
 Full house 100 for 1
 Flush 50 for 1

(4)

Hand	Payout
Magic Card	20 for 1
Lucky Bonus	5 for 1

The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the licensee's Rules Submission. The initial and reset amount must also be in (4) the licensee's Rules Submission and must be at least \$10,000.

11. ~~12~~ Cover All Bonus Wager

(a)

If players make the Cover All bonus, they must do so before the start of the round.

(b)

The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.

(c)

Payouts are dynamic: they change depending on the number of players in the round.

(d)

Casinos must set the i-Deal Plus shuffler to the "Crazy 4 Poker Cover All" mode.

(e)

After the dealer removes ~~his~~their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.

(f)

Below is the payable for six players:

(g)

Highest Hand	6
4 Aces	100 to 1
Royal Flush	50 to 1
4 of a Kind	25 to 1
Straight Flush	20 to 1
3 of a Kind	4 to 1

Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.

(h)

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(h) The dealer resolves Crazy 4 Poker according to house procedures, with a few changes:

a-

When the dealer comes across a hand that's a straight or higher (even if it's histheir), he will a. leave the cards exposed on the table

(i)

If the dealer finds a higher hand, he will leave those cards exposed and remove any previous (i) cards left on the table.

(j)

Once the dealer has finished reconciling all player bets, he will go back and reconcile the

Hand Payout

Magic Card 20 for 1

Lucky Bonus 5 for 1

Highest Hand 6

4 Aces 100 to 1

Royal Flush 50 to 1

4 of a Kind 25 to 1

Straight Flush 20 to 1

3 of a Kind 4 to 1

(j) Cover All bets.

(k)

Below is the matrix for 1-6 players:

13.

Highest Hand	Players					
	6	5	4	3	2	1
4 Aces	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1	300 to 1
Royal Flush	50 to 1	80 to 1	100 to 1	125 to 1	150 to 1	200 to 1
4 of a Kind	25 to 1	50 to 1	60 to 1	80 to 1	100 to 1	150 to 1
Straight Flush	20 to 1	35 to 1	40 to 1	60 to 1	90 to 1	125 to 1
3 of a Kind	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1	13 to 1

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12. Progressive Wager; Multi Link Progressive

(a)

To begin each round, players must make their regular game's wager. They may optionally place any side bet wagers and the progressive wager. Players must place the progressive (a) wagers on the sensor in front of their betting position. The sensor will light up.

(b)

Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all (b) progressive bets from the table.

(c)

The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the (c) progressive meter.

(d)

(d) Progressive winners:

a. a-. The percentage pays are paid from the progressive jackpot shown on the progressive meter.

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~~meter.~~

~~b. b.~~ Other hands are paid from the tray; they do not come off the meter.

~~e.~~ When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will ~~c.~~ turn it off.)

~~d. d.~~ The dealer shall then contact a supervisor.

~~e.~~ When the dealer reconciles all action, he presses "Game Over." ~~This~~ Their resets the system to

~~e.~~ begin the next hand.

(e)

(c) Envy Bonus:

~~a.~~ A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only; but does NOT receive the envy pay. Rule of thumb: You can't ~~a.~~ win an envy bonus pay from yourself, or the dealer.

~~b.~~ If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the ~~b.~~ next player.

Highest Hand 6 5 4 3 2 1

4 Aces 100 to 1 125 to 1 150 to 1 200 to 1 250 to 1 300 to 1

Royal Flush 50 to 1 80 to 1 100 to 1 125 to 1 150 to 1 200 to 1

4 of a Kind 25 to 1 50 to 1 60 to 1 80 to 1 100 to 1 150 to 1

Straight Flush 20 to 1 35 to 1 40 to 1 60 to 1 90 to 1 125 to 1

3 of a Kind 4 to 1 4 to 1 5 to 1 6 to 1 8 to 1 13 to 1

Players

Hand	Pays 1*	Envy
Four Aces	100%	\$100
Four of a Kind	300 for 1	\$10
Straight Flush	100 for 1	\$5
Three of a Kind	9 for 1	

(f) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

~~Hand Pays* Envy** Hand Pays* Envy**~~

~~Royal Flush 100% \$1,000 Royal Flush 100% \$5,000~~

~~Straight Flush 10% \$300 Straight Flush 10% \$1,500~~

~~4 of a Kind 300 for 1 4 of a Kind 300 for 1~~

~~Full House 50 for 1 Full House 50 for 1~~

~~Flush 40 for 1 Flush 40 for 1~~

~~Straight 30 for 1 Straight 30 for 1~~

~~3 of a Kind 9 for 1 3 of a Kind 9 for 1~~

~~Meter Seed** Meter Seed**~~

~~Hand Pays* Envy** Hand Pays* Envy**~~

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Straight Flush 100% \$250 Royal Flush 100% Major \$1,000

4 of a Kind 300 for 1 Straight Flush 100% Minor \$300

Full House 50 for 1 4 of a Kind 300 For 1

Flush 40 for 1 Full House 50 For 1

Straight 30 for 1 Flush 40 For 1

3 of a Kind 9 for 1 Straight 30 For 1

3 of a Kind 9 For 1

Meter Seed**

Meter Seed** Major

Meter Seed** Minor

Hand Pays* Envy** Hand Pays* Envy**

Royal Flush 100% Mega \$1,000 Royal Flush 100% Mega \$1,000

Straight Flush 100% Major \$300 Straight Flush 100% Major \$300

4 of a Kind 100% Minor 4 of a Kind 100% Minor

Full House 50 For 1 Full House 50 For 1

Flush 40 For 1 Flush 40 For 1

Straight 30 For 1 Straight 30 For 1

3 of a Kind 10 For 1 3 of a Kind 9 For 1

Meter Seed** Mega Meter Seed** Mega

Meter Seed** Major Meter Seed** Major

Meter Seed** Minor Meter Seed** Minor

*Original Wager is NOT Returned

**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount.

Listed seed amounts are for \$1 wager.

\$10,000

\$1,000

\$250

**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount.

Listed seed amounts are for \$1 wager.

\$10,000

\$1,000

\$250

PTMGLML02 PTMGLML03

*Original Wager is NOT Returned

Multi Game Link Paytables

PTMGL01 PTMGL02

*Original Wager is NOT Returned *Original Wager is NOT Returned

\$1,000

\$10,000

**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount.

Listed seed amounts are for \$1 wager.

**Meter Seed adjust up or down accordingly with

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~*^{*}Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~\$10,000~~

~~*^{*}Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~PTMGL04~~

~~*Original Wager is NOT Returned~~

~~\$1,000~~

~~PTMGLML01~~

~~*Original Wager is NOT Returned~~

~~(e)~~

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

Patrons on the game of Crazy Four Poker can only use the five (5) cards original dealt (g) to them for their hand in the Multi Game Link.

(h) When the different game titles are linked to a single progressive jackpot the payable, (h) wager amount and number of decks must be the same between all linked Poker games.

13. Irregularities

(a) A card that is found face up in the shoe or the deck while the cards are being dealt may not be used in that round of play and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void, (a) all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

(d) If any of the dealer's cards are inadvertently exposed prior to each player having either (d) folded or placed a Play Wager as provided under Section 409, all hands shall be void, all (d) wagers shall be returned to the players and the cards shall be reshuffled.

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

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

~~(g) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe shall be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.~~

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CRISS-CROSS POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Criss-Cross Poker, shall have the following meanings, unless the context clearly indicates otherwise:

Across Hand— A five-card Poker hand formed for each player by combining the two cards dealt to the player and the three community cards on the horizontal line of the cross.

Community cards— Cards which are used by all players to form a five-card Poker hand.

Down Hand— A five-card Poker hand formed for each player by combining the two cards dealt to the player and the three community cards on the vertical line of the cross.

2. Cards; number of decks

(a) Except as provided in subsection (b) below, Criss-Cross Poker shall be played with one deck of cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Criss-Cross Poker may be played with two decks of cards in accordance with the following requirements:

- (1) The cards in each deck must be of the same design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.
- (2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.
- (3) Both decks of cards shall be continuously alternated in and out of play, with each deck being used for every other round of play.
- (4) The cards from only one deck shall be placed in the discard rack at any given time.

(c) The decks of cards used in Criss-Cross Poker shall be changed at least every:

- (1) Four hours if the cards are dealt by hand; or
- (2) Eight eight (8) hours if the cards are dealt from a manual or automated dealing shoe.

3. Opening of the table for gaming

(a) After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects. The floorperson assigned to the table shall verify the inspection.

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

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After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in (c) accordance with Section 4.

(d)

If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in (d) accordance with subsections (a)–(c) above.

4. Shuffle and cut of the cards

(a)

Immediately prior to commencement of play, after each round of play has been completed or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.

Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack. The licensee may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing (a) shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

If an automated card shuffling device is being used, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, and the (b) device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

(c)

After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using use an automated card shuffling device, deal the cards in accordance with Sections 7-9; or

(c) (2) If the cards were shuffled manually or were reshuffled, cut the cards in accordance with Sections 7 or 8. the procedures in subsection (d) below.

(d)

If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack.

(d) The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e)

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

(f)

If there is no gaming activity at a Criss-Cross Poker table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the

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~~(f)~~ procedures in Section 3(c) and this section shall be completed.

~~(e)~~
A licensee may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Massachusetts Gaming Commission and approved in accordance with 205 CMR 146.55 prior to its use in the licensed facility. If a ~~(g)~~ licensee is utilizing the approved device, subsections (d)—(f) above do not apply.

5. Criss-Cross Poker rankings.

~~(a)~~
The rank of the cards used in Criss-Cross Poker 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 but may not be combined with any other sequence of ~~(a)~~ cards (for example, queen, king, ace, 2 and 3). All suits shall be equal in rank.

~~(b)~~
The permissible Poker hands in the game of Criss-Cross Poker, in order of highest to lowest ~~(b)~~ rank, shall be:

~~(1)~~ A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same ~~(1)~~ suit.

~~(2)~~ A straight flush, which is a hand consisting of five cards of the same suit in consecutive ~~(2)~~ ranking, other than a royal flush.

~~(3)~~ ~~(3)~~ A four-of-a-kind, which is a hand consisting of four cards of the same rank.

~~(4)~~ ~~(4)~~ A full house, which is a hand consisting of a three-of-a-kind and a pair.

~~(5)~~ A flush, which is a hand consisting of five cards of the same suit, not in consecutive ~~(5)~~ order.

~~(6)~~ ~~(6)~~ A straight, which is a hand consisting of five cards of consecutive rank of different suits.

~~(7)~~ ~~(7)~~ A three-of-a-kind, which is a hand consisting of three cards of the same rank.

~~(8)~~ ~~(8)~~ Two pairs, which is a hand consisting of two pairs.

~~(9)~~ ~~(9)~~ A pair, which is a hand consisting of two cards of the same rank.

6. Wagers.

~~(a)~~
Wagers at Criss-Cross Poker shall be made by placing value chips, plaques or other Commission-approved table game wagering instruments on the appropriate areas of the table ~~(a)~~ layout. Verbal wagers accompanied by cash may not be accepted.

~~(b)~~
Only players who are seated at a Criss-Cross Poker table may wager at the game. Once a player has placed a wager and received cards, that player 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 ~~(b)~~ wagers.

~~(c)~~
All Ante Across and Ante Down Wagers shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures in Sections 7-9 and 8. Except as provided in

Section ~~409~~(b), (d) and (f), a wager may not be made after the dealer has announced “no more

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(c) bets.”

(d)

To participate in a round of play, a player shall place two equal but separate Ante Wagers (d) designated as Ante Across and Ante Down.

(e)

If specified in its Rules Submission, a licensee may offer to each player at a Criss-Cross Poker table the option to make an additional Five Card Bonus Wager that the five community cards will form a hand with a rank of a pair of 6s or better. After placing the Ante Wagers required under subsection (d) above, a player may make an additional Five Card Bonus Wager by placing a value chip onto the designated betting area for that player. A Five Card (e) Bonus Wager will not have a bearing on any other wagers made by the player.

(f)

(f) Across, Down and Middle Bets shall be made in accordance with Section 109(b), (d) and (f).

(g)

(g) A player may not wager on more than one player position at a Criss-Cross Poker table.

7. Procedure for dealing the cards from a manual dealing shoe

(a)

If a manual dealing shoe is used, the dealing shoe must be located on the table in a location approved by the Commission pursuant to 205 CMR 146. Once the procedures required under Section 4 (relating to shuffle and cut of the cards) have been completed, the stacked deck of (a) cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

device.

(b)

(b) Prior to dealing any cards, the dealer shall announce “no more bets.”

(c)

Each card shall be removed from the dealing shoe with the hand of the dealer that is closest (c) to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d)

The dealer shall deal five community cards face down to form a cross with one card in the box furthest from the dealer, three cards in the second row and one card in the box closest to the dealer. After dealing the five community cards, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time, face down to each player who has placed the two required Ante Wagers in (d) accordance with Section 6(d) until each player has two cards.

(e)

After five cards have been dealt to the area designated for the placement of the community cards and two cards have been dealt to each player, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f) below, place the stub in the (e) discard rack without exposing the cards.

(f)

If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards

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(f) in the stub by counting the cards face down on the layout.

(g)

If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub (g) in the discard rack without exposing the cards.

(h)

If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 2 cards or the area designed for the placement of the community cards has more or less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers (h) shall be returned to the players and the entire deck of cards shall be removed from the table.

8. Procedure for dealing the cards from the hand

(a) If the cards are dealt from the dealer's hand, the following requirements shall be observed:

(1) An automated shuffling device shall be used to shuffle the cards.

(2) After the procedures required under Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which he will hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(3) Prior to dealing any cards, the dealer shall announce "no more bets."

(b) 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. The dealer shall deal five community cards face down to form a cross with one card in the box furthest from the dealer, three cards in the second row and one card in the box closest to the dealer. After dealing the five community cards, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time, face down to each player who has placed the two required Ante Wagers in accordance with Section 6(d) until each player has two cards.

(c) After five cards have been dealt to the area designated for the placement of the community cards and two cards have been dealt to each player, the dealer shall, except as provided in subsection (d) below, place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 2 cards or the area designed for the placement of the community cards has more or less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9.

8. Procedure for dealing the cards from an automated dealing shoe/machine.

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(a)

(a) If the cards are dealt from an automated dealing shoe/machine, the following requirements shall be observed:

~~observed:~~

(1) After the procedures required under Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

(2) ~~(2)~~ Prior to the shoe/machine dispensing any stacks of cards, the dealer shall announce "no more bets."

~~bets."~~

(b)

The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe/machine face down to the area designated for the placement of the community cards. The dealer shall

spread the stack within the designated area to form a cross with one card placed in the box furthest from the dealer, three cards in the second row and one card in the box closest to the dealer. After dealing the five community cards, starting with the player farthest to the dealer's

(b) left and continuing around the table in a clockwise manner, the dealer shall deliver a stack of two cards face down to each of the players who has placed the two required Ante Wagers in accordance with Section 6(d).

~~two cards face down to each of the players who has placed the two required Ante Wagers in accordance with Section 6(d).~~

(c)

After each stack of cards has been dispensed and delivered in accordance with subsection (b), (c) the dealer shall remove the stub from the automated dealing shoe/machine and, except as provided in subsection (d) below, place the cards in the discard rack without exposing the cards.

~~subsection (d) below, place the cards in the discard rack without exposing the cards.~~

(d)

If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards (d) in the stub by counting the cards face down on the layout.

(e)

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

~~in the discard rack without exposing the cards.~~

(f)

If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 2 cards or the area designated for the placement of the community cards has more or less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers

(f) shall be returned to the players and the entire deck of cards shall be removed from the table.

~~to.~~

9. Procedures for completion of each round of play

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(a)

After the dealing procedures required under Sections 7-9 or 8 have been completed, each player (a) shall examine his cards subject to the following limitations:

(1) Each player who wagers at Criss-Cross Poker shall be responsible for his own hand and

(1) no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

the cards of that player.

(2) Each player shall keep his two cards in full view of the dealer at all times.

(b)

After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes they wish to

place an Across Bet in an amount equal to one to three times the total amount of the player's Ante Across Wager. If a player does not place an Across Bet, the player's Ante Across and Ante Down Wagers shall be collected and the player's cards placed in the discard rack provided that if a player also placed a Five Card Bonus Wager, the player's Five Card Bonus (b) Wager shall remain on the table until resolved in accordance with subsection (h)(5) below.

(c)

After each player has made a decision regarding the Across Bet and any forfeited hands have (c) been collected, the dealer shall then turn the two outside community cards in the horizontal row face up on the layout.

row face up on the layout.

(d)

After the first two community cards are exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes they wish to place a Down Bet in an amount equal to one to three times the total amount of the

player's Ante Down Wager. If a player does not place a Down Bet, the player's Ante Across Wager, Ante Down Wager and Across Bet shall be collected and the player's cards placed in the discard rack provided that if a player also placed a Five Card Bonus Wager, the player's (d) Five Card Bonus Wager shall remain on the table until resolved in accordance with subsection (h)(5) below.

subsection (h)(5) below:

(e)

The dealer shall then turn the two outside community cards in the vertical row face up (e) leaving only the middle community card face down on the layout.

(f)

After the third and fourth community cards are exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes they wish to place a Middle Bet in an amount equal to one to three times the amount of the player's Ante Across or Ante Down Wager. If a player does not place a Middle Bet, the player's Ante Across Wager, Ante Down Wager, Across Bet and Down Bet shall be collected and the player's cards placed in the discard rack provided that if a player also placed a Five Card Bonus Wager, the player's Five Card Bonus Wager shall remain on the table until resolved in accordance with subsection (h)(5) below. After all remaining players have placed

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~~(f)~~ a Middle Bet, each player shall place his cards face down on the appropriate area of the layout.

~~(g)~~

The dealer shall then turn the middle community card face up on the layout. After all five community 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, turn the two cards of the player face up on the layout. The player's two cards and the three community cards in the horizontal line shall form the player's five-card Across Hand while the player's two cards and the three community cards in the vertical line shall form the player's five-card Down Hand.

~~(h)~~

The dealer shall settle all wagers of that player by collecting losing wagers and paying winning wagers as follows:

~~(1)~~ ~~(+)~~ If a player's Across Hand:

~~(i)~~ ~~(+)~~ Is less than a pair of 6s, the dealer shall collect the losing Ante Across and Across Bet Wagers.

Wagers:

~~(ii)~~ Is a pair of 6s or better, as described in Section 5(b), the dealer shall return or pay out

~~(ii)~~ the winning Ante Across wager in accordance with Section ~~++10~~(a) and the Across Bet in accordance with Section 10(b).

~~in accordance with Section 11(b)~~:

~~(2)~~ ~~(-)~~ If a player's Down Hand:

~~(i)~~ ~~(+)~~ Is less than a pair of 6s, the dealer shall collect the losing Ante Down and Down Bet wagers.

wagers:

~~(ii)~~ Is a pair of 6s or better, as described in Section 5(b), the dealer shall return or pay out

~~(ii)~~ the winning Ante Down Wager in accordance with Section ~~++10~~(a) and the Down Bet in accordance with Section 10(b).

~~accordance with Section 11(b)~~:

~~(3)~~ If neither of a player's Down or Across Hands contains a pair of 6s or better, the dealer ~~(3)~~ shall collect the losing Middle Bet Wager.

~~(4)~~ If either of a player's Down or Across Hands contains a pair of 6s or better, as described in Section 5(b), the dealer shall pay out the Middle Bet Wager in accordance with Section

~~(4)~~ ~~++10~~(b). The payout shall be based on the higher ranking Across Hand or Down Hand.

~~(5)~~ After settling the player's other wagers, the dealer shall settle the player's Five Card Bonus Wager, if applicable. If the five community cards form a five-card Poker hand of a

~~(5)~~ Card Bonus Wager in accordance with Section ~~++10~~(c).

~~(+)~~ After all wagers of the player have been settled, the dealer shall remove the player's cards from the table and place them in the discard rack in a manner that permits the

~~(i)~~ reconstruction of each hand in the event of a question or dispute.

~~11~~:

10. Payout odds

~~(+)~~

~~(a)~~ Winning Ante Across and Ante Down Wagers shall be paid at the following odds:

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(b)

Hand	Payout
Pair of jacks or better	1 to 1
Pair of 6s through 10s	Push

(b) Winning Across, Down and Middle Bet Wagers shall be paid at the following odds:

~~Hand Payout~~

~~Pair of jacks or better 1 to 1~~

~~Pair of 6s through 10s Push~~

Hand	Payout
Royal flush	500 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1
Full house	12 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of jacks, queens, kings or aces	1 to 1
Pair of 6s through 10s	Push

(c)

If a licensee offers the Five Card Bonus Wager, winning Five Card Bonus Wagers shall be

(c) paid out at the following odds:

(d)

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Hand	Payout
Royal flush	250 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1
Full house	15 to 1
Flush	10 to 1
Straight	6 to 1
Three-of-a-kind	4 to 1
Two pair	3 to 1
Pair of 6s or better	1 to 1

Notwithstanding the payout odds in subsections (a)—(c) above, if specified in its Rules Submission form, the licensee may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could (d) win per round when betting the minimum wager, whichever is greater.

Hand Payout

Royal flush 500 to 1

Straight flush 100 to 1

Four of a kind 40 to 1

Full house 12 to 1

Flush 8 to 1

Straight 5 to 1

Three of a kind 3 to 1

Two pair 2 to 1

Pair of jacks, queens, kings or aces 1 to 1

Pair of 6s through 10s Push

Hand Payout

Royal flush 250 to 1

Straight flush 100 to 1

Four of a kind 40 to 1

Full house 15 to 1

Flush 10 to 1

Straight 6 to 1

Three of a kind 4 to 1

Two pair 3 to 1

Pair of 6s or better 1 to 1

12.

11. Irregularities

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(a)

A card that is found face up in the shoe or the deck while the cards are being dealt may not be used in that round of play and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void, ~~all wagers shall be returned to the players and the cards shall be reshuffled.~~ ~~all wagers shall be returned to the players and the cards shall be reshuffled.~~

(b)

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

(c)

If any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d)

If any of the community cards are inadvertently exposed prior to the dealer revealing the community cards in accordance with Section 9(c), (e) and (g), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled. ~~community cards in accordance with Section 10(e), (e) and (g), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.~~

(e)

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

(f)

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

~~If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe shall be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.~~

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DJ Wild Poker

Rules

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1. Definitions

The following words and terms, when used in the Rules of the Game of DJ Wild Poker, shall have the following meanings unless the context clearly indicates otherwise:

Ante wager - means a wager required by the game to initiate the start to the round of play.

Blind wager - means a wager required by the game that must also be played to receive their five (5) card hand.

Trips wager - ~~is~~ an optional wager placed by the patron that only matters what the player's seven card hand is. The outcome of the other wagers has no bearing on this wager.

Play bet - ~~is~~ the wager that is required to stay in the hand. The player must place 2X his Ante wager to stay in the hand or fold.

2. Cards; number of decks

(a) Except as provided in (b) below, DJ Wild Poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48, plus the joker, and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) If an automated card shuffling device is used for DJ Wild Poker, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

- (1) Each deck of cards complies with the requirements of (a) above;
- (2) The backs of the cards in the two decks are of a different color;
- (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- (4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
- (5) The cards from one deck only shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

(a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (d) below ~~or the requirements of 205 CMR 146.50.~~

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out 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.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or~~ by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the ~~dealer or~~ device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, ~~inserts deals them out to all player and dealing spots with the stack appropriate number of cards directly into a dealing shoe.~~

(b) After the cards have been shuffled ~~and stacked~~, the dealer shall:
~~(1) If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Section ~~8; or 7.~~
~~(2) If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, cut the cards in accordance with the procedures set forth in (c) below.~~

(c) If a cut of the cards is required, the dealer shall:
(1) Cut the deck, using one hand, by:
(i) Placing the cover card on the table in front of the deck of cards;
(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)(1)(ii) above; and
(iv) Removing the cover card and placing it in the discard rack; and
(2) Deal the cards in accordance with the procedures set forth in Section 7.

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

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(e) Whenever there is no gaming activity at a DJ Wild Poker table that is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) and, if applicable, (d) shall be completed.

5. DJ Wild Poker hand rankings

The rank of the cards used in DJ Wild 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. The highest ranking hand is a 5 Card Wild hand. The Joker and all deuces are wild in the game of DJ Wild Poker.

6. Wagers

(a) All wagers at DJ Wild Poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon, on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante, blind, and optional ~~Tripstrips~~ side bet wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Section 7 ~~or 8~~.

(c) A 'Play' wager shall be made in accordance with Section ~~98~~.

(d) Only players who are seated at the DJ Wild Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

7. Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of 205 CMR 146, a gaming licensee may, in its discretion, choose to have the cards used to play DJ Wild Poker dealt from an automated dealing shoe/~~machine~~ which dispenses cards in stacks of five cards, provided that the shoe/~~machine~~, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/~~machine~~, the following requirements shall be observed.

(1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe/~~machine~~.

(2) The dealer shall then announce "No more bets" prior to the shoe/~~machine~~ dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face down to the player farthest to their left who has placed a wager in accordance with Section 6. ~~As the remaining stacks are dispensed to the dealer by the automated dealing face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing~~ shoe/machine, 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 a manner as to not disclose the value of the cards.

(d) After each stack of five cards has been dispensed and delivered in accordance with this subsection, the dealer shall deal themselves their five-card hand.

(e) Starting from the player farthest to their left who has placed a wager the dealer will offer the option to:

- (1) Place a play wager that is 2X the ante wager made by the player; or
- (2) Fold

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck.

(g) Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 53 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Completion of a round of play; collection and payment of wagers

(a) After the dealing procedures required by Section 7 has been completed the dealer will expose their cards, each player's hand shall be compared to the dealer's.

(b) Each player shall be responsible for their own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the five cards in full view of the dealer at all times.

(c) No player may exchange or communicate information regarding ~~his or her~~their hand prior to the dealer revealing their cards. Any violation shall result in a forfeiture of all wagers on that round by such player.

(d) After all players have either placed a play wager or folded; the dealer shall then turn over and reveal ~~his~~their five-card hand and announce ~~his~~their five-card hand.

- (1) If the dealer and the player both have the same value of their hand the winning hand is determined by the highest-ranking card Ace (high) – 2 (low). If all five cards are the same in value the Ante, Blind, and Play wagers are a push.

- (2) If the player's hand loses to the dealer, the Play, Ante and Blind wagers lose.
- (3) If the player's hand beats the dealers, the Play and Ante wagers win even money and;

The **Blindblind** wager wins according to the chart below:

Five Wilds	1,000 to 1
Royal Flush	50 to 1
Quints	10 to 1
Straight Flush	9 to 1
Quads	4 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1
Others	Push

- (4) The **Tripstrips** wager is paid on its own value independent of the value of the dealer's hand (see payable below). The **Tripstrips** bet wins if the player has three of a kind or better.

Winning hands pay more if they are achieved without the use of wild cards. All hands that use a Joker are considered wild.

Hands	01		02		03		04		05		06		07	
	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild
Five Wilds	2000 to 1		2000 to 1		2000 to 1		2000 to 1		2000 to 1		500 to 1		2000 to 1	
Royal flush	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	90 to 1	1,000 to 1	70 to 1	400 to 1	70 to 1	1,000 to 1	60 to 1
Straight flush	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1
5-of-a-Kind	100 to 1		100 to 1		100 to 1		70 to 1		60 to 1		60 to 1		50 to 1	
4-of-a-Kind	90 to 1	6 to 1	90 to 1	6 to 1	90 to 1	6 to 1	60 to 1	6 to 1	50 to 1	6 to 1	50 to 1	6 to 1	40 to 1	6 to 1
Full house	40 to 1	5 to 1	40 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1
Flush	25 to 1	4 to 1	30 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1
Straight	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1
Trips	7 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1

- (5) All hands with a deuce are not necessarily wild. If a deuce is not used as a wild card to make a winning **Tripstrips** hand, it will be considered "natural."

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

10. Optional Two Way Bad Beat Wager

- (a) The two-way bad beat bonus is an optional upgrade for DJ Wild Poker. The bet wins if both the player and the dealer each have three of a kind or better—and they do not tie.
- (b) If the player folds, the Two-Way Bad Beat (if played) wager is still in action.
- (c) Payouts are based on the losing hand from the chart below:

Hand Beaten	Pays
Royal Flush	10,000 to 1
Five of a Kind	10,000 to 1
Straight Flush	5,000 to 1
Four of a Kind	500 to 1
Full House	400 to 1
Flush	300 to 1
Straight	100 to 1
Three of a Kind	9 to 1

11. Cover All Bonus Wager

- (a) If players make the Cover All bonus, they must do so before the start of the round.
- (b) The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.
- (c) Payouts are dynamic: they change depending on the number of players in the round.
- (d) Casinos must set the i-Deal Plus shuffler to the “DJ Wild Cover All” mode.
- (e) After the dealer removes ~~his~~their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.
- (f) Below is the payable for six players:

	Players
Highest Hand	6
5 Wilds	100 to 1
Royal Flush	40 to 1
Straight Flush	35 to 1
4 of a Kind	20 to 1
Full House	3 to 1

- (g) Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.
- (h) The dealer resolves the game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that’s a straight or higher (even if it’s ~~his~~;~~he~~theirs), ~~they~~ will leave the cards exposed on the table
- (i) If the dealer finds a higher hand, ~~he~~they will leave those cards exposed and remove any previous cards left on the table.

(j) Once the dealer has finished reconciling all player bets, ~~he~~they will go back and reconcile the Cover All bets.

(k) Below is the matrix for 1-6 players:

	Players					
Highest Hand	6	5	4	3	2	1
5 Wilds	100 to 1	150 to 1	200 to 1	300 to 1	400 to 1	500 to 1
Royal Flush	40 to 1	50 to 1	60 to 1	80 to 1	90 to 1	100 to 1
Straight Flush	35 to 1	40 to 1	50 to 1	70 to 1	80 to 1	90 to 1
4 of a Kind	20 to 1	20 to 1	25 to 1	30 to 1	40 to 1	70 to 1
Full House	3 to 1	4 to 1	5 to 1	6 to 1	9 to 1	15 to 1

12. Multi Game Link

(a) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below. Patrons on the game of DJ Wild Stud will use the five (5) cards original dealt to them for their hand in the Multi Game Link unless one of the player's original cards is a wild card. In these cases the dealer will replace it with a card from the remaining cards left in the deck.

(b) When the different game titles are linked to a single progressive jackpot the payable, wager amount and number of decks must be the same between all linked Poker games.

13. Irregularities

(a) If the dealer's cards are exposed, all hands shall be void.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

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

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

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

DOUBLE ATTACK BLACKJACK

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Double Attack Blackjack, shall have the following meanings unless the context clearly indicates otherwise:

Blackjack - shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a 10 point value card dealt to a player who has split pairs.

Double attack wager - shall mean an optional wager, in an amount not to exceed the amount of the initial wager, afforded to each player after the dealer is dealt a card face upwards.

Hard total - shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as one in value.

Initial wager - shall mean the wager required to be made prior to any cards being dealt in order to participate in the round of play.

Pat hand - shall mean a hand that has a value of hard 17 or better and does not require a hit.

Soft total - shall mean the total point count of a hand which contains an ace that is counted as 11 in value.

Suit - shall mean one of the four categories of cards: club, diamond, heart, spade.

2. Cards; number of decks; rank of cards

(a) Double attack blackjack shall be played with six or eight decks of cards, with backs of the same color and design and one additional cutting card. The decks shall meet the requirements of 205 CMR 146.48(a) and shall consist of 48 cards, with the 10 of each suit having been removed from each deck during the inspection required by 205 CMR 146.49 and Section 3. The cut card shall be opaque and a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

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

- (1) Any card from 2 to 9 shall have its face value;
- (2) Any jack, queen or king shall have a value of 10;
- (3) An ace shall have a value of 11, unless that value would give a player or the dealer a point total in excess of 21, in which case an ace shall have a value of one.

3. Opening of the table for gaming

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~~(a)~~
After receiving the decks of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) ~~(a)~~ through (c) below or the requirements of 205 CMR 146.50.

~~(b)~~
If the decks contain the 10 of any suit, the dealer shall remove these cards from the decks, and the floorperson shall verify that all such cards have been removed from each deck, and shall ~~destroy~~remove them in a manner approved by the Commission. Following the inspection of

the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the ~~(a)~~ ~~(b)~~ table. Each deck of cards shall be spread out separately, according to suit and in sequence.

~~(c)~~
After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards, and stacked. If during the mixing or the stacking process a card is turned over and exposed to the players, the cards shall be remixed. Once the cards have been ~~(c)~~ stacked, they shall be shuffled in accordance with Section 4.

4. Shuffle and cut of the cards

~~(a)~~
Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and after each shoe of cards has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place ~~(a)~~ the deck of cards in a single stack.

~~(b)~~
~~(b)~~ After the cards have been shuffled and stacked, the dealer shall:

~~(1)~~ If the cards were shuffled using an automated card shuffling device, place the stack of cards in the dealing shoe and deal the cards in accordance with the procedures set forth in Section 7; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards,

~~(1)~~ inserts the stack of cards directly into a dealing shoe; or

~~(2)~~ If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, ~~(2)~~ cut the cards in accordance with the procedures set forth in (c) below.

~~(c)~~ If a cut of

After the cards ~~is required~~have been shuffled, the dealer shall perform one of the following options. The dealer will offer the stack of cards ~~to be cut~~, with the backs facing away from ~~the dealer, them~~ to the player determined pursuant to (d) below. If

~~(c)~~ ~~player accepts~~be cut, or at the casino's discretion, the ~~cut, the dealer shall will~~ cut the stack of cards for the table.

~~(d)~~
~~(d)~~ The cut of the cards shall be offered to players in the following order:

~~(1)~~ ~~(1)~~ The first player to the table, if the game is just beginning; or

~~(2)~~ ~~(2)~~ The player on whose box the cut card appeared during the last round of play; or

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- ~~(3)~~ The player at the farthest position to the right of the dealer if the cut card appeared on the (3) dealer's hand during the last round of play; or
- ~~(4)~~ The player at the farthest position to the right of the dealer if the reshuffle was initiated at (4) the discretion of the gaming licensee.

~~(e)~~

(e) If the player designated in subsection (c) of this section refuses the cut, the cards shall be offered to each other player moving counterclockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

The player or dealer making the cut shall place the cut card in the stack at least a deck from either end. Once the cut card has been inserted, the dealer shall take the cut card and all the cards on top of the cut card and place them on the bottom of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe. Thereafter, the dealer shall insert the cut card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall (f) then be inserted into the dealing shoe for commencement of play.

~~(f)~~

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if ~~he or she determines they determine~~ that the cut was performed improperly or

in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (g) by the next person entitled to cut the cards, as determined by (c) and (d) above.

~~(g)~~

A reshuffle of the cards in the shoe shall take place after the cut card is reached in the shoe as provided for in Section 7(j), provided, however, that the gaming licensee may determine after (h) each round of play that the cards should be reshuffled.

~~(h)~~

A gaming licensee may submit to the Commission for approval the proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling (i) equipment (dealing shoes or other dealing devices) and burn card procedures.

~~(i)~~

Whenever there is no gaming activity at a double attack blackjack table that is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After~~ (j) After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.

~~(j)~~

When the licensee is using a manual shuffle, the following steps will be incorporated into (k) their shuffle procedure.

~~(1)~~ The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

~~(2)~~ The "riffle" is when the cards are divided into two piles and interlaced.

~~(3)~~ The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffling the stacks together.

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~~(4)~~ The “strip” also known as running cuts. The strip should not occur before at least two ~~(4)~~ riffles have taken place.

~~(5)~~ The “cut” is the final step before the cards are put back into the shoe. This ~~insures~~ensures that the

~~(5)~~ top card cannot be identified if it was accidentally exposed during the other steps.

5. Wagers; payout odds

~~(a)~~

~~(a)~~ An initial wager and a double attack wager shall win if:

~~(1)~~ ~~(4)~~ The point total of the player is 21 or less and that of the dealer is in excess of 21;

~~(2)~~ ~~(2)~~ The point total of the player exceeds that of the dealer without either exceeding 21; or

~~(3)~~ ~~(3)~~ The player has a blackjack and the dealer has a point total of 21 in three or more cards.

~~(b)~~

Except as otherwise provided in ~~(a)~~(3) above, a wager made in accordance with this section shall be void if the point value of the player’s hand equals the point value of the dealer’s hand or if both player and dealer have blackjack. However, an initial wager shall lose and a double attack wager shall be void if the dealer has a blackjack and the player does not have

~~(b)~~ blackjack.

~~(c)~~

All wagers at double attack blackjack shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or ~~(c)~~ plaques in accordance with 205 CMR 146.09.

~~(d)~~

Except as otherwise provided in the Rules of the Game of ~~Double Attack Blackjack, double attack blackjack~~, no wager shall be made, increased or withdrawn after the first card of the respective round has ~~(d)~~ been dealt.

~~(e)~~

After each round of play is complete, the dealer shall collect all losing initial and double ~~(e)~~ attack wagers and pay off all winning initial and double attack wagers at odds of 1 to 1.

~~(f)~~

Except as expressly permitted by the Rules of the Game of ~~Double Attack Blackjack, double attack blackjack~~, 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 ~~(f)~~ and implemented with respect to that wager.

~~(g)~~

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 ~~(g)~~ decision has been rendered and implemented with respect to that wager, except as expressly permitted by the Rules of the Game of double attack blackjack. ~~permitted by the Rules of the Game of Double Attack Blackjack.~~

~~(h)~~

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After the cards have been shuffled pursuant to Section 4, a gaming licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the gaming licensee chooses to permit (h) the player to begin wagering or until a reshuffle of the cards has occurred.

6. Optional bonus wager.

~~(a)~~
A player at a double attack blackjack table may make an optional bonus wager that the dealer (a) will exceed a point total of 21 with exactly three cards.

~~(b)~~
Prior to the first card being dealt for each round of play, a player who has placed the initial (b) wager may make an additional bonus wager, which shall be in an amount not less than \$1.00 and shall not exceed the lesser of:

- ~~(1)~~ ~~(+)~~ The amount of the player's initial wager; or
- ~~(2)~~ A maximum amount established by the gaming licensee, which limit shall be posted in (2) accordance with 205 CMR 147.03.

~~(c)~~
An optional bonus wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the double attack blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in (c) accordance with 205 CMR 146.09.

~~(d)~~
If the dealer's first two cards yield a point count of 17 or higher or immediately after the dealer has drawn a third card to a point count of less than 17, and before any other wagers are (d) paid or collected, the dealer shall settle all optional bonus wagers as follows:

- ~~(1)~~ If the dealer's point total does not exceed 21 with exactly three cards all optional bonus (1) wagers lose and shall be immediately collected by the dealer.
- ~~(2)~~ If the dealer's point total exceeds 21 with exactly three cards the dealer shall immediately (2) pay all optional bonus wagers starting with the player immediately to the dealer's right and proceeding counterclockwise around the table. Except as provided in (d)(3) below, the dealer shall pay each player who has placed an optional bonus wager based on the (2) value of the third card drawn by the dealer in accordance with the following pay table:

Dealer's Third Card Value	Payout Odds
Ten	3 to 1
Nine	6 to 1
Eight	8 to 1
Seven	10 to 1
Six	15 to 1

If the value of the dealer's third card is an eight of the same color or suit of the dealer's first two cards which are also each an eight, a gaming licensee shall pay each player who

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(3) has placed an optional bonus wager as follows:

(e)

Eight's Value	Payout Odds
Three eights of the same color	50 to 1
Three eights of the same suit	200 to 1

The optional bonus wager shall have no bearing on any other wager made by a player at the (e) game of double attack blackjack.

7. Procedure for dealing the cards

(a)

All cards used at double attack blackjack shall be dealt from a dealing shoe specifically (a) designed for such purpose and located on the table to the left of the dealer.

(b)

The dealer shall remove cards from the shoe with ~~his or her~~their left hand, turn them face upwards, and then place them on the appropriate area of the layout with ~~his or her~~their right hand,

except that the dealer has the option to deal hit cards to the first two betting positions with ~~his or her~~their left hand. Cards will be dealt so as not to expose the hole card or any other face down (b) cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

Dealer's Third Card Value Payout Odds

Ten 3 to 1

Nine 6 to 1

Eight 8 to 1

Seven 10 to 1

Six 15 to 1

Eight's Value Payout Odds

Three eights of the same color 50 to 1

Three eights of the same suit 200 to 1

(c)

After the full set of cards is placed in the shoe, the dealer shall remove the first card ~~therefrom~~ there from face downwards and place it in the discard rack, which shall be located on the

table immediately to the right of the dealer. Each new dealer who comes to the table shall also burn one card as described in this subsection before the new dealer deals any cards to the (c) players. The burn card shall be disclosed if requested by a player.

(d)

At the commencement of each round of play and after all players are given the opportunity to make an initial wager in the area marked "BET", the dealer shall deal a card to ~~himself or herself~~themselves face up and offer all players the opportunity to place an additional wager in the area

marked "Double Attack" in an amount equal to the player's initial wager. The remaining (d) cards are to be dealt in the following order.

(1) (1) One card face upwards to each box on the layout in which a wager is contained.

(2) (2) A second card face upwards to each box in which a wager is contained.

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(e)

After two cards have been dealt to each player, the dealer shall, beginning from ~~his or her~~ their left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether ~~he or she wishes~~ they wish to surrender, double down, split pairs, stand or

(e) draw, as provided for by the Rules of the Game of ~~Double Attack Blackjack~~ double attack blackjack.

(f)

As each player indicates ~~his or her~~ their decisions, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decisions consistent with the Rules of the Game of ~~Double Attack Blackjack~~ double attack blackjack and shall announce the new point total of such player after

(f) each additional card is dealt.

(g)

After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upward to ~~himself or herself~~ themselves; provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced "Dealer's Card," which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12 shall be dealt face upwards at this time, after which the dealer shall announce ~~his or her~~ their total point count. In lieu of the requirements of this (g) subsection, one of the procedures set forth in (i) below may be implemented.

(h)

At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to ~~his or her~~ their far right and moving counterclockwise around the table.

After all the players' cards have been collected, the dealer shall pick up ~~his or her~~ their cards (h) against the bottom of the players' cards and place them in the discard rack.

(i)

In lieu of the procedure set forth in (g) above, a gaming licensee may permit the dealer to deal ~~his or her~~ their hole card face downward after a second card and before additional cards are dealt to the players; provided, however, that the dealer shall not look at the face of the hole card until after all other cards requested by the players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a gaming licensee elects to utilize a card reader device and the dealer's first card is an ace, king, queen or jack of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Commission. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table.

If the dealer has a blackjack, no additional cards shall be dealt and each player's wager(s) shall be settled in accordance with Sections 5-6, as applicable. Any gaming licensee using this alternate dealing procedure shall provide notice thereof in accordance with the (i) requirements set forth in 205 CMR 147.03.

(j)

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Whenever the cut card is reached in the deal of the cards, the dealer shall continue dealing (j) the cards until that round of play is completed, after which the dealer shall:

- (1) ~~(1)~~ Collect the cards as provided in (h) above;
- ~~(2)~~ Remove the cards remaining in the shoe and place them in the discard rack to ensure that
 - (2) no cards are missing; and
 - (3) ~~(3)~~ Shuffle the cards.

No player or spectator shall handle, remove or alter any cards used to game at double attack blackjack except as explicitly permitted by the Rules of the Game of ~~Double Attack Blackjack~~ ~~double attack blackjack~~, and no dealer or other casino employee shall permit a player or spectator to (k) engage in such activity.

Each player at the table shall be responsible for correctly computing the point count of ~~his or her~~ ~~their~~ hand, and no player shall rely on the point counts required to be announced by the dealer (l) under this section without checking the accuracy of such announcement ~~himself or herself~~ ~~themselves~~.

8. Surrender

~~(a)~~ After the first two cards are dealt to a player and the player's point total is announced, the player may elect to discontinue play on ~~his or her~~ ~~their~~ hand for that round by surrendering ~~one-half~~ ~~one-half~~ the amount of ~~his or her~~ ~~their~~ wager(s). A player may also elect to surrender after additional cards are drawn, after a hand is split and after doubling down. A player may not elect to (a) surrender after ~~he or she decides~~ ~~they decide~~ to stand.

- ~~(1)~~ If the first card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer shall immediately
 - (1) collect one-half the amount of the player's wager(s) and return one-half to the player.
 - ~~(2)~~ If the first card dealt to the dealer is an ace, king, queen or jack, the dealer shall place the player's wager(s) on top of the player's cards. When the dealer's second card is revealed, the hand shall be settled by immediately collecting the entire wager if the dealer has blackjack, or by collecting one-half the amount of the player's wager(s) and returning
 - (2) one-half to the player if the dealer does not have blackjack.
 - ~~(3)~~ If a card reader device is employed on the game, the gaming licensee shall have the option to, when a player elects to surrender, collect one-half the amount of the player's wager(s) and return one-half to the player immediately regardless of the dealer's up card,
 - (3) provided that the dealer has already determined that ~~he or she does~~ ~~they do~~ not have a blackjack.

If the player has made an insurance wager and then elects to surrender, each wager shall be (b) settled separately, and one wager shall have no bearing on the other.

9. Doubling down

~~(a)~~ Except for when a player is dealt a blackjack, a player may elect to double down, that is, make an additional wager not in excess of the amount of ~~his or her~~ ~~their~~ wager(s), on the two or

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more cards dealt to that player, including any hands resulting from a split pair, on the condition that only one additional card shall be dealt to each hand on which the player has elected to double down. In such circumstances, the one additional card shall be dealt face (a) upwards and placed sideways on the layout.

(b)

(b) Winning wager(s) on a doubled hand shall be paid in accordance with Section 5(e).

(c)

If a dealer has a blackjack after a player doubles down, the dealer shall collect only the amount of the original wager(s) of such player, and shall not collect the additional amount(s) (c) wagered in doubling down.

10. Splitting pairs

(a)

Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands, provided that the player makes a wager on the second hand so formed in an amount equal to his or her their initial wager. If a player has also placed a double attack wager, the player shall make a wager on the second hand so formed in an (a) amount equal to his or her their initial wager and double attack wager.

(b)

When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any (b) cards to any other hand.

(c)

After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate his or her their decision to stand, draw or double down with respect thereto. A player may also split pairs again if the second card dealt to an incomplete hand is identical in value to the split pair; provided, however, that a player may split pairs a maximum of two times (total of three hands) at a table with seven player positions or a (c) maximum of three times (total of four hands) at a table with six player positions.

(d)

If the dealer obtains blackjack after a player splits pairs, the dealer shall collect only the amount of the original wager(s) of such player, and shall not collect the additional amount(s) (d) wagered in splitting pairs.

(e)

If a player elects to split a pair of aces, each ace shall receive only one card. Aces may be (e) split only once and cannot be resplit.

11. Insurance

(a)

Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance wager, which shall win if the dealer's second card is a king, queen or jack and (a) shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.

(b)

An insurance wager shall be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may wager an amount in excess of half the initial wager to the next unit that can be wagered in

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chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be wagered. All insurance wagers shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer (b) inserting ~~his or her~~their hole card into the card reader device.

~~(e)~~

(c) All winning insurance wagers shall be paid at odds of 5 to 2.

~~(d)~~

All losing insurance wagers shall be collected by the dealer immediately after the dealer draws ~~his or her~~their second face up card or discloses ~~his or her~~their hole card and before the dealer

(d) draws any additional cards.

12. Drawing of additional cards by players and the dealer

~~(a)~~

A player may elect to draw additional cards whenever ~~his or her~~their point count total is less than (a) 21, except that:

(1) ~~(1)~~ A player having blackjack or a hard total of 21 may not draw additional cards; and

(2) ~~(2)~~ A player electing to double down shall draw only one additional card.

~~(b)~~

Except as provided in (c) below, a dealer shall draw additional cards to ~~his or her~~their hand until the dealer has a hard or soft total of 17, 18, 19, 20 or 21, at which point no additional cards

(b) shall be drawn.

~~(c)~~

A dealer shall draw no additional cards to ~~his or her~~their hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play including the resolution of any optional

(c) bonus wagers.

13. More than one player wagering on a box

~~(a)~~

Unless otherwise directed by the Commission, a gaming licensee may permit from one to three people to wager on any one box of the double attack blackjack layout, provided that the first person wagering on that box consents to additional players wagering on such box, and provided further that the gaming licensee adheres to such procedures and limitations imposed (a) by the Commission as dictated by the particular circumstances.

~~(b)~~

Whenever more than one player wagers on a box, the player seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box. In the case of (b) no seated player, the person with the highest wager in the box shall have such right.

~~(c)~~

The player calling the decisions with respect to any box shall place ~~his or her~~their wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the (c) aforementioned wager.

~~(d)~~

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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 (d) subject to the double down decision.

(e)

Whenever more than one player is wagering on a box and the player calling the decisions decides to place an additional bet in the double attack box, the other players may also place (e) an additional bet in the double attack box, but shall not be required to do so.

(f)

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 (f) split pair or designate the split pair to which their initial wager shall apply.

(g)

Whenever more than one player is wagering on a box, each player shall have the right to make an insurance wager, regardless of whether the other players on that box make such a (g) wager.

(h)

The Commission and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the gaming licensee to establish the ability (h) of its dealers to implement this section.

14. Player wagering on more than one box

A player may only wager on one box at a double attack blackjack table unless the gaming licensee, in its discretion, permits the player to wager on additional boxes.

15. Irregularities

(a)

(a) In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularities sections of the specific game the card will move forward or then be used as the dealer's next card or burned. The licensee shall allow one or more players out of the hand when the dealer is found to make this error.

A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe during the dealing of the (b) cards, the round of play shall be void and the cards shall be reshuffled.

(c)

If a 10 card of any suit is found in the shoe, it shall not be used in the game and shall be removed from the shoe and destroyed by a floorperson in a manner approved by the Commission. If more than one 10 card is found in the shoe during the dealing of the cards, (c) the round of play shall be void and the cards shall be reshuffled.

(e)

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A card drawn in error without its face being exposed shall be used as though it were the next (d) card from the shoe.

~~(d)~~

If the dealer fails to deal the first card to ~~himself or herself~~themselves before dealing the first two cards

(e) to each player, the round of play shall be void.

~~(e)~~

After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to ~~him or her~~them during such round. If the card is refused by the player (f) and the dealer cannot use the card, the card shall be burned.

~~(f)~~

If the dealer has a point count of 17 or higher~~pat hand~~ and accidentally draws a card for ~~himself~~ or

(g) ~~himself~~themselves, such card shall be burned.

~~(g)~~

If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in Section 4, the first card shall be drawn face down and burned, and the dealer shall complete the round (h) of play.

~~(h)~~

If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer (i) shall deal the second card to the player after all other players have received a second card.

~~(i)~~

If after receiving the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such cards, then, at the player's option, the dealer shall either deal the additional cards after all other players have received their additional cards but prior to the dealer revealing ~~his or her~~their hole card, or shall call the player's hand dead and return the (j) player's original wager.

~~(j)~~

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (k) accordance with procedures approved by the Commission.

~~(k)~~

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

~~(l)~~

If the dealer inserts ~~his or her~~their hole card into a card reader device when the value of ~~his or her~~ their first card is not an ace, king, queen or jack, the dealer, after notification to a casino (m) supervisor, shall:

~~(1)~~ If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each (1) player's wager; or

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~~(2)~~ If the particular card reader device in use does not provide any player with the
(2) opportunity to determine the value of the hole card, continue play.

~~(m)~~

If a card reader device malfunctions, the dealer may only continue dealing the game of
_double attack blackjack at that table using the dealing procedures applicable when a card
(n) reader device is not in use.

(o) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had
been made.

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DOUBLE CROSS POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of ~~Double Cross Poker~~ double cross poker, shall have the following meanings unless the context clearly indicates otherwise:

Ante - or “ante wager” means the initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

Community card - means any of the five cards that are initially dealt face down in a cross formation in the designated area to the right of the table inventory container, with the three community cards contained in either axis of the cross being used by each player and the dealer to form a five-card poker hand.

Fold - means the withdrawal of a player from a round of play by discarding ~~his or her~~ their hand after the first two cards have been dealt to the player and prior to placing raise wagers.

Hand - means the five-card poker hand formed by combining the two cards dealt to a player or the dealer and the three cards contained in either axis of the community card cross.

Raise - or “raise wagers” means the two wagers, each equal in amount to the ante wager, required to be placed by a player prior to the dealer turning over the last three community cards that may be used to form a five-card poker hand.

Rank - or ranking means the relative value of a card or group of cards as set forth in Section 5

Round of play - means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the Rules of the Game of Double Cross Poker.

Sub - means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

Suit - means one of the four categories of cards: club, diamond, heart or spade.

Three-card wager - shall mean the optional, supplemental wager on the three-card hand comprised of a player’s two cards and the community card farthest from the dealer in the vertical array of the community card cross.

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2. Cards; number of decks

~~(a)~~

Except as provided in (b) below, ~~double cross poker~~ **Double Cross Poker** shall be played with one deck of cards

~~(a)~~ with backs of the same color and design and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards shall meet the requirements of 205 CMR 146.48.

~~(b)~~

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game provided that:

- ~~(1)~~ (1) Each deck of cards complies with the requirements of (a) above;
- ~~(2)~~ (2) The backs of the cards in the two decks are of different color;
- ~~(3)~~ (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- ~~(4)~~ (4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
- ~~(5)~~ (5) The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

~~(a)~~

After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (d) below ~~or the requirements of 205 CMR 146.50.~~

~~(b)~~

Following the inspection of the cards by the dealer, and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence.

~~(c)~~

After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

~~(d)~~

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

~~(a)~~

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards

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are randomly intermixed. Upon completion of the shuffle, the ~~dealer, or device,~~ shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)
After the cards have been shuffled and stacked, the dealer shall:
(1) ~~If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or
(2) ~~If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50,~~
(b) ~~cut the~~ cards in accordance with the procedures set forth in ~~(e) below~~ Sections 7 or 8.

(c) If a cut of the cards is required, the dealer shall:
(1) ~~(+)~~ Cut the deck, using one hand, by:
i. ~~+~~ Placing the cover card on the table in front of the deck of cards;
ii. Taking a stack of at least 10 cards from the top of the deck and placing ~~+~~ them on top of the cover card;
iii. Placing the cards remaining in the deck on top of the stack of cards that ~~+~~ were cut and placed on top of the cover card pursuant to (c)(1)(ii) above;
and
iv. ~~+~~ Removing the cover card and placing it in the discard rack; and
(2) ~~(+)~~ Deal the cards in accordance with the procedures set forth in Sections 7-9 or 8.

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

(e)
Whenever there is no gaming activity at a ~~double cross poker~~ Double Cross Poker table, which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures (e) outlined in Section 3(c) shall be completed.

5. Double cross poker **Cross Poker rankings**

(a)
The rank of the cards used in ~~double cross poker~~ Double Cross 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 combined with a 2, 3, 4 and 5 to complete a (a) "straight" or a "straight flush." All suits shall be considered equal in rank.

(b)
The permissible hands at the game of double cross poker, in order of highest to lowest rank,

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(b) shall be:

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

(2) ~~(2)~~ “Straight flush” is a hand consisting of five cards of the same suit in consecutive ranking;

(3) ~~(3)~~ “Four-of-a-kind” is a hand consisting of four cards of the same rank;

(4) ~~(4)~~ “Full house” is a hand consisting of “three-of-a-kind” and a “pair”;

(5) ~~(5)~~ “Flush” is a hand consisting of five cards of the same suit;

(6) ~~(6)~~ “Straight” is a hand consisting of five cards of consecutive rank, not all of the same suit;

(7) ~~(7)~~ “Three-of-a-kind” is a hand consisting of three cards of the same rank;

(8) ~~(8)~~ “Two pairs” is a hand consisting of two “pairs”;

(9) ~~(9)~~ “Pair” is a hand containing two cards of the same rank; and

~~(10)~~ “High Card” is a hand that does not contain any of the permissible five-card hands listed in (b)(1) through (9) above and the value of which is determined by the highest

~~(10)~~ ranking individual card in the hand.

~~(e)~~

For purposes of the optional three-card wager, the permissible three-card hands in the game ~~(c)~~ of ~~double cross poker~~ **Double Cross Poker** recognized for a payout in accordance with Section ~~11~~ **10(c)** shall be:

~~(1)~~ “Three-card straight flush” is a hand consisting of three cards of the same suit in

~~(1)~~ consecutive ranking;

~~(2)~~ ~~(2)~~ “Three-of-a-kind” is a hand consisting of three cards of the same rank regardless of suit;

~~(3)~~ “Three-card straight” is a hand consisting of three unsuited cards of consecutive rank;

~~(3)~~ provided, however, that an ace may not be combined with a king and two;

~~(4)~~ “Three-card flush” is a hand consisting of three cards of the same suit, not in consecutive

~~(4)~~ order; and

~~(5)~~ ~~(5)~~ “One pair” is a hand is a hand consisting of two cards of the same rank.

6. Wagers

~~(a)~~

All wagers at double cross shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal ~~(a)~~ wager accompanied by cash shall not be accepted.

~~(b)~~

Only players who are seated at a ~~double cross poker~~ **Double Cross Poker** table may wager at the game. Once a

player has placed ~~his or her~~ **their** ante wager and received cards, that player must remain seated ~~(b)~~ until the completion of the round of play.

~~(c)~~

All ante wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedures in Sections ~~7-9, or 8~~. Except as provided in Section ~~109~~, no wager ~~(c)~~ shall be made, increased, or withdrawn after the dealer has announced “No more bets.”

~~(d)~~

~~(d)~~ Upon placing an ante wager, a player may, at ~~his or her~~ **their** discretion, make an optional

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~~three~~three-card wager on the designated area of the layout in an amount ranging from \$1.00 to \$100.00.

~~(e)~~

~~(e)~~ Raise wagers shall be made in accordance with Section ~~109~~.

7. Procedures for dealing the cards from a manual dealing shoe

~~(a)~~

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by an automated card shuffling device.

~~(b)~~

Prior to dealing any cards and once all ante wagers have been placed, the dealer shall (b) announce "No more bets."

~~(c)~~

In dealing the cards, each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer shall, starting with the player farthest to ~~his or her~~their left and (c) continuing around the table in a clockwise manner, deal the cards as follows:

(1) ~~(1)~~ Two consecutive cards face down to each player in a manner as to not disclose the value of the cards;

~~of the cards~~;

(2) Two consecutive cards face down to the area designated for the placement of the dealer's (2) cards in a manner as to not disclose the value of the cards; and

(3) Five consecutive cards face down in a cross formation to the area designated for the placement of the community cards in a manner as to not disclose the value of the cards, with the first three community cards being dealt from the dealer's left to right in a horizontal array and the remaining two community cards being dealt to the top and

(3) bottom of the center card in the horizontal array to complete a vertical array of three cards.

~~cards~~;

~~(d)~~

After two cards have been dealt to each player and the dealer, and five cards have been dealt to the area designated for the placement of the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the (d) discard rack without exposing the cards.

~~(e)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall (e) determine the number of cards in the stub by counting the cards face down on the layout.

(1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the

(1) stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designated for the placement of the dealer's cards has more or less than

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two cards, or the area designated for the community cards has more or less than five cards), but 52 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of (2) cards shall be removed from the table pursuant to 205 CMR 146.49.

(f)

Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the (f) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

~~8. Procedures for dealing the cards from the hand~~

~~(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play double cross poker from his or her hand.~~

~~(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:~~

~~(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.~~

~~(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.~~

~~(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(3) The dealer shall then announce "No more bets" prior to dealing any cards.~~

~~(c) The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:~~

~~(1) Two consecutive cards face down to each player in a manner as to not disclose the value of the cards;~~

~~(2) Two consecutive cards face down to the area designated for the placement of the dealer's cards in a manner as to not disclose the value of the cards; and~~

~~(3) Five consecutive cards face down in a cross formation to the area designated for the placement of community cards in a manner as to not disclose the value of the cards, with the first three community cards being dealt from the dealer's left to right in a horizontal array and the remaining two community cards being dealt to the top and bottom of the center card in the horizontal array to complete a vertical array of three cards.~~

~~(d) After two cards have been dealt to each player and the dealer, and five cards have been dealt to the area designated for the placement of the community cards, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e).~~

~~9.~~

~~8. Procedures for dealing the cards from an automated dealing shoe/machine~~

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(a)

Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ~~double cross poker~~ Double Cross Poker dealt from an automated dealing shoe/machine, which dispenses cards in stacks of two cards, provided that the shoe;

(a) /machine, its location and the procedures for its use are approved by the Commission.

(b)

If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, ~~the/machine, the following requirements shall be observed.~~ following requirements shall be observed.

(1) Once the procedures required by Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

(2) ~~(2)~~ Prior to the shoe/machine dispensing any stacks of cards, the dealer shall then announce "No more bets."

bets."

(c)

The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face

down to the player farthest to ~~his or her~~ their left who has placed an ante wager in accordance with

Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

of the other players who has placed an ante wager in accordance with Section 6. The dealer shall then deliver a stack of two cards face down to the area designated for the dealer's hand in a manner as to not disclose the value of the cards. These two cards shall remain in a stack with one on top of the other face down until each player has elected to fold or made a raise wager. The dealer shall then remove the remaining cards from the automated dealing shoe /machine and deal from ~~his or her~~ their hand five consecutive community cards face down in a cross

formation to the area designated for the placement of community cards in a manner as to not disclose the value of the cards, with the first three community cards being dealt from the dealer's left to right in a horizontal array and the remaining two community cards being dealt to the top and bottom of the center card to complete a vertical array of three community cards being dealt from the

~~dealer's left to right in a horizontal array and the remaining two community cards being dealt to the top and bottom of the center card to complete a vertical array of three cards.~~ After all (c) cards have been dispensed, delivered and dealt in accordance with this section, the dealer shall place the stub in the discard rack without exposing the cards. ~~shall place the stub in the discard rack without exposing the cards.~~

(d)

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall

(d) count the stub in accordance with the provisions of Section 7(e-) and (f) above.

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9. Procedures for completion of each round of play

(a)

After the dealing procedures required by Sections 7-9 or 8 have been completed, the dealer shall turn over the community card in the vertical array farthest from the dealer and the community card in the horizontal array to the right of the dealer. Any player who has placed a three-card wager may elect to expose ~~his or her~~two cards in order to qualify for the payout

for the three-card wager. The dealer shall determine whether the player's two cards and the community card in the vertical array farthest from the dealer constitute a winning three-card wager hand. The dealer shall collect all losing three-card wagers from players who elect not to expose their two cards or from players who expose their two cards that do not qualify for the three-card wager payout. The dealer shall then pay all winning three-card wagers as set forth in Section 11-10(c). The dealer shall turn face down the two cards of players who exposed (a) them.

(b)

After the resolution of all three-card wagers, each player shall make a decision regarding the fold option or the designation of an array of community cards to use pursuant to (c) below. Each player shall be responsible for ~~his or her~~own hand; and shall be required to keep ~~his or her~~two cards in full view of the dealer at all times. Each player's cards shall then be placed (b) face down on the appropriate area of the layout and the player shall not touch the cards again.

(c)

The dealer shall, beginning with the player to the dealer's left and moving clockwise around (c) the table, ask each player if ~~he or she wishes~~they wish to fold or to play the hand.

(1) If a player folds, the player shall lose ~~his or her~~ante. After the dealer collects the player's ante and places it in the table inventory container, the dealer shall then

(1) immediately collect the player's cards and place them face down in the discard rack.

(2) If a player elects to play the hand, the player shall use the two cards dealt to the player and three community cards in either a designated vertical or horizontal alignment of the cross formation to form a five card poker hand. The player shall verbally inform the dealer that ~~he or she intends~~they intend to use the three community cards in the vertical or horizontal

alignment. The player shall place two additional wagers, both in equal amounts to the ante, in the same alignment (vertical or horizontal) of the community cards the player (2) intends to use to form ~~his or her~~five-card poker hand.

(d)

After the player farthest to the dealer's right has made ~~his or her~~decision, the dealer shall (d) then turn over the remaining three community cards.

(e)

After the dealer turns over the remaining three community cards, the dealer shall then turn over the dealer's two cards. The dealer shall determine the alignment of community cards, vertical or horizontal, that will yield the higher ranking poker hand. The dealer shall then place the dealer's two cards in the same alignment of the three community cards used to form (e) the higher five-card poker hand.

(f)

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After the dealer determines the alignment of community cards for the dealer's hand in accordance with (e) above, the dealer shall start with the player farthest to ~~his or her~~ their right, and continuing counterclockwise around the table, turn the two cards of each remaining ~~(f)~~ player face up.

~~(g)~~
Each remaining player who has not folded shall play ~~his or her~~ their pre-designated five-card poker hand against the dealer's higher ranking five-card hand in accordance with the ~~double~~ ~~(g) cross poker~~ **Double Cross Poker** hand rankings set forth at Section 5.

- ~~(1)~~ The dealer shall compare the ranking of the player's five-card hand designated by the ~~(1)~~ alignment of the player's wagers to the ranking of the dealer's five-card hand.
- ~~(2)~~ If the ranking of a player's five-card hand is lower than the dealer's hand, the player shall lose all three wagers. All three wagers shall be collected and placed into the table inventory container, and the player's cards shall be immediately collected by the dealer ~~(2)~~ and placed face down in the discard rack.
- ~~(3)~~ If the ranking of a player's five-card hand is higher than the dealer's five-card hand, the player shall be paid 1 to 1 on the ante and an amount on the two raise wagers in accordance with the payout table set forth at Section 11. In the event that a player's ~~five card~~ five-card hand and the dealer's five-card hand are of equal ranking ("tie hand"), the player's hand shall be considered a push, and the wager is neither paid nor collected. All winning five-card hands shall remain face up on the layout until all winning wagers have been ~~(3)~~ paid by the dealer.

~~(4)~~
After paying all winning wagers, the dealer shall immediately collect the cards of all players and place them in the discard rack, together with the remaining cards in the deck used for the round of play. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the ~~(h)~~ event of a question or dispute.

~~(i)~~ **10. Payout odds; payout limitation**

~~(a)~~
The payout odds for winning wagers at double cross poker, printed on any layout, sign, brochure or other publication distributed by a gaming licensee shall be stated through the use ~~(a)~~ of the word "to" or "win" and no odds shall be stated through the use of the word "for."

~~(b)~~
Subject to the payout limitation in (c) below, a gaming licensee shall pay off each winning ~~(b)~~ raise wager at the game of ~~double cross poker~~ **Double Cross Poker** at no less than the following odds:

~~(c)~~ _____

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Hand	Payout Odds
Royal Flush	300 to 1
Straight Flush	50 to 1
Four-of-a-Kind	15 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
Two Pair	3 to 2
One Pair	1 to 1
High Card	1 to 1

(c) A gaming licensee shall pay off each winning three-card wager at the game of ~~double cross~~ Double Cross Poker at no less than the following odds:
 (d) _____

Hand	Payout Odds
Three-card Straight Flush	40 to 1
Three-of-a-Kind	30 to 1
Three-card Straight	6 to 1
Three-card Flush	4 to 1
One Pair	1 to 1

Notwithstanding the minimum payout odds required in (b) above, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to a player on a single hand, which amount shall be at least \$60,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. The payout limit shall either be included on the layout or posted at the table pursuant to 205 CMR 146.33(2) and (3). If the established payout limit is not included on the layout, each gaming licensee shall provide notice of any decrease in the payout limit in accordance with (d) 205 CMR 147.03.

11. Irregularities

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the (a) cards shall be reshuffled.

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

(c) If any player or the area designated for the placement of the community cards is dealt an (c) incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

Hand Payout Odds

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Royal Flush 300 to 1
Straight Flush 50 to 1
Four of a Kind 15 to 1
Full House 7 to 1
Flush 6 to 1
Straight 5 to 1
Three of a Kind 3 to 1
Two Pair 3 to 2
One Pair 1 to 1
High Card 1 to 1
Hand Payout Odds
Three card Straight Flush 40 to 1
Three of a Kind 30 to 1
Three card Straight 6 to 1
Three card Flush 4 to 1
One Pair 1 to 1

(d)

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

(e)

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

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

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DOUBLE DOWN STUD

Rules

1. Definitions

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

Double down wager -- means an additional wager made by a player, in an amount not to exceed the amount of the player's original wager, after all cards for the round of play have been dealt but before the dealer exposes the hole card.

Hand -- means the five-card stud hand formed for each player by combining the single card dealt to the player and the four cards dealt in front of the dealer.

Hole card -- means the card which has been dealt face down to the dealer.

Push -- means a tie, as defined in Section 10.

Rank -- or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

Round of play -- or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have wagered upon it, and have had their wagers paid off or collected in accordance with the rules of this section.

Suit -- means one of the four categories of cards: diamond, spade, club or heart.

2. Cards; number of decks

(a) Except as provided in (b) below, ~~double down stud~~ **Double Down Stud** shall be played with one deck of cards

with backs of the same color and design, one additional cut card and one additional cover card to be used in accordance with the procedures set forth in Section 4. The cut card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards (a) shall meet the requirements of 205 CMR 146.48.

(b)

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game, provided that:

(1) Each deck of cards complies with the requirements of (a) above;

(2) The backs of the cards in the two decks are of a different color;

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- (3) One deck is being shuffled by the automated card shuffling device while the other (3) deck is being dealt or used to play the game;
- (4) Both decks are continuously alternated in and out of play, with each deck being (4) used for every other round of play; and
- (5) The cards from only one deck shall be placed in the discard rack at any given (5) time.

3. Opening of the table for gaming

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of ~~either 205 CMR 146.49 and (b) through (a) (d) below or the requirements of 205 CMR 146.50.~~

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above immediately prior to the (d) commencement of play.

4. Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the ~~dealer or~~ device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the (a) shuffling of the cards, inserts the stack of cards directly into a manual dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

- (b) After the cards have been shuffled and stacked, the dealer shall:
- (1) ~~If the cards were shuffled using use~~ an automated card shuffling device which inserts them directly into a dealing shoe, deal the cards in accordance with the procedures set forth in (b) Section 8; ~~or,~~
 - (2) ~~If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50 or~~

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~~were shuffled using an automated card shuffling device which places the deck of cards in a single stack after the shuffle is completed, cut the cards in accordance with the procedures set forth in (e) through (e) below:~~

~~(e)~~

If a cut of the cards is required, 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 the faces facing the layout, to the player determined pursuant to (d) below. If no player (c) accepts the cut, the dealer shall cut the cards.

~~(d)~~

(d) The cut of the cards shall be offered to players in the following order:

(1) ~~(4)~~ The first player to the table, if the game is just beginning; or

~~(2)~~ The player at the farthest position to the right of the dealer; provided however, that if there are two or more consecutive rounds of play, the offer to cut the cards shall rotate in (2) a counterclockwise manner after the player to the far right of the dealer has been offered the cut.

~~the cut.~~

~~(e)~~

The player or dealer making the cut shall place the cut card in the stack at least 10 cards from either end. Once the cut card has been inserted, the dealer shall take the cut card and all the cards on top of the cut card and place them on the bottom of the stack. Thereafter, the dealer shall remove the cover card and place it in the discard rack. The dealer shall then deal (e) cards in accordance with the procedures set forth in Section 8.

~~(f)~~

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (f) by the next person entitled to cut the cards, as determined by sections (c) and (d) above.

~~(g)~~

Whenever there is no gaming activity at a ~~double down stud~~ Double Down Stud table which is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in (g) Section 3 shall be completed.

5. Double down studDown Stud rankings

~~(a)~~

The rank of the cards used in double down stud, 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 two, three, four and (a) five.

~~(b)~~

(b) The permissible poker hands at the game of double down stud, in order of highest to lowest rank, shall be:
~~rank, shall be:~~

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- (+) "Royal flush" is a hand consisting of an ace, king, queen, jack and ten, all of the same (1) suit;
- (2) ~~(2)~~ "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking;
- (3) ~~(3)~~ "Four-of-a-kind" is a hand consisting of four cards of the same rank, regardless of suit;
- (4) ~~(4)~~ "Full house" is a hand consisting of a "three-of-a-kind" and a "pair";
- (5) ~~(5)~~ "Flush" is a hand consisting of five cards of the same suit;
- (6) ~~(6)~~ "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit;
- (7) ~~(7)~~ "Three-of-a-kind" is a hand containing three cards of the same rank regardless of suit;
- (8) ~~(8)~~ "Two pairs" is a hand containing two "pairs"; and
- (9) "Pair" is a hand containing two cards of the same rank, regardless of suit, with two aces (9) being the highest ranking pair and two twos being the lowest ranking pair.

6. Wagers

(+) All wagers at ~~double-down-stud~~ **Double Down Stud** shall be made by placing gaming chips, plaques or coupons on the appropriate betting areas of the table layout. A verbal wager accompanied by cash (a) shall not be accepted.

(+) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Section 8. Except as provided in Section 8(c) and (d) below, no (b) wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(+) A gaming licensee may, in its discretion, permit a player to wager on no more than two betting areas at a ~~double-down-stud~~ **Double Down Stud** table during a round of play, which areas must be (c) adjacent to each other.

7. Supervision requirements; required training and license endorsements

For purposes of complying with the organizational and supervision requirements of 205 CMR 138.11(4), the number of personnel required for each ~~double-down-stud~~ **Double Down Stud** table shall be the same as that required for a blackjack table.

8. Procedure for dealing the cards

(+) All cards used in ~~double-down-stud~~ **Double Down Stud** shall be dealt from a dealing shoe or dealt from the (a) ~~dealer's hand~~ **automatic shuffling device**, in accordance with the following procedures:

(+) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51. Once the procedures required by Section 4 have been completed, the deck shall be placed in the manual

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dealing shoe and the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the dealer's left hand and placed on the appropriate area of the

(1) layout with the dealer's right hand.

(2) If the gaming licensee chooses to have the cards dealt ~~by hand~~ from an automatic shuffling device, the following

(2) requirements shall be observed:

(i) ~~(i)~~ The gaming licensee shall use an automated shuffling device to shuffle the cards.

(ii) ~~(ii)~~ Once the procedures required by Section 4 have been completed, the dealer shall deliver the card for each player and then the four community cards and place them in the appropriate areas.

~~place the deck of cards in either hand, and once the dealer has chosen the hand in which the cards will be held, the dealer shall use that hand whenever holding the cards during that round of play.~~

(iii) The cards held by the dealer shall at all times be kept in front of the dealer and over

(iii) the table inventory container.

(iv) ~~(iv)~~ The dealer shall announce "No more bets" prior to dealing any cards. ~~The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it on the appropriate area of the layout.~~

~~(b)~~

Cards will be dealt so as not to expose the hole card or any other face down cards in a manner

(b) that cannot be readily observed by someone attempting to ascertain their value.

~~(e)~~

The dealer shall deal the first card, face up, to the player farthest to the left of the dealer and then, moving clockwise around the table, deal each remaining player a card, face up. The dealer shall then deal one card face down in a manner as to not disclose the value of the card and three cards face up to the designated area directly in front of the table inventory container. These last four cards, together with the single card previously dealt to each player, (c) shall be used to form the five card stud poker hand of each player for that round of play.

~~(d)~~

After all cards for the round of play have been dealt but before the dealer exposes the hole (d) card, a player may place a double down wager in the designated betting area.

~~(e)~~

After all double down wagers have been placed, the dealer shall again announce "No more (e) bets," and shall then turn over and reveal the hole card.

~~(f)~~

(f) No player shall touch any of the cards during a round of play.

9. Procedure for completion of each round of play; collection and payment of wagers

~~(a)~~

After the hole card is revealed, the dealer will start from the player furthest to the right and address each hand in a counter clockwise direction. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack. A wager made by a player shall lose if the hand of the player has a poker hand rank which is lower than or (a) equal to a pair of fives.

~~(b)~~

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If the wager made by a player is a push, the dealer shall not collect or pay the wager, but shall immediately collect the cards of that player. A wager made by a player shall be a push if the hand of the player has a poker hand rank equal to or higher than a pair of sixes but **(b)** lower than a pair of jacks.

(+)

Winning wagers shall be paid in accordance with the payout odds listed in Section 10. A wager by a player shall win if the hand of the player has a poker hand rank equal to or higher than a pair of jacks. After acting on all hands, the dealer shall immediately collect the cards of said hand and place them in the discard rack. On the last hand the cards of the player will be placed together with the remaining cards in the deck used for that round of play in the **(c)** discard rack.

(+)

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

10. Payout odds; payout limitation

(+)

The payout odds for winning wagers at ~~double down stud~~ **Double Down Stud** printed on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use **(a)** of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(+)

A gaming licensee shall pay off winning wagers at no less than the odds listed below, subject **(b)** to the payout limitation in (c) below:

(+)

Wager	Payout Odds
Royal Flush	1000 to 1
Straight Flush	100 to 1
Four-of-a-kind	25 to 1
Full House	10 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of Jacks, Queens, Kings or Aces	1 to 1
Pair of Sixes, Sevens, Eights, Nines or Tens	Push
Pair of Fives or less	Lose

Notwithstanding the payout odds in (b) above, the payout limit for any hand shall be no less than \$100,000 or the maximum amount that one patron could win per round when betting the **(c)** minimum permissible wager, whichever is greater.

11. Irregularities

(+)

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If a hole card is exposed prior to the dealer announcing "No more bets" pursuant to Section (a) 8(d), all hands shall be void.

~~(b)~~

A card found face up in the shoe or the deck shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck, all hands (b) shall be void and the cards shall be reshuffled.

~~(e)~~

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

~~(d)~~

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and (d) the cards reshuffled.

~~(e)~~

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

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

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FAST ACTION HOLD 'EM

Rules

1. Definitions

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

Community card - means any of the five cards that are dealt to the designated areas in the center of the table and are used by both the players at the table and the dealer to form five-card hands.

Copy hand - means a five-card hand of a player that is identical in rank to the five-card hand of the dealer.

Dealing marker - means the object used to designate the position to which the first card out of the shoe shall be dealt as set forth in Section 7.

Five-card hand - means the highest ranking five-card hand that is possible for each player and the dealer pursuant to Section 3 using the five community cards and the two cards retained by each player and the dealer after setting ~~his or her~~ their hand.

Natural - means the first four cards dealt to a player or the dealer are a four-of-a-kind.

Rank - or "ranking" means the relative value of a card or group of cards, as set forth in Section 3, in determining a winning five-card hand.

Round of play - or "round" means one complete cycle of play during which all players then playing at the table have placed a wager, been dealt a hand, and have had their wagers paid or collected in accordance with this section.

Running cards - means two cards of consecutive rank.

Setting of a hand - means the process by which each player and the dealer selects the two cards from ~~his or her~~ their original four cards to be used with the community cards to form the highest ranking five-card hand.

Suit - shall mean one of the four categories of cards: club, diamond, heart or spade.

2. Cards; number of decks; dealing shoe

(a)

Fast ~~action hold'em~~ Action Hold'em shall be played with six or eight decks of cards with backs of the same

color and design and one additional cut card of a color that is readily distinguishable from the backs of the cards used to play the game. The decks of cards used to play ~~fast action hold'em~~

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(a) ~~Fast Action Hold'em~~ shall meet the requirements of 205 CMR 146.48.

~~(b)~~

All cards to be used in ~~fast action hold'em~~ Fast Action Hold'em shall be dealt from a dealing shoe which shall

~~(b)~~ meet the requirements of 205 CMR 146.51.

~~(c)~~

Nothing in this section shall preclude a gaming licensee from using an additional cut card or ~~(c)~~ similar object to conceal the last card of the stack of cards to be placed in the dealing shoe.

~~(d)~~

If an automated card shuffling device is utilized, ~~fast action hold'em~~ Fast Action Hold'em shall be played with at

~~(d)~~ least 12 decks of cards in accordance with the following requirements:

~~(1)~~ ~~(4)~~ Each deck of cards shall meet the requirements of 205 CMR 146.48;

~~(2)~~ The cards shall be separated into two batches, with an equal number of decks included in ~~(2)~~ each batch;

~~(3)~~ The backs of the cards in each batch shall be of the same color and design, but of a ~~(3)~~ different color than the cards included in the other batch;

~~(4)~~ One batch of cards shall be shuffled and stored in the automated card shuffling device ~~(4)~~ while the other batch is being dealt or used to play the game;

~~(5)~~ Both batches of cards shall be continuously alternated in and out of play, with each batch ~~(5)~~ being used for every other dealing shoe; and

~~(6)~~ ~~(6)~~ The cards from only one batch shall be placed in the discard rack at any given time.

3. ~~Fast action hold'em~~ Action Hold'em rankings; cards; poker hands

~~(a)~~

The rank of the cards used in ~~fast action hold'em~~ Fast Action Hold'em, in order from the 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 combined with a 2, 3, 4 and 5 to complete a "straight" or a "straight flush."

~~(a)~~ All suits shall be considered equal in value.

~~(b)~~

The permissible five-card hands at the game of ~~fast action hold'em~~ Fast Action Hold'em, in order of highest to

~~(b)~~ lowest rank, shall be:

~~(1)~~ "Flush with five-of-a-kind" is a hand consisting of five cards of the same suit and same rank, with five aces of the same suit being the highest ranking flush with five-of-a-kind,

~~(1)~~ and five twos of the same suit being the lowest ranking flush with five-of-a-kind;

~~(2)~~ ~~(2)~~ "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;

~~(3)~~ "Flush with four-of-a-kind" is a hand consisting of five cards of the same suit, four of which are also of the same rank, with four aces and a fifth card of varying rank in the same suit being the highest ranking flush with four-of-a-kind, and four twos and a fifth ~~(3)~~ card of varying rank in the same suit being the lowest ranking flush with four-of-a-kind;

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

~~(4)~~ flush, and a 5, 4, 3, 2 and ace of the same suit being the lowest ranking straight flush;

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- (5) “Flush with full house” is a hand consisting of a “three-of-a-kind” and a “pair” all of the same suit, with three aces and two kings of the same suit being the highest ranking flush with full house, and three twos and two threes of the same suit being the lowest ranking (5) flush with full house;
- (6) “Five-of-a-kind” is a hand consisting of five cards of the same rank regardless of suit, with five aces being the highest ranking five-of-a-kind, and five twos being the lowest (6) ranking five-of-a-kind;
- (7) “Flush with three-of-a-kind” is a hand consisting of five cards of the same suit, three of which also are of the same rank, with three aces and two other cards of varying rank in the same suit being the highest ranking flush with three-of-a-kind, and three twos and two (7) other cards of varying rank in the same suit being the lowest ranking flush with three-of-a-kind;
- (8) “Flush with two pairs” is a hand consisting of five cards of the same suit, four of which also form two “pairs,” with a pair of aces, pair of kings and fifth card varying rank in the same suit being the highest ranking flush with two pairs, and a pair of threes, a pair of twos and a fifth card of varying rank in the same suit being the lowest ranking flush with (8) two pairs;
- (9) “Flush with one pair” is a hand consisting of five cards of the same suit, two of which also form one pair, with a pair of aces and three other cards of varying rank in the same suit being the highest ranking flush with one pair, and a pair of twos and three other cards (9) of varying rank in the same suit being the lowest ranking flush with one pair;
- (10) “Four-of-a-kind” is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind, and four twos being the (10) lowest ranking four-of-a-kind;
- (11) “Full house” is a hand consisting of a “three-of-a-kind” and a “pair,” with three aces and two kings being the highest ranking full house and three twos and two threes (11) being the lowest ranking full house;
- (12) “Flush” is a hand consisting of five cards of the same suit but of varying rank;
- (13) “Straight” is a hand consisting of five cards of consecutive rank, not all of the same suit, with an ace, king, queen, jack and 10 being the highest ranking straight, and 5, (13) 4, 3, 2 and ace being the lowest ranking straight;
- (14) “Three-of-a-kind” is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind, and three twos being the (14) lowest ranking three-of-a-kind;
- (15) “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the highest ranking two pairs, and two threes and two twos being the lowest (15) ranking two pairs;
- (16) “Pair” is a hand consisting of two cards of the same rank, regardless of suit, with (16) two aces being the highest ranking pair and two twos being the lowest ranking pair; and
- (17) “Highest ranking card” is a hand that does not contain any of the permissible five-card hands listed in (b)(1) through (16) above and the value of which is determined (17) by the highest ranking individual card in the hand.

(e) When comparing the hands of a player and the dealer that are of identical five-card hand rank

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pursuant to (b) above, the hand which contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the player's hand (c) shall be considered a copy hand.

4. Opening of the table for gaming

(a) After receiving six or eight decks of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (a) (b) through (d) below or the requirements of 205 CMR 146.50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 5.

(d) If a gaming licensee uses an automated card shuffling device to play the game, each deck of cards shall be separately sorted, inspected, verified, spread, mixed, stacked and shuffled in (d) accordance with the provisions of (a) through (c) above.

5. Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146.50, after any round of play as may be determined by the gaming licensee, and after each shoe of cards is dealt, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts (a) the stack of cards directly in the dealing shoe.

- (b) After the cards have been shuffled and stacked, the dealer shall:
- (1) If the cards were shuffled using an automated card shuffling device, deal or deliver the (1) cards in accordance with Sections 7 and 8; or
 - (2) If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, (2) cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, after the cards have been shuffled, the dealer shall perform one of the following options. The dealer will offer the stack of cards to be cut, with the (c) backs facing away from them to the dealer, to players in the following order: to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table.

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- (d) ~~The player to cut the cards shall be:~~
 - (1) The first player to the table, if the game is just beginning;
 - (2) ~~(2)~~ The player on whose box the cut card appeared during the last round of play;
 - (3) ~~(3)~~ The player at the farthest point to the right of the dealer if the cut card appeared on the dealer's hand during the last round of play; or
 - (4) ~~(4)~~ The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the gaming licensee.

If the player designated in (ed) above refuses to cut, the dealer shall offer the cut to each other (e) player moving ~~clockwise~~counterclockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards. ~~the cut, the dealer shall cut the cards.~~

(e) The player or dealer making the cut shall place the cut card in the stack at least a deck in (f) from either end.

(f) Once the cut card has been inserted by the player, the dealer shall take all cards in front of the cut card and place them on the back of the stack. Thereafter, the dealer shall insert the cut card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for (g) commencement of play.

(g) A reshuffle of the cards in the shoe shall take place after the cut card is reached in the shoe as provided for in Section 7, except that a gaming licensee may determine after the completion (h) of any round of play that the cards should be reshuffled.

(h) If there is no gaming activity at the ~~fast action hold'em~~Fast Action Hold'em table, the cards shall be removed

~~from the dealing shoe and the discard rack, and spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the (i) cards shall be ~~turned face downward on the table~~shuffled in either of the following manner.

(1) ~~(1)~~ If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance (1) with this section.

(2) ~~(2)~~ If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the (2) shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

- (i) ~~(i)~~ The automated card shuffling device stores a single batch of shuffled cards inside the (i) shuffler in a secure manner approved by the Commission; and
- (ii) ~~(ii)~~ The shuffled cards have been secured, released and prepared for play in accordance (ii) with procedures approved by the Commission.

6. Wagers

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(a) All wagers at ~~fast action hold'em~~Fast Action Hold'em shall be made by placing gaming chips or plaques on the appropriate betting area of the ~~fast action hold'em~~Fast Action Hold'em layout. A verbal wager accompanied by

(a) cash shall not be accepted at the game of ~~fast action hold'em~~Fast Action Hold'em.

(b) Only players who are seated at the ~~fast action hold'em~~Fast Action Hold'em table may place a wager at the game.

(b) Once a player has placed a wager and received cards, that player must remain seated until the (b) completion of the round of play.

(c) Except as provided for in Section 8(c), all wagers at ~~fast action hold'em~~Fast Action Hold'em shall be placed prior

(c) to the dealer announcing "No more bets" in accordance with the dealing procedures set forth in Section 7.

7. Procedures for dealing the cards

(a) After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face down and place it in the discard rack. Each new dealer who comes to the table shall also discard ("burn") one card as described herein before the new dealer deals any (a) cards in a round of play. The burn card shall not be disclosed to any players at the table unless requested.

(b) Prior to the commencement of each round of play, the dealer shall announce "No more bets." Upon commencement of the game, the dealing marker shall be placed in front of the dealer's position. After completion of each round of play, the dealing marker shall rotate clockwise (b) around the table to the next player position or the dealer's position.

(c) Each card shall be removed from the dealing shoe with the left hand of the dealer, and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position indicated by the dealing marker as determined in (b) above and, moving clockwise around the table, deal all positions on the layout in which a wager is contained, and the dealer, a card. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each (c) position and the dealer has four cards.

(d) Whenever the cut card is reached in the deal of the cards, the dealer shall continue dealing (d) the cards until that round of play is completed after which the cards shall be reshuffled.

8. Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds

(a) Except as provided in (b), (c) and (f) below, after each player and the dealer have received

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four cards, each player shall set ~~his or her~~their hand by choosing two cards to use with the community cards and placing them face down on the layout immediately in front of the gaming chips or plaques that ~~he or she~~they has wagered. The two cards to be discarded shall be (a) placed face down on the appropriate area of the layout.

(b)

If the four cards dealt to a player are a natural, the player shall announce that ~~he or she has~~they have a

natural and turn the four cards face up on the table for confirmation. If the dealer confirms the player was dealt a natural, the dealer shall thereupon immediately pay the player at odds (b) of 5 to 1, collect the four cards and place them in the discard rack.

(c)

A player may elect to split the four cards into two separate hands provided the player makes a wager on the second hand so formed in an amount equal to ~~his or her~~their original wager. If a player elects to split, ~~he or she~~they shall place two cards face down in front of ~~his or her~~their original

wager and place the remaining two cards face down in the area designated for discarded (c) cards with the additional wager placed thereon.

(d)

Each player at the table shall be responsible for setting ~~his or her~~their own hand and no other person except the dealer may touch the cards of that player. Each player shall be required to keep the four cards in full view of the dealer at all times. Once each player has set ~~his or her~~their hand and placed the cards face down on the appropriate areas of the layout, the player shall (d) not be permitted to touch the cards again during the round of play.

(e)

After all players have placed their cards on the table, the dealer shall collect all discarded cards without exposing them, starting from the right and proceeding counterclockwise around the table, and place them in the discard rack. The dealer shall verify that two cards, except as (e) provided in (b) and (c) above and (f) below, were collected from each player.

(f)

A player may elect to discontinue play on ~~his or her~~their hand for that round by placing all four cards face down in the area designated for the discarded cards and announcing ~~his or her~~their decision prior to the dealer collecting the discarded cards pursuant to (e) above. A player who elects to exercise this option shall surrender one-half of ~~his or her~~their original wager, which

shall be immediately collected by the dealer and placed in the table inventory. The dealer shall then collect the four cards in the area designated for the discarded cards, without exposing them, and verify that four cards were collected by counting them face down on the (f) layout prior to placing them in the discard rack.

(g)

Once all discarded cards have been collected and placed in the discard rack, the four cards of the dealer shall be turned over and, except as provided in (h) below, the dealer shall set ~~his or her~~their hand in accordance with (i) below by choosing two cards to be used with the community cards and placing them face up on the layout in front of the table inventory container. The (g) two cards to be discarded shall be placed in the discard rack.

(h)

If the four cards dealt to the dealer are a natural, then the dealer shall not deal the community

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cards and shall, starting from the right and proceeding counterclockwise around the table, collect all wagers. The dealer shall only collect the amount of the original wager when a player has split ~~his or her~~ their hand in accordance with (c) above. The dealer shall then collect all

(h) cards and place them in the discard rack.

(+)

The dealer shall set ~~his or her~~ their hand in accordance with the following prioritized two-card (i) rankings or “house ways,” in order from highest to lowest preference:

- (1) ~~(1)~~ Suited pair;
- (2) ~~(2)~~ Highest pair;
- (3) ~~(3)~~ Ace with highest suited card, 10 or better;
- (4) ~~(4)~~ Highest suited running cards, 10 and jack or better;
- (5) ~~(5)~~ Ace with highest card, 10 or better;
- (6) ~~(6)~~ Highest non-suited running cards, jack and queen or better;
- (7) ~~(7)~~ Ace with highest suited card;
- (8) ~~(8)~~ Highest suited cards, 10 or better;
- (9) ~~(9)~~ Highest cards, jack or better;
- (10) ~~(10)~~ Ace with highest card;
- (11) ~~(11)~~ Any suited, running cards;
- (12) ~~(12)~~ Highest suited cards, not running;
- (13) ~~(13)~~ Any running cards; and
- (14) ~~(14)~~ Highest cards.

(+)

Once the dealer has set ~~his or her~~ their hand, the dealer shall burn the next card out of the shoe and

then deal the five community cards face up, placing the first card in the designated area farthest to the dealer’s left. The dealer shall deal a card to each of the four remaining (j) designated areas from left to right.

(+)

After all five community cards have been dealt, the dealer shall expose the cards of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the hand of each player to the hand of the dealer, using the five community cards and the two retained cards to form the highest possible five-card hand, and shall announce if the wager of that player shall win or lose. A wager made by a player shall win if the five-card hand of the player is higher in rank than the five-card hand of the dealer. A wager made by a player shall lose if the five-card hand of the dealer is higher or equal in rank than the five-card hand of the player. In the event that the player and the dealer have hands of identical rank, the dealer shall announce to that player that ~~his or her~~ their hand is a copy hand (k) and the wager is a losing wager.

(+)

All losing wagers shall be immediately collected by the dealer and placed in the table (l) inventory container. All losing and copy hands shall also be collected.

(+)

All winning hands shall remain face up on the layout. Winning wagers shall be paid after all hands have been exposed and all losing wagers and corresponding hands have been collected. The dealer shall pay winning wagers beginning with the player to the right of the dealer and

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(m) continuing counterclockwise around the table.

(n)

With the exception of a natural, a winning wager shall be paid by a gaming licensee at odds of 1 to 1. After a winning wager has been paid, the dealer shall then collect the cards from (n) that player.

(o)

The dealer shall collect all cards and place them in the discard rack in an order that they can (o) be readily arranged to reconstruct each hand in case of a question or dispute.

9. Irregularities

(a)

A card found face up in the shoe shall not be used in the game and shall be placed in the (a) discard rack.

(b)

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

(c)

If the dealer prematurely exposes any card dealt to a player, the card shall be turned face (c) down and play shall continue.

(d)

If the dealer is dealt fewer than four cards, any necessary additional cards shall be dealt to the (d) dealer prior to setting the dealer's hand and play shall continue.

(e)

If a player is dealt fewer than four cards, the player shall have the option of declaring ~~his or her~~ their hand void or receiving any necessary additional cards after all other players and the (e) dealer have been dealt four cards and prior to dealing the community cards.

(f)

If the dealer is dealt more than four cards, all hands shall be void and a new round of play (f) shall commence.

(g)

If a player is dealt more than four cards, the player shall discard the cards necessary to set (g) one two-card hand and play shall continue.

(h)

If the dealer does not set ~~his or her~~ their hand as prescribed in Section 8, the hand shall be reset in (h) accordance with house ways and the round of play completed.

(i)

If there are insufficient cards remaining to complete a round of play, that round shall be void (i) and a new round shall commence after the entire set of cards have been reshuffled.

(j)

If no cards are dealt to a player's wager, the wager shall be void and the player shall be (j) included in the next round of play.

(k)

If the dealer fails to move the dealer marker in accordance with Section 7, the round of play shall be completed and the marker shall be moved to the next position for the next round of (k) play.

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10. Prohibition against a player wagering on more than one betting area

_____ A player shall not be permitted to wager on more than one betting area at a ~~fast~~
~~action~~Fast Action Hold'em table.
~~hold'em table.~~

11. Continuous shuffling shoe or device

_____ In lieu of the dealing and shuffling requirements set forth in Sections 5 and 7, a gaming
licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards,
provided that such shoe or device and the procedures for dealing and shuffling the cards through
the use of this device are approved by the Commission.

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FLOP POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Flop Poker, shall have the following meanings unless the context clearly indicates otherwise:

Ante - or "ante wager" means the initial wager, required to be made by a player prior to any cards being dealt, that the player's hand will qualify for a posted payout.

Community cards - means the three cards dealt face down in the center of the table, two of which shall be used by each player with ~~his or her~~ their own three cards to form the best possible player hand.

Flop wager - means the optional additional wager, equal in amount to the player's ante wager and placed prior to exposure of the community cards by the dealer, that the player's hand will qualify for a posted payout.
~~qualify for a posted payout.~~

Hand - or "player hand" means the highest ranking five-card poker hand that can be formed using two of the three community cards and the three cards dealt to a player.

Pot wager - means the initial wager, required to be made by a player prior to any cards being dealt, that the player's hand will be the highest ranking player hand at the table during the round of play.

Rank - or "ranking" means the relative position of a card or hand as set forth in Section 5.

Round of play - or "round" means one complete cycle of play during which all players playing at the table have placed their wagers, been dealt a hand and had their wagers paid or collected in accordance with the Rules of the Game of Flop Poker.

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

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

Surrender - means the decision of a player to forfeit ~~his or her~~ their ante wager prior to the dealer exposing the community cards.

Tie hand - means a five-card poker hand that is of equal rank with another five-card poker hand during a round of play.

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2. Cards; number of decks

~~(a)~~

Except as provided in (b) below, the game of ~~flop poker~~Flop Poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and one additional solid yellow or (a) green cover card.

~~(b)~~

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game provided that:

(1) ~~(1)~~ Each deck of cards complies with the requirements of 205 CMR 146.48;

(2) ~~(2)~~ The backs of the cards in the two decks are of different color;

(3) One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;

(4) Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and

(5) ~~(5)~~ The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

~~(a)~~

After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as (a) applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (d) below.

~~below or the requirements of 205 CMR 146.50.~~

~~(b)~~

Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be (b) laid out in sequence within the suit.

~~(c)~~

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

~~(d)~~

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut the cards

~~(a)~~

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that they are

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randomly intermixed. Upon completion of the shuffle, the ~~dealer or~~ device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

After the cards have been shuffled and stacked, the dealer shall:

(1) ~~If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the (b) cards in accordance with the procedures set forth in Sections 7-9; or 8.

(2) ~~If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, cut the cards in accordance with the procedures set forth in (c) below.~~

(c)

(c) If a cut of the cards is required, the dealer shall:

(1) ~~(1)~~ Cut the deck, using one hand, by:

(i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

(ii) ~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of (ii) the cover card;

(iii) ~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and (iii) placed on the cover card pursuant to (c)(1)(ii) above; and

(iv) ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

(2) ~~(2)~~ Deal the cards in accordance with the procedures set forth in Sections 7-9 and 8.

(d)

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

(e)

Whenever there is no gaming activity at a ~~flop poker~~Flop Poker table that is open for gaming, the cards

shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) (e) and, if applicable, (d) shall be completed.

5. Flop ~~poker~~Poker hand rankings

(a)

The rank of the cards used in flop poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other

(a) sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3).

(b)

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

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

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- (2) “Straight flush” is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest ranking straight flush;
- (3) “Four-of-a-kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
- (4) “Full house” is a hand consisting of “three-of-a-kind” and a “pair,” with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
- (5) “Flush” is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush;
- (6) “Straight” is a hand consisting of five cards of consecutive rank, not all of the same suit, with ace, king, queen, jack and 10 being the highest ranking straight and ace, 2, 3, 4 and 5 being the lowest ranking straight;
- (7) “Three-of-a-kind” is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
- (8) “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs; and
- (9) “Pair” is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

When comparing two hands which are of identical rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

6. Wagers

All wagers at ~~Flop poker~~ Flop Poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

Except as provided in Section 9, all wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedure in Sections 7-9 and 8, and no wager shall

be made, increased, or withdrawn after the dealer has announced “No more bets.”

Each player shall be required to place an ante wager and, unless there is only one player at the ~~Flop poker~~ Flop Poker table, a pot wager.

The outcome of the ante wager and any flop wager made by a player shall have no bearing on the pot wager of that player.

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(e) Only players who are seated at a ~~flor poker~~Flop Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the (e) completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

(e) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

(e) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite (c) hand.

(e) The dealer shall, starting with the player farthest to ~~his or her~~their left and continuing around the (d) table in a clockwise manner, deal the cards as follows:

- (1) ~~(1)~~ One card face down to each player;
- (2) ~~(2)~~ One card face down to the area designated for the community cards;
- (3) ~~(3)~~ A second card face down to each player;
- (4) ~~(4)~~ A second card face down to the area designated for the community cards;
- (5) ~~(5)~~ A third card face down to each player; and
- (6) ~~(6)~~ A third card face down to the area designated for the community cards.
- (7) ~~(7)~~ All card will be dealt in a manner as to not disclose the value of the cards.

(e) After three cards have been dealt to each player and to the area designated for the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided (e) in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine (f) the number of cards in the stub by counting the cards face down on the layout.

(f) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the (1) stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of (2) cards shall be removed from the table pursuant to 205 CMR 146.49.

8. Procedure for dealing the cards from the hand

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(a)

Notwithstanding any other ~~the~~ provisions of 205-CMR-146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play flop poker from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.

(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

(3) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face down to each player;

(2) One card face down to the area designated for the community cards;

(3) A second card face down to each player;

(4) A second card face down to the area designated for the community cards;

(5) A third card face down to each player; and

(6) A third card face down to the area designated for the community cards.

(7) All cards will be dealt in a manner as to not disclose the value of the cards.

(d) After three cards have been dealt to each player and the area designated for the community cards, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e)-(f).

9. Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of 205-CMR-146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play flop poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

(1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the

~~automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in a manner as to not disclose the value of the cards in accordance with Section 6. The dealer shall then deliver a stack of three cards face down to the area designated for the community cards in a manner as to not disclose the value of the cards.~~

~~(d) After each stack of three cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e) - (f).~~

~~(f) Notwithstanding the provisions of (e)(f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR~~

~~(g) 146.49.~~

~~10.~~

8. Procedures for dealing the cards from an automated dealing shoe/machine

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play Flop Poker dealt from an automated dealing shoe/machine which dispenses cards in stacks of three cards, provided that the shoe/machine, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/machine, the following requirements shall be observed:

- (1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe/machine.
- (2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe/machine face down to the player farthest to their left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, 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 a manner as to not disclose the value of the cards in accordance with Section 6. The dealer shall then deliver a stack of three cards face down to the area designated for the community cards in a manner as to not disclose the value of the cards.

(d) After each stack of three cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe/machine and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

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(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f) and (g).

9. Procedure for completion of each round of play; collection and payment of wagers

(+) After the dealing procedures required by Sections 7-9 or 8 have been completed, each player shall examine ~~his or her~~their cards without exposing them to any person, replace the cards face down (a) on the layout and either place a flop wager or surrender the ante wager.

(+) If a player chooses to place a flop wager, the wager shall be placed in the designated flop (1) wager betting area.

(+) If a player chooses to surrender ~~his or her~~their ante wager, the player's ante shall be collected (2) by the dealer and placed in the table inventory container.

(+) Once each player has either placed a flop wager or surrendered ~~his or her~~their ante wager, the (b) dealer shall turn the three community cards (the flop) face up in the designated area for the ~~community cards.~~ community cards.

(+) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall, one player at a time, turn the three cards of each player face up, announce the best possible five-card hand that can be formed using the three cards of the player and two of the three community cards, and collect or pay any ante and (c) flop wagers remaining on the table.

(+) Ante and flop wagers shall lose if the best possible five-card hand that can be formed has (1) a rank lower than a pair of jacks. Losing ante and flop wagers shall be collected by the dealer and placed in the table inventory container.

(+) Ante and flop wagers shall win if the best possible five-card hand that can be formed has a rank of jacks or better. Winning ante and flop wagers shall be paid by the dealer in (2) accordance with the payout odds set forth in Section 11.10.

(+) After settling all remaining ante and flop wagers, the dealer shall determine the player at the table with the highest ranking five-card hand and award that player the pot bets of all players. If the five-card hands of two or more players are of equal rank, the hand of each such player shall be a tie hand. In such case, the dealer shall award the pot wagers of all players in equal (d) amounts to those players with a tie hand.

(+) After the pot wagers of all players have been awarded in accordance with (d) above, the dealer shall immediately collect the cards of all players and the community cards and place them in the discard rack. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each (e) hand in the event of a question or dispute.

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10. Payout odds

(a)

The payout odds for winning ante and flop wagers printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word (a) "to" or "win," and no odds shall be stated through the use of the word "for."

(b)

(b) Each winning ante wager shall be paid at odds of 1 to 1.

(c)

Each winning flop wager shall be paid once for the highest ranking qualifying hand that can (c) be formed and at no less than the odds set forth below:

Hand-	Payout Odds
Royal flush-	1000 to 1
Straight flush-	500 to 1
Four-of-a-kind-	100 to 1
Full house-	30 to 1
Flush-	20 to 1
Straight-	10 to 1
Three-of-a-kind-	4 to 1
Two pair-	2 to 1
Pair, jacks or better-	1 to 1

(d)

Notwithstanding the payout odds set forth in (b) and (c) above, the aggregate payout limit for a player on winning ante and flop wagers on any hand shall be \$50,000.00 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is (d) greater.

11. Irregularities

(a)

If any community card is exposed after each player has placed an ante and pot wager but prior to each player having either placed a flop wager or surrendered his or her their ante wager, all ante and flop wagers shall be void. Notwithstanding the foregoing, the pot wagers of all (a) players shall be awarded in accordance with the provisions of Section 409.

(b)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up (b) after all cards have been dealt, the pot wagers of all players shall be awarded in accordance with the provisions of Section 9. with the provisions of Section 10.

(c)

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

(d)

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

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(e)

If an automated card shuffling device is being used and the device jams, stops shuffling (e) during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.

(f)

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

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

12. 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 flop poker table.

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FOUR CARD POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Four Card Poker, shall have the following meanings unless the context clearly indicates otherwise:

Aces up wager - means the optional wager that a player may make prior to any cards being dealt that the player's best four card poker hand will be a pair of aces or better, with a winning aces up wager being paid in accordance with a posted pay table regardless of the outcome of the player's hand against the dealer's hand.

Ante wager - means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

Hand - means the best four card poker hand that can be formed by each player and the dealer from the cards they are dealt.

Play wager - means an additional wager, in an amount from one to three times the amount of the player's ante wager, that a player is required to make if the player opts to remain in competition against the dealer.

Round of play - means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this 147-26.

Stub - means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

Suit - means one of the four categories of cards: club, diamond, heart or spade.

2. Cards; number of decks

(a) Except as provided in (b) below, ~~four card poker~~ Four Card Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Section 5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards shall meet the requirements of 205 CMR

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(a) 146.48.

(b)

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game, provided that:

- (1) (1) Each deck of cards complies with the requirements of (a) above;
- (2) (2) The backs of the cards in the two decks are of different color;
- (3) (3) One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;
- (4) (4) Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and
- (5) (5) The cards from only one deck shall be placed in the discard rack at any given time.

3. ~~Four card poker~~ **Card Poker rankings**

(a)

The rank of the cards used in ~~four card poker~~ **Four Card Poker**, in order of highest to lowest rank, shall be:

ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a (a) "straight" with a two, three and four.

(b)

The permissible poker hands in the game of ~~four card poker~~ **Four Card Poker**, in order of highest to lowest

(b) rank, shall be:

- (1) (1) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being (1) the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
- (2) (2) "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking, with ace, king, queen and jack being the highest ranking straight flush and four, three, (2) two and ace being the lowest ranking straight flush;
- (3) (3) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces (3) being the highest ranking three-of-a-kind and three twos being the lowest ranking ~~three of~~ **three-of-a-kind**;
- (4) (4) "Flush" is a hand consisting of four cards of the same suit, regardless of rank;
- (5) (5) "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with ace, king, queen and jack being the highest ranking straight and four, three, two and ace (5) being the lowest ranking straight;
- (6) (6) "Two Pair" is a hand consisting of two "pairs;" and
- (7) (7) "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces (7) being the highest ranking pair and two twos being the lowest ranking pair.

(c)

When comparing two hands that are of equal rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If, after application of the foregoing, the hands are of (c) equal rank, the hands shall be considered a tie.

4. **Opening of the table for gaming**

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(a) After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) (a) through (d) below ~~or the requirements of 205 CMR 146.50.~~

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and (b) in sequence.

(c) After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled (c) in accordance with Section 5.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, (d) stacked and shuffled in accordance with the provisions of (a) through (c) above.

5. Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing (a) shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b) After the cards have been shuffled and stacked, the dealer shall:
(1) ~~If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the (b) cards in accordance with the procedures set forth in Sections 7-9; or 8.
(2) ~~If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.49,~~ cut the cards in accordance with the procedures set forth in (c) below:

(c) If a cut of the cards is required, the dealer shall:
(1) ~~(1)~~ Cut the deck, using one hand, by:
(i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;
(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of (ii) the cover card;
(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and (iii) placed on the cover card pursuant to section (c)(ii) above; and
(iv) ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

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~~(2)~~ Deal the cards in accordance with the procedures set forth in Sections 7-9.

~~(d)~~

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

~~(e)~~

Whenever there is no gaming activity at a ~~four-card-poker~~Four Card Poker table which is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in ~~(e)~~ Section 4(c) shall be completed.

6. Wagers

~~(a)~~

~~(a)~~ The following wagers may be placed in the game of ~~four-card-poker~~Four Card Poker:

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

~~(2)~~ A player may compete solely against a posted payout table by placing an aces up wager ~~(2)~~ in any amount within the posted minimum and maximum wagers; or

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

~~(b)~~

All wagers at ~~four-card-poker~~Four Card Poker shall be made by placing gaming chips or plaques and, if

applicable, a match play coupon on the appropriate betting areas of the table layout. A ~~(b)~~ verbal wager accompanied by cash shall not be accepted.

~~(c)~~

Only players who are seated at a ~~four-card-poker~~Four Card Poker table may wager at the game. Once a

player has placed a wager and received cards, that player must remain seated until the ~~(c)~~ completion of the round of play.

~~(d)~~

All ante wagers and aces up wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections ~~7-9~~ and ~~8~~. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers ~~(d)~~ shall be placed in accordance with Section ~~409~~(b).

~~(e)~~

A gaming licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each ~~(e)~~ other.

7. Procedures for dealing the cards from a manual dealing shoe

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(a)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by an automated card shuffling device.

(b)

The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe (b) and placed on the appropriate area of the layout with the opposite hand.

(c)

The dealer shall, starting with the player farthest to ~~his or her~~their left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each player who has placed an ante wager and/or an aces up wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players shall be dealt face down and in a manner as to not disclose the value of the cards. The first five cards dealt to the dealer shall be face down, and in a manner as to not disclose the value of the cards, and the sixth card shall be dealt face up. The dealer's fifth and sixth cards shall be (c) dealt consecutively.

(d)

After five cards have been dealt to each player and six to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in (d) the discard rack without exposing the cards.

(e)

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall (e) determine the number of cards in the stub by counting the cards face down on the layout.

a- If the count of the stub indicates that 52 cards are in the deck, the dealer shall a. place the stub in the discard rack without exposing the cards.

b- If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than five cards or the dealer has more or less than six cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 14. If the cards have not been misdealt, all hands shall be considered void

b. and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

146.49:

(f)

Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the (f) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee

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~~may, in its discretion, permit a dealer to deal the cards used to play four card poker from his or her hand.~~

~~(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:~~

~~(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.~~

~~(2) Once the procedures required by Section 5 have been completed, the dealer shall place the stacked deck of cards in either hand.~~

~~(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(3) The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager and/or an aces up wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players shall be dealt face down in a manner as to not disclose the value of the cards. The first five cards dealt to the dealer shall be face down, and in a manner as to not disclose the value of the cards, and the sixth card shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.~~

~~(d) After five cards have been dealt to each player and six cards have been dealt to the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e)-(f).~~

~~9.~~

8. Procedures for dealing the cards from an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ~~four card poker~~ Four Card Poker dealt from an

automated dealing shoe/machine which dispenses cards in stacks of five cards, provided that the

(a) shoe/machine, its location and the procedures for its use are approved by the Commission.

~~(b)~~

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe; the/machine, the following requirements shall be observed.

~~(1) Once the procedures required by Section 5 have been completed, the cards shall be~~

~~(1) placed in the automated dealing shoe/machine.~~

~~(2) (2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.~~

~~cards.~~

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(e)

The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face

down to the player farthest to his or her/their left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down in a

manner as to not disclose the value of the cards to each of the other players who has placed a wager in accordance with Section 6. The dealer shall then deliver a stack of five cards face down in a manner as to not disclose the value of the cards to himself or herself, themselves. When

the automated dealing shoe/machine dispenses the next stack of five cards, the dealer shall remove the stack from the shoe/machine and place the stack on the layout next to his or her/their hand. The dealer

shall spread the cards in the stack face down, with the bottom card of the stack to the dealer's far left and the top card of the stack to the dealer's far right. The dealer shall turn the bottom card of the stack (on the dealer's far left) face up on the dealer's hand. The dealer shall collect the remaining four cards of that stack and place them in the discard rack (c) without revealing them.

(d)

After each stack of five cards has been dispensed and delivered in accordance with this (d) section, the dealer shall remove the stub from the automated dealing shoe and, except as/machine and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

provided in (e) below, place the cards in the discard rack without exposing the cards.

(e)

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall (e) count the stub in accordance with the provisions of Section 7(e)-(f) and (f).

10.

9. Procedures for completion of each round of play

(a)

After the dealing procedures required by Sections 7-9 or 8 have been completed, each player shall examine his or her/their cards. Each player who wagers at four card poker/Four Card Poker shall be

responsible for his or her/their own hand and no person other than the dealer and the player to (a) whom the cards were dealt may touch the cards of that player.

(b)

The dealer shall, starting with the player farthest to his or her/their left and continuing clockwise around the table, offer each player who has placed an ante wager the option to either make a play wager or forfeit his or her/their ante wager. A play wager shall be made in an amount from one to three times the amount of the player's ante wager. If a player has placed an ante wager and an aces up wager but does not make a play wager, the player shall forfeit the ante (b) wager but shall not forfeit the aces up wager.

(e)

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After each player has either placed a play wager on the designated area of the layout or forfeited ~~his or her~~their ante wager, the dealer shall collect all forfeited ante wagers. The dealer shall collect the cards of any player who forfeited ~~his or her~~their ante wager and also did not (c) make an aces up wager, placing the cards in the discard rack.

(d)

The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to ~~his or her~~their right whose hand is still active, reveal the cards of each player and select the four cards that form the highest possible ranking hand for each player. The dealer shall then collect all (d) losing ante, play and aces up wagers.

(e)

The dealer shall then settle the wagers remaining on the table by complying with either (e)(1) or (2) below. A gaming licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack (e) after all players' cards have been collected.

(1) The dealer shall, for each of the following procedures, start with the player farthest to the (1) dealer's right and continue counterclockwise around the table until the procedure has been completed as to all players:

(i) (1) Reveal the best four card poker hand of each player;

(ii) (2) Collect all losing wagers;

(iii) (3) Pay each winning wager in accordance with the payout odds listed in Section 10; and

(iv) (4) Collect all player hands and place them in the discard rack.

(2) The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each (2) remaining player in succession:

(i) (1) Reveal the best four card poker hand of the player;

(ii) Collect losing wagers or pay winning wagers in accordance with the payout odds (ii) listed in Section 10; and

(iii) (3) Collect the player's cards and place them in the discard rack.

(4)

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

10.

10. Payout Odds

(a)

(a) There are three payout types as follows:

(1) A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's hand is either ranked higher than the dealer hand's or is of (1) equal rank with the dealer's hand.

(2) A player placing an ante wager and a play wager who has a three-of-a-kind or better shall be paid a bonus on the ante wager, regardless of whether the player's hand outranks the (2) dealer's hand, at no less than the following odds:

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Hand Type	Payout Odds
Four-of-a-kind	25 to 1
Straight flush	20 to 1
Three-of-a-kind	2 to 1

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(3)

A player shall be paid for an aces up wager if the player's best ~~four-card poker~~ **Four Card Poker** hand is a

qualifying hand type below, regardless of whether the player's hand outranks the dealer's

(3) hand, at no less than the odds in accordance with one of the following payout tables:

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Hand Type	Table I	Table II	Table III	Table IV	Table V	Table VI	Table VII
Four-of-a-kind	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	30 to 1	30 to 1	40 to 1	40 to 1	40 to 1
Three-of-a-kind	9 to 1	7 to 1	9 to 1	7 to 1	8 to 1	8 to 1	7 to 1
Flush	6 to 1	6 to 1	6 to 1	6 to 1	5 to 1	6 to 1	5 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1	4 to 1	4 to 1	4 to 1
Two pair	2 to 1	2 to 1	2 to 1	2 to 1	3 to 1	2 to 1	3 to 1
Pair of Aces	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

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11. ~~12~~ Cover All Bonus Wager

(a)

If players make the Cover All bonus, they must do so before the start of the round.

(b)

The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is

(b) three-of-a-kind or better.

(c)

Payouts are dynamic; they change depending on the number of players in the round.

Hand Type Table I Table II Table III Table IV Table V Table VI Table VII

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~~Four of a kind 50 to 1 50 to 1 50 to 1 50 to 1 50 to 1 50 to 1~~

~~Straight flush 40 to 1 40 to 1 30 to 1 30 to 1 40 to 1 40 to 1~~

~~Three of a kind 9 to 1 7 to 1 9 to 1 7 to 1 8 to 1 8 to 1 7 to 1~~

~~Flush 6 to 1 6 to 1 6 to 1 6 to 1 5 to 1 6 to 1 5 to 1~~

~~Straight 4 to 1 5 to 1 4 to 1 5 to 1 4 to 1 4 to 1 4 to 1~~

~~Two pair 2 to 1 2 to 1 2 to 1 2 to 1 3 to 1 2 to 1 3 to 1~~

~~Pair of Aces 1 to 1 1 to 1 1 to 1 1 to 1 1 to 1 1 to 1 1 to 1~~

(d) ~~(d)~~ Casinos must set the i-Deal Plus shuffler to the "Four Card Poker Cover All" mode.

(e)

After the dealer removes his hand from the shuffler and presses the green button, the i-Deal

Plus will determine the number of players in the round and display the payouts on its front

(e) screen.

(f)

Below is the payable for six players:

(g)

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	Players
Highest Hand	7
4 Aces	100 to 1
Royal Flush	50 to 1
4 of a Kind	35 to 1
Straight Flush	20 to 1
3 of a Kind	3 to 1

Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, (g) the bonus is paid for the straight flush.

~~(h)~~

(h) The dealer resolves the game according to house procedures, with a few changes:

~~a.~~

When the dealer comes across a hand that's a straight or higher (even if it's ~~his~~their's), he will a. leave the cards exposed on the table

~~(i)~~

(i) If the dealer finds a higher hand, ~~he~~they will leave those cards exposed and remove any previous cards left on the table.
~~cards left on the table.~~

~~(j)~~

Once the dealer has finished reconciling all player bets, ~~he~~they will go back and reconcile the (j) Cover All bets.

~~(k)~~

(k) Below is the matrix for 1-6 players:

~~13.~~

	Players					
Highest Hand	7	6	5	4	3	2
4 Aces	100 to 1	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1
Royal Flush	50 to 1	50 to 1	80 to 1	90 to 1	100 to 1	125 to 1
4 of a Kind	35 to 1	30 to 1	50 to 1	60 to 1	80 to 1	90 to 1
Straight Flush	20 to 1	15 to 1	30 to 1	30 to 1	50 to 1	70 to 1
3 of a Kind	3 to 1	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1

12. Progressive Wager

~~(a)~~

(a) If a licensee offers the Four-Card Progressive Payout Wager:

(1) A player placing a Four-Card Progressive Payout Wager shall be paid at the odds in one (1) of the following payout tables selected by the licensee in its Rules Submission:

Players

Highest Hand 7

4 Aces 100 to 1

Royal Flush 50 to 1

4 of a Kind 35 to 1

Straight Flush 20 to 1

3 of a Kind 3 to 1

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Highest Hand 7 6 5 4 3 2

4 Aces 100 to 1 100 to 1 125 to 1 150 to 1 200 to 1 250 to 1

Royal Flush 50 to 1 50 to 1 80 to 1 90 to 1 100 to 1 125 to 1

4 of a Kind 35 to 1 30 to 1 50 to 1 60 to 1 80 to 1 90 to 1

Straight Flush 20 to 1 15 to 1 30 to 1 30 to 1 50 to 1 70 to 1

3 of a Kind 3 to 1 4 to 1 4 to 1 5 to 1 6 to 1 8 to 1

Players

(2)

Hand	Paytable A	Paytable B
Four aces	100% of meter	100% of meter
Four-of-a-kind	300 for 1	300 for 1
Straight flush	100 for 1	100 for 1
Three-of-a-kind	9 for 1	15 for 1

A player shall receive the payout for only the highest ranking four-card ~~Poker~~ hand (2) formed.

(3) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the licensee's Rules Submission. The initial and reset amount must also be in the licensee's Rules Submission and must be at least \$5,000 for payable A and \$1,000 (3) for payable B.

(4) Winning Four-Card Progressive Payout ~~Hands~~ shall be paid in accordance with the (4) amount on the meter when it is the player's turn to be paid in accordance with Section 9(e).

~~10(e):~~

(5) Four-Card Envy Bonus payouts shall be made according to the following payout schedules for Four-Card Envy Bonus Qualifying ~~Hands~~ based upon the amount of the (5) Four-Card Progressive Payout Wager placed by the player receiving the Envy Bonus:

(i) If the licensee selects payable A from paragraph (1), the payout shall be:

\$1 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$100
Four-of-a-kind	\$10
Straight flush	\$5

\$5 Progressive Payout Wager

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Hand	Envy Bonus
Four aces	\$500
Four-of-a-kind	\$50
Straight flush	\$25

(ii)

(ii) If the licensee selects payable B from paragraph (1), the payout shall be:

\$1 Progressive Payout Wager

~~Hand Paytable A Paytable B~~

~~Four aces 100% of meter 100% of meter~~

~~Four of a kind 300 for 1 300 for 1~~

~~Straight flush 100 for 1 100 for 1~~

~~Three of a kind 9 for 1 15 for 1~~

~~Hand Envy Bonus~~

~~Four aces \$100~~

~~Four of a kind \$10~~

~~Straight flush \$5~~

~~Hand Envy Bonus~~

~~Four aces \$500~~

~~Four of a kind \$50~~

~~Straight flush \$25~~

Hand	Envy Bonus
Four aces	\$100
Four-of-a-kind	\$25

\$5 Progressive Payout Wager

Hand	Envy Bonus
Four aces	\$500
Four-of-a-kind	\$125

(b) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

~~Hand Envy Bonus~~

~~Four aces \$100~~

~~Four of a kind \$25~~

~~Hand Envy Bonus~~

~~Four aces \$500~~

~~Four of a kind \$125~~

~~Hand Pays* Envy** Hand Pays* Envy**~~

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Royal Flush 100% \$1,000 Royal Flush 100% \$5,000
Straight Flush 10% \$300 Straight Flush 10% \$1,500
4 of a Kind 300 for 1 4 of a Kind 300 for 1
Full House 50 for 1 Full House 50 for 1
Flush 40 for 1 Flush 40 for 1
Straight 30 for 1 Straight 30 for 1
3 of a Kind 9 for 1 3 of a Kind 9 for 1
Meter Seed** Meter Seed**
Hand Pays* Envy** Hand Pays* Envy**
Straight Flush 100% \$250 Royal Flush 100% Major \$1,000
4 of a Kind 300 for 1 Straight Flush 100% Minor \$300
Full House 50 for 1 4 of a Kind 300 For 1
Flush 40 for 1 Full House 50 For 1
Straight 30 for 1 Flush 40 For 1
3 of a Kind 9 for 1 Straight 30 For 1
3 of a Kind 9 For 1
Meter Seed**
Meter Seed** Major
Meter Seed** Minor
Hand Pays* Envy** Hand Pays* Envy**
Royal Flush 100% Mega \$1,000 Royal Flush 100% Mega \$1,000
Straight Flush 100% Major \$300 Straight Flush 100% Major \$300
4 of a Kind 100% Minor 4 of a Kind 100% Minor
Full House 50 For 1 Full House 50 For 1
Flush 40 For 1 Flush 40 For 1
Straight 30 For 1 Straight 30 For 1
3 of a Kind 10 For 1 3 of a Kind 9 For 1
Meter Seed** Mega Meter Seed** Mega
Meter Seed** Major Meter Seed** Major
Meter Seed** Minor Meter Seed** Minor
*Original Wager is NOT Returned
**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.
\$10,000
\$1,000
\$250
**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.
\$10,000
\$10,000
\$1,000
\$250
PTMGLML02 PTMGLML03
*Original Wager is NOT Returned

Multi-Game Link Paytables

~~PTMGL01 PTMGL02~~

~~*Original Wager is NOT Returned *Original Wager is NOT Returned~~

~~\$1,000~~

~~\$10,000~~

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~\$10,000~~

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~PTMGL04~~

~~*Original Wager is NOT Returned~~

~~\$1,000~~

~~PTMGLML01~~

~~*Original Wager is NOT Returned~~

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

13. Irregularities

(a)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the (a) cards shall be reshuffled.

(b)

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

(c)

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and (c) the cards shall be reshuffled.

(d)

If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her their cards as prescribed in Section 409(d), all hands shall be void and the cards shall be (d) reshuffled.

(e)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

(f)

If an automated dealing shoe/machine is being used and the device jams, stops dealing cards, or fails

to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

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

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FREE BET BLACKJACK

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Free Bet Blackjack, shall have the following meanings, unless the context clearly indicates otherwise:

Blackjack— - An ace and any card having a value of 10 dealt as the initial two cards to a player or the dealer.

Card reader device— - A device which permits the dealer to determine if the hole card will give the dealer a Blackjack.

Hard total— - The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

Hole card— - The second card dealt face down to the dealer.

Pat hand - shall mean a hand that has a value of hard 17 or better and does not require a hit.

Soft total— - The total point count of a hand containing an ace when the ace is counted as 11 in value.

2. Cards; number of decks; value of cards

(a)

Except as provided in subsection (b) below, Free Bet Blackjack shall be played with six or eight decks of cards that are identical in appearance and at least one cover card.

(b)

If an automated card shuffling device is utilized, other than a continuous shuffler, Free Bet Blackjack shall be played with at least two shoes of cards in accordance with the following requirements:

(1) The cards shall be separated into two batches with an equal number of decks included in each batch.

(2) The cards in each batch must be of the same design but the backs of the cards in one batch must be of a different color than the cards in the other batch.

(3) One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being used to play the game.

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

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

(e)

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The decks of cards opened for use at a Free Bet Blackjack table shall be changed at least ~~(c)~~ once every 24 hours.

~~(d)~~

~~(d)~~ The value of the cards shall be as follows:

~~(1)~~ Any card from 2 to 10 shall have its face value.

~~(2)~~ Any jack, queen or king shall have a value of 10.

~~(3)~~ An ace shall have a value of 11 unless that value would give a player or the dealer a score

~~(3)~~ in excess of 21, in which case the ace shall have a value of 1.

3. Opening of the table for gaming

~~(a)~~

After receiving ~~one or more~~ the proper amount of decks of cards at the table, the dealer shall inspect the cards for

~~(a)~~ any defects. The floorperson assigned to the table shall verify the inspection.

~~(b)~~

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

~~(c)~~

After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in ~~(c)~~ accordance with Section 4.

~~(d)~~

If an automated shuffling device is utilized, other than a continuous shuffler, all the decks in one batch of cards shall be spread for inspection, mixed, stacked and shuffled in accordance ~~(d)~~ with subsections (a)—(c) above separate from the decks in the other batch of cards.

~~(e)~~

If the decks of cards received at the table are preinspected and preshuffled in accordance with ~~146.49 (relating to cards; receipt, storage, inspection and removal from use); 146.50,~~ subsections ~~(e)~~ (a)—(d) above shall not apply.

4. Shuffle and cut of the cards

~~(a)~~

Immediately prior to commencement of play, unless the cards were preshuffled in accordance with ~~146.49 (relating to cards; receipt, storage, inspection and removal from use); 50,~~ after each shoe of cards is dealt, or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the decks of cards in a single stack. The licensee may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards ~~(a)~~ directly into a dealing shoe.

~~(b)~~

After the cards have been shuffled ~~and stacked,~~ the dealer shall perform one of the following options. The dealer will offer the stack of cards ~~to be~~

~~(b)~~ cut, with ~~the~~ backs facing away from ~~the dealer, to the player determined under~~

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~~subsection~~ them to the players to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table.

~~(e) below:~~

~~(a) If no player accepts the cut, the dealer shall cut the cards.~~

~~(c) (e)~~ The cut of the cards shall be offered to players in the following order:

~~(1) (4)~~ The first player arriving at the table, if the game is just beginning.

~~(2) (2)~~ The player on whose betting area the cover card appeared during the last round of play.

~~(3)~~ If the cover card appeared on the dealer's hand during the last round of play, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the

~~(3)~~ cards shall rotate to each player in a counterclockwise manner.

~~(4)~~ If the reshuffle was initiated at the direction of the floorperson or above, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards

~~(4)~~ shall rotate to each player in a counterclockwise manner.

~~(d)~~

(d) If the player designated in subsection (c) of this section refuses the cut, the cards shall be offered to each other player moving counterclockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

The player or dealer making the cut shall place the cover card in the stack at least ~~ten~~ a deck of cards

from the top or bottom of the stack. Once the cover card has been inserted, the dealer shall

take all cards on top of the cover card and place them on the bottom of the stack. The dealer

shall then insert the cover card in the stack at a position at least 1/4 of the way in from the

(e) bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for

commencement of play.

~~(e)~~

After the cards have been cut and before the cards have been placed in the dealing shoe, a

floorperson or above may require the cards to be recut if the floorperson determines that the

cut was performed improperly or in any way that might affect the integrity or fairness of the

game. If a recut is required, the cards shall be recut either by the player who last cut the cards

or by the next person entitled to cut the cards, as determined under subsection (c) above. The

(f) stack of cards shall then be inserted into the dealing shoe for commencement of play.

~~(f)~~

A reshuffle of the cards in the shoe shall take place after the cover card is reached in the

shoe, as provided in Section 6(d), except that a floorperson may determine that the cards

(g) should be reshuffled after any round of play.

~~(g)~~

If there is no gaming activity at a Free Bet Blackjack table which is open for gaming, the

cards shall be removed from the dealing shoe and the discard rack and spread out on the table

face down unless a player requests that the cards be spread face up on the table. After the

(h) first player arriving at the table is afforded an opportunity to visually inspect the cards, the

cards shall be:

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~~(1)~~ Mixed thoroughly by a washing of the cards, stacked, then shuffled and cut in accordance ~~(1)~~ with this section if there is no automated shuffling device in use.

~~(2)~~ Stacked and placed into the automated shuffling device to be shuffled if an automated shuffling device is in use. The batch of cards already in the shuffler shall then be removed. Unless a player requests otherwise, the batch of cards removed from the shuffler does not need to be spread for inspection and reshuffled prior to being dealt provided that the automated card shuffling device stores a single batch of shuffled cards ~~(2)~~ inside the shuffler in a secure manner.

~~(3)~~ A licensee may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Commission and approved in accordance with 205 CMR 146.51 prior to its use in the licensed facility. If a licensee is ~~(i)~~ utilizing the approved device, subsections (b)—(g) above shall not apply.

~~(4)~~ When the licensee is using a manual shuffle the following steps will be incorporated into ~~(j)~~ their shuffle procedure.

~~(1)~~ The “plug” is a method for inserting unused cards from behind the cut card into the cards ~~(1)~~ in the discard tray. This is usually the first step.

~~(2)~~ The “riffle” is when the cards are divided into two piles and interlaced.

~~(3)~~ The “turn” involves dividing the shoe into two stacks and rotating one stack 180 degrees ~~(3)~~ before riffling the stacks together.

~~(4)~~ The “strip” also known as running cuts. The strip should not occur before at least two ~~(4)~~ riffles have taken place.

~~(5)~~ The “cut” is the final step before the cards are put back into the shoe. This ~~insures~~ ~~ensures~~ that the

~~(5)~~ top card cannot be identified if it was accidentally exposed during the other steps.

5. Wagers

~~(a)~~

~~(a)~~ Wagers at Free Bet Blackjack shall be made by placing value chips, plaques or other ~~Board approved~~ ~~commission approved~~ table game wagering instruments on the appropriate areas of the Free Bet ~~Blackjack layout~~.

~~Blackjack layout~~.

~~(b)~~

After the cards have been shuffled as required under Section 4, a licensee may prohibit any patron, 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 ~~(b)~~ play at that gaming table until either:

~~(1)~~ ~~(1)~~ The licensee chooses to permit the player to begin wagering again; or

~~(2)~~ ~~(2)~~ A reshuffle of the cards has occurred.

~~(c)~~

All wagers, except an Insurance Wager under Section 7, a wager to double down under Section 8 or a wager on split pairs under Section 9, shall be placed prior to the first card being dealt for each round of play. A player may not handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that ~~(c)~~ wager.

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(d) A player shall place a ~~Blackjack Wager~~ blackjack wager to participate in a round of play and compete against (d) the dealer's hand.

(e) If specified in its Rules ~~Submissions~~ submission, a licensee may offer to each player who placed a ~~Blackjack Wager~~ blackjack wager in accordance with subsection (d) above, the option of placing a Push 22

(e) Wager which shall win if the dealer's hand has a total point count of 22.

(f) The licensee shall specify in its Rules ~~Submissions~~ submission the number of adjacent boxes on which a

(f) player may place a ~~Blackjack Wager~~ blackjack wager in one round of play.

6. Procedure for dealing the cards; completion of each round of play

(a) All cards shall be dealt from a dealing shoe which must be located on the table in a location approved by the Commission in accordance 205 CMR 146. Once the procedures under Section 4 have been completed, the stacked cards shall be placed in the dealing shoe by the (a) dealer or by an automated card shuffling device.

(b) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer may deal cards to the two betting positions closest to the dealing shoe with the same hand. Cards will be dealt so as not to expose the hole card or any other face down cards in (b) a manner that cannot be readily observed by someone attempting to ascertain their value.

(c) After each full batch of cards is placed in the shoe, the dealer shall remove the first card and place it in the discard rack. Each new dealer who comes to the table shall also remove one (c) card and place it in the discard rack before dealing any cards to the players.

(d) If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the (d) hand will be completed. The dealer shall then:

(1) Collect and reshuffle the cards by removing the cards remaining in the shoe and placing (1) them in the discard rack to ensure that no cards are missing.

(2) Shuffle the cards so that they are randomly intermixed.

(e) After all ~~Blackjack~~ blackjack and optional Push 22 Wagers have been placed, the dealer shall, starting

(e) with the player farthest to the dealer's left and continuing around the table in a clockwise (e) manner, deal the cards as follows:

(1) One card face up to each box on the layout in which a Blackjack Wager is contained.

(2) One card face up to the dealer.

(3) A second card face up to each box in which a wager is contained.

(4) A second card face down to the dealer.

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(f) Immediately after the second card is dealt to each player and the dealer, if the dealer's first card is an ace, the dealer shall offer the Insurance Wager or even money in accordance with (f) Section 7.

(g) If the dealer's first card is an ace or a 10 value card, after the procedures in subsection (f) above have been completed, if applicable, the dealer shall determine whether the hole card will give the dealer a ~~Blackjackblackjack~~. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, (g) including the dealer. If the dealer has a ~~Blackjackblackjack~~, additional cards may not be dealt and if a player:

player:

(1) Has a ~~Blackjackblackjack~~, the dealer shall return the player's ~~Blackjack Wagerblackjack wager~~, collect the player's

(1) Push 22 Wager and pay out any ~~Insurance Wagerinsurance wager~~, if applicable.

(2) Does not have a ~~Blackjackblackjack~~, the dealer shall collect the player's ~~Blackjackblackjack~~ and Push 22

(2) Wagers and pay out any ~~Insurance Wagerinsurance wager~~, if applicable.

(h) If the dealer's up card was not an ace or 10 value card or if the dealer's hole card did not give the dealer ~~Blackjackblackjack~~, the dealer shall start with the player farthest to the dealer's left and

(h) continue around the table in a clockwise direction and if the player:

(1) Has ~~Blackjackblackjack~~, the dealer shall announce and pay the ~~Blackjackblackjack~~ in accordance with

Section 10(a) (relating to payout odds) and remove the player's cards. If a player also placed a Push 22 Wager, the dealer shall tuck the player's cards under the player's Push

(1) 22 Wager until it is resolved in accordance with subsection (n) below.

(2) Does not have ~~Blackjackblackjack~~, the player shall indicate whether ~~he wishes~~they wish to double down as

permitted under Section 8, split pairs as permitted under Section 11, stand or draw

(2) additional cards. Players may not surrender in Free Bet Blackjack.

(i) As each player indicates ~~his~~their decision, the dealer shall deal face upwards whatever additional (i) cards are necessary to effectuate the player's decision.

(j) A player may elect to draw additional cards whenever ~~his~~their point count total is less than 21, (j) except that:

(1) (1) A player having a hard or soft total of 21 may not draw additional cards.

(2) A player electing to double down in accordance with Section 8 may draw only one (2) additional card.

(k) After the decisions of each player have been implemented and all additional cards have been (k) dealt, the dealer shall turn the hole card face up.

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Except as provided in subsection (m) below, the dealer shall draw additional cards until he has a hard or soft total of 17, 18, 19, 20 or 21. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall announce the dealer's total point (1) count after each additional card is dealt.

(m)

If there are no Push 22 Wagers on the table, a dealer may not draw additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will not have an effect on the outcome of the round of play.

If there are Push 22 Wagers still on the table and all player's hands are in excess of 21 or (m) have ~~Blackjack~~blackjack, the dealer shall draw additional cards to settle the Push 22 Wagers.

(n)

(n) After all additional cards have been drawn, if the total point count of the dealer's hand:

(1) Is a 22, the dealer shall return all remaining player's ~~Blackjack Wagers~~blackjack wagers, collect any Free

Bet lammers, as provided in Section 8 and Section 9, and pay out any Push 22 Wagers in (1) accordance with Section 10(c).

(2) Is not a 22, the dealer shall collect any Push 22 Wagers and settle the player's ~~Blackjack Wagers~~blackjack wagers and Free Bet lammers in accordance with subsections (o)–(q) below.

(o)

A player shall win and be paid in accordance with Section 10(a) for the ~~Blackjack Wager~~ (o) blackjack wager and an equivalent amount for each Free Bet lammer, if applicable, if:

(1) The total point count of the player's hand is 21 or less and the total point count of the dealer's hand is in excess of 21 provided that if the total point count of the dealer's hand is 22, the ~~Blackjack Wager~~blackjack wager shall be returned to the player and any Free Bet lammers shall

(1) be collected.

(2) The total point count of the player's hand exceeds the total point count of the dealer's (2) hand without exceeding 21.

(p)

A ~~Blackjack Wager~~blackjack wager shall tie and be returned to the player and any Free Bet lammers

collected if the total point count of the player's hand is the same as the total point count of the (p) dealer's hand.

(q)

(q) A player's ~~Blackjack Wager~~blackjack wager shall lose and any Free Bet lammers shall be collected if:

(1) The total point count of the dealer's hand is 21 or less and the total point count of the (1) player's hand is in excess of 21.

(2) The total point count of the dealer's hand exceeds the total point count of the player's (2) hand without exceeding 21.

(r)

The dealer shall collect all losing wagers and pay off all winning wagers in accordance with (r) one of the following procedures designated in the licensee's Rules ~~Submission~~submission:

(1) Collect all losing wagers beginning with the player farthest to the dealer's right and (1) continuing around the table in a counterclockwise direction and then pay off all winning

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wagers.

~~wagers:~~

~~(2)~~ Collect each player's losing wagers and pay off each player's winning wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall place any losing wagers directly into the table inventory and may not pay off any player's winning wagers by using value chips ~~(2)~~ collected from a losing wager.

~~(s)~~

After all wagers have been settled, the dealer shall remove any remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each ~~(s)~~ hand in the event of a question or dispute.

~~(t)~~

Players and spectators may not handle, remove or alter any cards used to play Free Bet

~~Blackjack.~~

~~Blackjack.~~

7. Insurance Wager

~~(a)~~

If the first card dealt to the dealer is an ace, each player may make an ~~Insurance Wager~~ insurance wager which

~~(a)~~ shall win if the dealer's hole card is a king, queen, jack or 10.

~~(b)~~

An ~~Insurance Wager~~ insurance wager may be made by placing a value chip on the insurance line of the layout

in an amount not more than 1/2 of the player's initial ~~Blackjack Wager~~ blackjack wager. A player may wager

an amount in excess of 1/2 of the initial ~~Blackjack Wager~~ blackjack wager to the next unit that can be wagered

in chips when, because of the limitation of the value of chip denominations, 1/2 the initial ~~Blackjack Wager~~ blackjack wager cannot be bet. Insurance ~~Wagers~~ wagers shall be placed prior to the dealer

~~(b)~~ inserting his hole card into the card reader device.

~~(c)~~

Winning ~~Insurance Wagers~~ insurance wagers shall be paid in accordance with the payout odds in Section

~~(c)~~ 10(b).

~~(d)~~

Losing ~~Insurance Wagers~~ insurance wagers shall be collected by the dealer immediately after the dealer inserts

his hole card into the card reader device and determines that he does not have a ~~Blackjack~~ blackjack

~~(d)~~ blackjack and before he draws any additional cards.

~~(e)~~

Notwithstanding the requirements of subsections (a)—(d) above, if selected in its Rules ~~Submission~~ submission, a licensee may offer a player who has ~~Blackjack~~ blackjack the option to be paid even

money on the ~~Blackjack Wager~~ blackjack wager instead of making an ~~Insurance~~ insurance ~~Wager~~ wager. If the player elects to

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be paid even money, the dealer shall pay out the ~~Blackjack Wager~~ blackjack wager at odds of 1 to 1 and remove the player's cards provided that if the player also placed a Push 22 Wager, the dealer shall tuck the player's cards under the player's Push 22 Wager until it is resolved in accordance with Section 6(n).

8. Double down

Except when a player has a ~~Blackjack~~ blackjack, a player may elect to double down on the first two cards dealt to him or on the first two cards of any split pair. If the total point count of the

- (a) player's two cards:
- (1) Is a hard 9, 10 or 11, the player may double down without placing an additional wager. If (1) a player is doubling down without placing an additional wager, the dealer shall place a Free Bet lammer next to the player's original blackjack wager.

~~Free Bet lammer next to the player's original Blackjack Wager.~~

(2) Is not a hard 9, 10 or 11, the player may place an additional wager next to the player's (2) original ~~Blackjack Wager~~ blackjack wager which may not exceed the amount of the player's original ~~blackjack wager~~ blackjack wager.

~~Blackjack Wager.~~

If a player elects to double down after splitting pairs, as provided in Section 9, the player (b) may double down on split pairs as provided in subsection (a) above.

Upon a player's election to double down, the dealer shall deal one additional card face up (c) and place it sideways on the layout.

- (d) The dealer shall then complete the procedure in Section 6(i)–(s).

9. Splitting pairs

If the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands. For example, if a player has two 7s or a king and a 10, the (a) player may elect to split the hand.

(b) If a player elects to split pairs and the player has:

(1) A pair of 10 value cards (10, jack, queen or king), the player shall place an amount equal (1) to the original ~~Blackjack Wager~~ blackjack wager for the split pair.

(2) Any pair other than 10 value cards, the player may split pairs without placing an (2) additional wager. If a player is splitting pairs without placing an additional wager:

(i) (i) The dealer shall place a Free Bet lammer next to the player's original ~~Blackjack~~ blackjack wager.

~~Wager.~~

(ii) The original ~~Blackjack Wager~~ blackjack wager shall move with the first split hand and the Free Bet

(ii) lammer shall be the wager for the second split hand.

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(e)

When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any

(c) cards to the second hand. If the first split hand busts and if the player's hand:

(+) Does not contain any Free Bet lammers, the dealer shall collect the losing ~~Blackjack~~

(1) ~~Wagerblackjack wager~~ and place the player's cards in the discard rack.

(-) Contains a Free Bet lammer, the player's cards shall be tucked under the original

(2) ~~Blackjack Wagerblackjack wager~~ until the hand is settled or until the split hand or hands bust as well.

(d)

After a second card is dealt to each split pair, the player shall indicate ~~his~~their decision to stand, draw, double down or resplit with respect that hand. A player may resplit any additional

(d) pairs, in accordance with subsection (b) above, for a total of up to four hands.

10. Payout odds

(e)

The licensee shall pay each winning ~~Blackjack Wagerblackjack wager~~ and any Free Bet lammers at odds of 1

(a) to 1 with the exception of player ~~Blackjackblackjack~~ which shall be paid at odds of 3 to 2.

(b)

(b) The licensee shall pay out winning ~~Insurance Wagersinsurance wagers~~ at odds of 2 to 1.

(e)

The licensee shall pay out winning Push 22 Wagers based on the dealer's hand at the odds in

(c) one of the following paytables selected by the licensee in its Rules ~~Submissionsubmission~~:

Hand	Paytable A	Paytable B
Same suit 22	50 to 1	50 to 1
Same color 22	20 to 1	20 to 1
Other 22	8 to 1	7 to 1

11. Irregularities

(e)

(a) In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularities sections of the specific game the card will move forward or then be used as the dealer's next card or burned. The licensee shall allow one or more players out of the hand when the dealer is found to make this error.

(b) A card found face up in the shoe may not be used in that round of play and shall be placed in the discard rack.

the discard rack or in a segregated area of the double shoe.

(b)

(c) A card drawn in error without its face being exposed shall be used as though it were the next

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card from the shoe.
card from the shoe.

(e)

After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, the card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept the card may not have any additional cards dealt to him during the round. If the card is refused by the players and the dealer cannot (d) use the card, the card shall be placed in the discard rack.

(e)

If the dealer has 17 a pat hand and accidentally draws a card for himself, the card shall be placed in the (e) discard rack.

(e)

If the dealer misses dealing his first or second card to himself/himself, the dealer shall continue (f) dealing the first two cards to each player and then deal the appropriate number of cards to himself.

(f)

If there are insufficient cards remaining in the shoe to complete a round of play, all of the Hand Paytable A Paytable B
Same suit 22-50 to 1-50 to 1
Same color 22-20 to 1-20 to 1
Other 22-8 to 1-7 to 1

cards in the discard rack shall be shuffled and cut according to the procedures in Section 4. The first card shall be drawn face down and placed in the discard rack and the dealer shall (g) complete the round of play.

(g)

If no cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to a player's hand, at the player's option, the dealer (h) shall deal the second card to the player after all other players have received a second card.

(h)

If after receiving the first two cards the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional cards but prior to the dealer (i) revealing his hole card or call the player's hand dead and return the player's original blackjack wager.

Blackjack Wager.

(i)

If the dealer inserts his hole card into a card reader device when the value of his first card is not an ace, king, queen, jack or 10, the dealer, after notification to a floorperson or above, (j) shall continue play.

(j)

If a card reader device malfunctions, the dealer may not continue dealing the game of (k) Blackjack blackjack at that table until the card reader device is repaired or replaced.

(k)

If an automated card shuffling device is being used and the device jams, stops shuffling

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(l) during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.

⊕

If an automated shuffling device malfunctions and cannot be used, the device must be covered or have a sign indicating that it is out of order placed on the device before any other (m) method of shuffling may be utilized at that table.

(n) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

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HEADS UP HOLD'EM

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Heads Up Hold-~~Em~~, em, shall have the following meanings unless the context clearly indicates otherwise:

"Ante" or "Ante wager" - means the predetermined wager that a player is required to make prior to any cards being dealt in order to participate in a round of play.

"Community cards" - means any of the five cards dealt face up in the center of the table that are used by each player and the dealer with their own two cards to form the best possible five-card poker hand.

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

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

"Check" - means a player's choice to forfeit ~~his or her~~ their right to make a raise wager.

"Face card" - means a jack, a queen or a king.

"Flop" - means the first three community cards dealt face up to the area designated for the placement of the community cards.

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

"Hole Cards²" - means the first two cards dealt face-down to each player.

"Odds Wager" - means the mandatory wager made at the beginning of the round of play that is equal to the ante wager.

"Push" - means a tie.

"Play wager" - means the sum of the ante and all raise wagers made by the player in the current round.

"Pocket Bonus wager" - is an optional wager that a player's hole cards will be a pair or an Ace and a King, Queen, or Jack.

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“Raise wager” - means the wager that a player makes, which has an incremental value as follows:

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(a) Immediately after the hole cards are dealt, any raise wager placed must be equal to but no more than three times the player’s ante;

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(b) Immediately after the flop, any raise wager placed must be equal but no more than two times the player’s ante; and

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(c) Immediately after the river card is dealt, any raise wager made must be equal to the player’s ante.

“Round of play” or “round” - means one complete cycle of play during which all players at the table have been dealt a hand, have folded or wagered, and have had their wagers paid or collected in accordance with this subchapter.

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“Trips Plus wager” - is an optional wager that a player’s hole cards and the community cards, or only the community cards will form a seven-card poker hand comprised of three-of-a-kind, straight, flush, full house, four-of-a-kind, straight flush, or royal flush.

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“Turn and River” or “turn and river cards” - means the fourth and fifth and final two community cards dealt face up to the designated area of the layout.

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“Stub” - means the remaining portion of the deck after all cards in the round of play have been dealt.

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

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2. Cards; number of decks

(a)

Except as provided in (b) and (c) below, Heads Up Hold'em shall be played with one deck of cards with backs of the same color and design and one cover card to be used in accordance with the procedures set forth in Section 4. 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. The deck (a) of cards shall meet the requirements of 205 CMR 146.48.

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(b)

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game, provided that:

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(1) Each deck of cards complies with the requirements of (a) above;

(2) The backs of the cards in the two decks are of different color;

(3) One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;

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(4) Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and

(5) The cards from only one deck shall be placed in the discard rack at any given time.

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3. Opening of the table for gaming

(a)

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After receiving a deck of cards at the table in accordance with 205 CMR 146.49 and Section 2, the dealer shall, as applicable, comply with the requirements of (b) through (d) below and the rules of the Commission applicable to the receipt, inspection, initial shuffling, and (a) inspection of cards as set for in 205 CMR 146.49.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence.

(c) After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.50 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled, in accordance with the provisions of (a) through (c) above, immediately prior to the (d) commencement of play.

4. Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and~~ after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the (a) shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b) After the cards have been shuffled and stacked, the dealer shall:
(1) ~~If the cards were shuffled using~~ use an automated card shuffling device, deal or deliver the (b) cards in accordance with the procedures set forth in Sections 7-9; or 8.
(2) ~~If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, cut the cards in accordance with the procedures set forth in (c) below.~~

(c) If a cut of the cards is required, the dealer shall:

- (1) ~~(1)~~ Cut the deck, using one hand, by:
 - (i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;
 - (ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of (ii) the cover card;
 - (iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and (iii) placed on the cover card pursuant to (c)(1)(ii) above; and

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- (iv)(iv) Removing the cover card and placing it in the discard rack; and
- (2) Deal the cards in accordance with the procedures set forth in Sections 7-9 or 8.

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

Whenever there is no gaming activity at a Heads Up Hold'em table which is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.

5. Heads Up Hold'em hand rankings

The rank of the cards used in Heads Up Hold'em, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a two, three, four, and five.

The permissible five-card poker hands at the game of Heads Up Hold'em, in order of highest to lowest rank, shall be:

- (1) "Royal" or "Royal flush" is a hand consisting of an ace, king, queen, jack, and 10 of the same suit;
- (2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack, and 10 being the highest ranking straight flush and ace, two, three, four, and five being the lowest straight flush;
- (3) "Four of a kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four of a kind and four twos being the lowest ranking four of a kind;
- (4) "Full house" is a hand consisting of a "three of a kind" and a "pair" with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
- (5) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking flush and two, three, four, five, and seven being the lowest ranking flush;
- (6) "Straight" is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, two, three, four, and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, and three);
- (7) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three of a kind and three twos being the lowest ranking three of a kind;
- (8) "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair;

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and
(9) "One pair" is a hand consisting of two cards of the same rank, with two aces being the

(9) highest ranking pair and two twos being the lowest ranking pair.

(e)

When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

6. Wagers

(a)

All wagers at Heads Up ~~hold~~ Hold'em poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b)

All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9 or 8. Except as provided in Section 409, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(c)

Upon placing an ante wager, a player must also place an odds wager by placing an amount equal to the ante wager on the designated betting area of the layout. The outcome of the odds wager shall have no bearing on any other wager made by the player at the game of Heads Up ~~hold~~ Hold'em poker.

(d)

Raise, trips plus, and pocket bonus wagers shall be made in accordance with the provisions of Section 409.

(e)

Only players who are seated at the Heads up ~~hold~~ Up Hold'em bonus poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

7. Procedures for dealing the cards from a manual dealing shoe

(a)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b)

Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

(c)

The dealer shall announce "No more bets" prior to dealing any cards.

(d)

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Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite (d) hand.

~~(e)~~

The dealer shall, starting with the player farthest to ~~his or her~~their left and continuing around the (e) table in a clockwise manner, deal the cards as follows:

(1) ~~(1)~~ One card face down to each player;

(2) ~~(2)~~ One card face down to the area designated for the dealer's hand under a cover card;

(3) ~~(3)~~ A second card face down to each player; and

(4) ~~(4)~~ A second card face down to the area designated for the dealer's hand under a cover card.

~~(f)~~

After two cards have been dealt to each player and to the area designated for the hand of the dealer, and after all community cards have been dealt in accordance with the provisions of ~~Section 109~~, the dealer shall remove the stub from the manual dealing shoe and, except as (f) provided in (f) below, place the stub in the discard rack without exposing the cards.

~~(g)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall determine (g) the number of cards in the stub by counting the cards face down on the layout.

~~(1)~~ If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the

(1) stub in the discard rack without exposing the cards.

~~(2)~~ If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's cards has more or less than two

cards) but 52 cards remain in the deck, all hands are void pursuant to Section ~~1211~~. If the cards have not been misdealt, all hands shall be considered void and the entire deck of

(2) cards shall be removed from the table pursuant to 205 CMR 146.49.

~~(h)~~

Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the (h) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

~~8. Procedures for dealing the cards from the hand~~

~~(a) Notwithstanding any other provisions of 205 CMR 146, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play~~

~~8. Heads Up Hold'em from his or her hand.~~

~~(b) Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.~~

~~(c) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:~~

~~(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.~~

~~(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.~~

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~~(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(3) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:~~

~~(1) One card face down to each player;~~

~~(2) One card face down to the area designated for the dealer's hand under a cover card;~~

~~(3) A second card face down to each player; and~~

~~(4) A second card face down to the area designated for the dealer's hand under a cover card.~~

~~(e) After two cards have been dealt to each player and to the area designated for the hand of the dealer and after all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).~~

~~(g) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.~~

9. Procedures for dealing the cards from an automated dealing shoe/machine,

~~(a)~~

Notwithstanding any other provision of 205 CMR 146, a gaming licensee may, in its discretion, choose to have the cards used to play Heads Up Hold'em dealt from an automated dealing shoe/machine which dispenses cards in stacks of two cards, provided that the shoe/machine, its location

(a) and the procedures for its use are in accordance with the gaming licensee's internal control procedures.

~~(b)~~

Cards will be dealt so as not to expose the hole card or any other face down cards in a manner (b) that cannot be readily observed by someone attempting to ascertain their value.

~~(c)~~

(c) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the/machine, the following requirements shall be observed:
following requirements shall be observed:

(1) Once the procedures required by Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

(2) (2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.

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cards:

(d)

The dealer shall first deliver the first stack of five community cards to the community card area and spread them out. After the community cards have been delivered, the dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe/machine face down to

the player farthest to ~~his or her~~their left who has placed a wager in accordance with Section 6.

As

the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer

shall, moving clockwise around the table, deliver a stack face down to each of the other

players who has placed a wager in accordance with Section 6. The dealer shall then place a

cover card on top of the dealer's stack of two cards in the automated dealing shoe/machine and deliver

(d) the stack face down with the cover card on top to the area designated for the dealer's hand.

(e)

After each stack of two cards has been dispensed and delivered in accordance with this

(e) subsection, the dealer shall remove the remaining cards from the automated dealing

shoe/machine. ~~The dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~The dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

(f)

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still in the deck. The dealer shall count the

(f) stub in accordance with the provisions of Section 7(fg).

(g)

Notwithstanding the provisions of (ef) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after

the completion of each shuffle and indicates whether 52 cards are still present. If the

automated card shuffling device reveals that an incorrect number of cards are present, the (g) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

10.

9. Procedures for completion of each round of play; collection of payment and wagers

(a)

After the dealing procedures required by Sections 7-9 or 8 have been completed, each player shall

examine ~~his or her~~their cards without exposing them to any person, replace the cards face down (a) on the layout and either place a raise wager or check.

(b)

To begin each round of play, each player must place an ante and an odds wager in a

designated betting position on the table layout. The ante wager and odds wager must be in

(b) equal amounts and must be made in accordance with the table limits set by the casino.

(c)

After the mandatory ante and odds wager are placed, the dealer begins by dealing the five

community cards, then beginning with the player on the dealer's left moving clockwise and

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ending with the dealer. Each player and the dealer receive two hole cards face-down (“Hole Cards”). This is the player’s two- card hand. Additionally, the five community board cards that have been dealt face down at this point are revealed for the flop, and the turn, and river cards as they are needed for each stage of the round. Alternatively, if the game is hand dealt, the dealer may deal and expose the flop, turn, and river cards as they are needed for each (c) stage of the round. Players are not permitted to exchange information on their hands.

(d)

Each player then has the option to either make a raise wager equal to their ante wager, make (d) a raise wager twice their ante wager, make a raise wager three (3) times their ante wager, or check.

(e)

The dealer will then reveal three community cards (“Flop Cards”), either by turning over the (e) first three face-down cards (if machine dealt), or by dealing and displaying the three card flop (if manually shoe dealt). (if manually dealt).

(f)

Each player who has not yet made a raise wager may make a raise wager equal to their ante (f) wager, twice their ante wager, or check.

(g)

The dealer then deals the final two (2) community cards in the deck (“Turn and River Cards”), either by turning over the last two face-down community cards (if machine dealt), or (g) by dealing and displaying the turn and river cards (if manually shoe dealt).

(h)

Players who have not yet made a raise wager must make a raise wager equal to their ante wager or fold, forfeiting both their ante and odds wagers. A player who folds is still eligible to win the pocket bonus wager if their two card hand contains a ranking hand posted on the (h) corresponding payable.

(i)

After each player has either folded or placed a raise wager, the dealer’s two Hole Cards are revealed. The dealer and players then make the best five-card hand possible using any (i) combination of their two Hole Cards and the five community cards.

++

10. Payout odds

(a)

The payout odds for winning wagers at Heads Up Hold’em will be printed on either the layout, a sign at the table, or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word “to” or “win,” and no odds shall be stated (a) through the use of the word “for,” unless specifically stated otherwise within Section 11 this section.

(b)

(b) The dealer compares the player’s hand with the dealer’s hands as follows:

(+) If the dealer’s hand is not a pair or better, then the dealer does not qualify and the ante wager is pushed. To indicate this, the dealer may push the player’s ante wager back to the player’s position, or the dealer may tap the felt next to the player’s ante wager to show

(1) this push result. All other wagers will remain in action.

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- (2) If the dealer qualifies with a pair or better, the ante wager is paid even money if the player's hand beats the dealer's hand.
- (3) If the dealer's hand beats the player's hand, the ante wager loses and is collected.
- (4) If the dealer's hand and the player's hand are equal copies, the ante wager is pushed.
- (5) If the player wins with a straight or better, the raise wager is paid even money, and the odds wager is paid according to the following payable:

Hand	Paytable A
Royal flush	500 to 1
Straight flush	50 to 1
Four-of-a-kind	10 to 1
Full house	3 to 1
Flush	3 to 2
Straight	1 to 1

If the player wins with a three-of-a-kind or less, the raise wager wins and is paid even money, and the odds bet pushes.

- (d) If the player ties or "copies" the dealer, then both the raise and odds wagers push.

If the player loses to the dealer and his/her final hand is three of-a-kind or worse, then both the raise and odds wagers lose and are collected.

If the player loses to the dealer and his/her final hand is at least a straight, the raise and ante wagers lose and is collected. The odds bet remains and is paid according to the Bad Beat Bonus payable. The following is an example of a Bad Beat payable:

Hand	Paytable A
Royal flush	N/A
Straight flush	500 to 1
Four-of-a-kind	25 to 1
Full house	6 to 1
Flush	5 to 1
Straight	4 to 1

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The Trips Plus Wager is an optional wager that pays if the player's seven-card poker hand, comprised of the player's two (2) Hole Cards and certain of the five community cards, contains a three-of-a-kind or better, regardless of the outcome of the primary game wagers.

(g) Winning wagers are paid according to one of the following payable examples:

Hand Paytable A

Royal flush 500 to 1

Straight flush 50 to 1

Four of a kind 10 to 1

Full house 3 to 1

Flush 3 to 2

Straight 1 to 1

Hand Paytable A

Royal flush N/A

Straight flush 500 to 1

Four of a kind 25 to 1

Full house 6 to 1

Flush 5 to 1

Straight 4 to 1

(h)

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Royal flush	100 to 1	100 to 1	100 to 1	100 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Four-of-a-kind	30 to 1	30 to 1	30 to 1	30 to 1
Full house	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three of a kind	3 to 1	3 to 1	3 to 1	3 to 1

The dealer may take or pay the Trips Plus bet before processing the players' main bets, or (h) after the dealer has processed the players' main bets.

(i)

The Pocket Bonus Wager is an optional wager that pays if the player's two (2) Hole Cards contain a pair or are composed of an Ace with a King, Queen, or Jack ("Face Card"), regardless of the outcome of the primary game. If the player placed a Pocket Bonus Wager and his or her their Hole Cards are not an Ace paired with a Face Card, the Pocket Bonus Wager will lose and be collected by the dealer. However, if the player wins, the Pocket Bonus

(i) Wager pays according to the following paytables:

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Hand	Paytable A	Paytable B	Paytable C
Pair of Aces	30 to 1	25 to 1	30 to 1
Ace – Face Card Suited	20 to 1	20 to 1	20 to 1
Ace – Face Card Unsuitd	10 to 1	10 to 1	10 to 1
Pair (2's –K's)	5 to 1	5 to 1	4 to 1

11. Irregularities

(a)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the (a) cards shall be reshuffled.

(b)

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

(c)

If any player is dealt an incorrect number of cards, all hands shall be void and the cards shall

Hand Paytable A Paytable B Paytable C Paytable D

Royal flush 100 to 1 100 to 1 100 to 1 100 to 1

Straight flush 40 to 1 40 to 1 40 to 1 40 to 1

Four of a kind 30 to 1 30 to 1 30 to 1 30 to 1

Full house 9 to 1 8 to 1 8 to 1 7 to 1

Flush 7 to 1 6 to 1 7 to 1 6 to 1

Straight 4 to 1 5 to 1 4 to 1 5 to 1

Three of a kind 3 to 1 3 to 1 3 to 1 3 to 1

Hand Paytable A Paytable B Paytable C

Pair of Aces 30 to 1 25 to 1 30 to 1

Ace – Face Card Suited 20 to 1 20 to 1 20 to 1

Ace – Face Card Unsuitd 10 to 1 10 to 1 10 to 1

Pair (2's –K's) 5 to 1 5 to 1 4 to 1

(c) be reshuffled.

(d)

If one or more of the dealer's cards are inadvertently exposed prior to the dealer revealing his or her/their hand as prescribed in Section 109(f), all hands shall be void and the cards shall be (d) reshuffled.

(e)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with the gaming licensee's internal control procedures.

(f)

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If an automated dealing shoe/machine 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 (f) removed from the device and reshuffled with any cards already dealt, in accordance with the gaming licensee's internal control procedures.

~~gaming licensee's internal control procedures.~~

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

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HIGH CARD FLUSH

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of High Card Flush, shall have the following meanings unless the context clearly indicates otherwise:

“Ante or “Ante wager” - means the predetermined wager that a player is required to make prior to any cards being dealt in order to participate in a round of play.

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

“Flush Bonus wager” - means the optional amount, if offered by the gaming licensee, wagered by a player and placed on the appropriate designation on the table layout prior to any cards being dealt, which makes the player eligible for a posted payout, even if the player opts to fold.

“Fold” - means the withdrawal of a player from a round of play by electing not to make a raise wager. If a player folds, the player loses their ante wager.

“Progressive payout wager” - means the optional amount, if offered by the gaming licensee, wagered by a player and placed on the appropriate designation on the table layout prior to any cards being dealt, which makes the player eligible for a posted payout.

“Push” - means a tie.

“Dealer’s qualifying hand” - means a hand of the dealer consisting of, at a minimum, a three card flush, with at least a 9 as the high card. For example, if a dealer has a two, three and nine of diamonds, and four other cards that are an assortment of clubs, hearts or spades, the dealer has a dealer’s qualifying hand.

“Raise wager” - means the wager, if a player does not otherwise fold, that a player is required to make after viewing his or her hand, which:

(1) Has a minimum value of the amount of the ante wager;

(2) Has a maximum value dependent upon the cards in the player’s hand as follows:

(i) If the player’s hand consists of a two, three, or four card flush, the raise wager must equal the ante wager.

(ii) If the player’s hand consists of a five card flush, the maximum raise wager shall be no more than double the ante wager.

(iii) If the player’s hand consists of a six or seven card flush, the maximum raise wager shall be no more than triple the ante wager.

~~shall be no more than triple the ante wager.~~

“Round of play” or “round” - means one complete cycle of play during which all players at the table have been dealt a hand, have folded or wagered, and have had their wagers paid or collected in accordance with this subchapter.

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cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled, in accordance with the provisions of (a) through (c) above, immediately prior to the commencement of play.

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4. Shuffle and cut of the cards

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(a) Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.48, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. ~~The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.~~

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(b) After the cards have been shuffled and stacked, the dealer shall:
(1) ~~If the cards were shuffled using~~ use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or 8.

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(2) ~~If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50, cut the cards in accordance with the procedures set forth in (c) below.~~

(c) If a cut of the cards is required, the dealer shall:

(1) Cut the deck, using one hand, by:

(i) Placing the cover card on the table in front of the deck of cards;

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)(1)(ii) above; and

(iv) Removing the cover card and placing it in the discard rack; and

(2) Deal the cards in accordance with the procedures set forth in Sections ~~7-9-7~~ or 8.

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

(e) Whenever there is no gaming activity at a High Card Flush table which is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread, After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.~~

~~face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.~~

5. High Card Flush hand rankings

(a) The rank of the cards used in High Card Flush, in order of highest to lowest rank, shall be:

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ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" with a two and three, and in addition to a two and three, in regard to a larger "straight flush," a four, five, six, and/or seven. An ace may not be used, however, with any other sequence of cards to form a "straight flush" (for example, king, ace, and two).

(b) If the dealer has a dealer's qualifying hand, each player's hand is evaluated against the dealer's hand based on the following criteria:

- (1) Number of cards in the largest flush in a player's hand. For example, a hand with a maximum four card flush beats any hand with a maximum three card flush, but loses to any hand with a maximum five card flush.
- (2) Card rankings in a player's hand for the flush pursuant to Section 5(a).

(c) If the gaming licensee offers one of the optional wagers set forth in Section 6, the following hands may be recognized as elected by the gaming licensee:

(1) "7 Card Straight Flush" is a hand consisting of seven cards of the same suit in consecutive ranking.

ranking-

(2) "7 Card Straight Flush, Suit Specific" is a hand consisting of seven cards of the same suit in consecutive ranking, in a particular suit that is predetermined by the gaming licensee. For example, if diamonds was selected by the gaming licensee, KQJT987 in diamonds would qualify, but KQJT987 in clubs, spades, or hearts would not.

(3) "6 Card Straight Flush" is a hand consisting of six cards of the same suit in consecutive ranking.

ranking-

(4) "5 Card Straight Flush" is a hand consisting of five cards of the same suit in consecutive ranking.

(5) "4 Card Straight Flush" is a hand consisting of four cards of the same suit in consecutive ranking. "3 Card Straight Flush" is a hand consisting of three cards of the same suit in consecutive ranking.

(6) "7 Card Flush" is a hand consisting of seven cards of the same suit, regardless of rank.

(7) "6 Card Flush" is a hand consisting of six cards of the same suit, regardless of rank.

(8) "5 Card Flush" is a hand consisting of five cards of the same suit, regardless of rank.

(9) "4 Card Flush" is a hand consisting of four cards of the same suit, regardless of rank.

6. Wagers

(a) The following wagers may be placed in the game of High Card Flush:

(1) A player may compete in High Card Flush by, before the cards are dealt, placing an ante wager in an amount within the posted minimum and maximum wagers;

(2) The gaming licensee may, at its option, offer each player to make a Flush Bonus wager on whether the player will be dealt a hand type in accordance with the pay table selected by the gaming licensee pursuant to Section ~~44~~10(c). A player may compete for the Flush Bonus wager by, before the cards are dealt, placing a Flush Bonus wager in an amount within the posted minimum and maximum wagers; this wager does not have to be the same amount

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as the ante wager;

(3) The gaming licensee may, at its option, offer each player to make a Straight Flush Bonus wager on whether the player will be dealt a hand type in accordance with the pay table selected by the gaming licensee pursuant to Section ~~44~~10(d). A player may compete for the Straight Flush Bonus wager by, before the cards are dealt, placing a Straight Flush Bonus wager in an amount within the posted minimum and maximum wagers; This wager does not have to be the same amount as the ante wager;

(4) The gaming licensee may, at its option, offer each player to make a Progressive payout wager on whether the player will be dealt a hand type in accordance with the pay table selected by the gaming licensee pursuant to Section ~~44~~10(e). A player may compete for the Progressive payout wager by, before the cards are dealt, placing a Progressive payout wager, in the amount of \$1.00, in the designated area on the table layout;

(5) After the cards are dealt, if the player does not otherwise fold, the player is required to make a raise wager to continue the round of play. This wager has:

(i) A minimum value of the amount of the ante wager.

(ii) A maximum value dependent upon the cards in the player's hand as follows:

a. If the player's hand consists of a two, three, or four card flush, the raise wager ~~must equal the ante wager.~~

~~must equal the ante wager.~~

b. If the player's hand consists of a five-card flush, the maximum raise wager shall be no more than double the ante wager.

c. If the player's hand consists of a six or seven card flush, the maximum raise wager ~~shall be no more than triple the ante wager.~~

~~shall be no more than triple the ante wager.~~

(b) All wagers at High Card Flush shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a High Card Flush table may wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(d) All ante wagers and any optional wagers authorized by this section shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections ~~7-9~~ and 8. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with Section ~~40-9~~.

(e) A gaming licensee may, in its discretion, permit a player to place wagers at two or three betting positions during a round of play provided that all of the betting positions are adjacent to each other.

7. Procedures for dealing the cards from a manual dealing shoe

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(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the table layout with the opposite hand

(c) The dealer shall, starting with the player farthest to ~~his or her~~their left and continuing around the table in a clockwise manner, deal seven consecutive cards face down to each player who has placed an ante wager in accordance with Section 6.

(d) After seven cards have been dealt to each player, the dealer shall deal ~~himself or herself~~themselve seven consecutive cards face down.

(e) After seven cards have been dealt to each player and the dealer in accordance with this section, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the table layout.

(1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. ~~if the cards have been misdealt (a player~~if the cards have been misdealt (a player or the dealer has more or less than seven cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

~~or the dealer has more or less than seven cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.~~

(g) Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Procedures for dealing the cards from ~~the hand~~

(a) ~~Notwithstanding any other provisions of 205 CMR 146, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play High Card Flush from his or her~~

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~~hand.~~

~~(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:~~

~~(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.
(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.~~

~~(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(3) The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the table layout.~~

~~(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal seven consecutive cards face down to each player who has placed an ante wager in accordance with Section 6.~~

~~(d) After seven cards have been dealt to each player, the dealer shall deal himself or herself seven~~

~~consecutive cards face down.~~

~~(e) After seven cards have been dealt to each player and the dealer in accordance with this section, the dealer shall, except as provided in (f) below, place the stub in the discard rack without exposing the cards.~~

~~(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f) and (g).~~

9. Procedures for dealing the cards from **an automated dealing shoe/machine**

(a) Notwithstanding any other provision of 205 CMR 146, a gaming licensee may, in its discretion, choose to have the cards used to play High Card Flush dealt from an automated dealing shoe/machine which dispenses cards in stacks of seven cards, provided that the shoe/machine, its location and the procedures for its use are in accordance with the gaming licensee's internal control procedures.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/machine, the

following requirements shall be observed:

(1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe/machine; and

(2) The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of seven cards dispensed by the automated dealing shoe/machine face down to the player farthest to ~~his or her~~their left who has placed an ante wager in accordance

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~~cards are dealt and the player chooses to fold after viewing his or her seven cards, the player will forfeit his or her their ante wager in accordance with Section 499(b), but declare any winning Flush Bonus, Straight Flush Bonus or Progressive wagers by turning face-up the cards that trigger this winning wager, and place them on top of the remainder of cards which are now considered discards and are placed face down. The dealer will then confirm any winning Bonus wagers including the Flush Bonus, Straight Flush Bonus and Progressive wager if applicable. Upon confirmation by the dealer that the folded cards contain a winning Bonus wager, the dealer will pay each Bonus wager according to the posted or printed payable and push both the winnings and original wager back to the player. In the case of a winning Progressive wager, the payout is placed adjacent to the Progressive wager betting area and then pushed back to the player.~~

~~(d) After each player has either placed a raise wager or folded, and the dealer has collected all forfeited wagers and placed the associated cards in the discard rack, the dealer shall reveal his or her hand.~~

~~(e) After the dealer's hand is revealed, the dealer shall, starting with the player farthest to his or her their right and moving counter clockwise around the table in order, turn over each player's cards and resolve each hand in accordance with the procedures below.~~

~~(1) The dealer first shall determine whether he or she has they have a dealer's qualifying hand.~~

~~(i) If the dealer does not have a dealer's qualifying hand, all players remaining in the game will have their ante wagers paid at even money, and will push on their raise wagers, in accordance with Section 10(b).
game will have their ante wagers paid at even money, and will push on their raise wagers, in accordance with Section 11(b).~~

~~(ii) If the dealer has a dealer's qualifying hand, the dealer's hand shall be evaluated against each player's hand in accordance with Section 5(b). The dealer shall then pay out the ante and raise wagers in accordance with the following:~~

~~a. If the player's hand beats the dealer's hand, the ante and raise wagers win and the dealer shall pay the ante and raise wagers at even money in accordance with Section 10(b).~~

~~dealer shall pay the ante and raise wagers at even money in accordance with Section 11(b).~~

~~b. If the dealer's hand beats the player's hand, the ante and raise wagers lose.~~

~~c. If the dealer's and player's hands tie, the ante and raise wagers push.~~

~~(2) If the player made a Flush Bonus wager, Straight Flush Bonus wager, and/or Progressive payout wager, the dealer shall evaluate the player's hand in accordance with the following:~~

~~(i) If the player made a Flush Bonus wager, the dealer shall determine if the player has a qualifying hand, and pay the posted payout, in accordance with the pay table selected by the gaming licensee pursuant to Section 10(c).
qualifying hand, and pay the posted payout, in accordance with the pay table selected by the gaming licensee pursuant to Section 11(c).~~

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(ii) If the player made a Straight Flush Bonus wager, the dealer shall determine if the player has a qualifying hand, and pay the posted payout, in accordance with the pay table selected by the gaming licensee pursuant to Section ~~44~~10(d) and (e).

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(iii) If the player made a Progressive payout wager as authorized pursuant to Section 6, the dealer shall determine if the player has a qualifying hand consisting of, at a minimum, a Three Card Straight Flush, and pay the posted payout, in accordance with the pay table selected by the gaming licensee pursuant to Section ~~44~~10(f). If the player's hand is eligible for a progressive payout in accordance with Section ~~44~~10(f), the dealer shall also follow the procedures outlined in Section ~~40~~9(g).

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(3) If a player has a qualifying hand, or if the dealer does not have a dealer's qualifying hand, the player's hand shall be left on the table layout, face up, until the player's wager is paid, at which time the player's cards shall immediately be collected by the dealer and placed in the discard rack. If the player does not have a qualifying hand, the player's wager shall immediately be collected by the dealer and placed in the table inventory container and the player's cards shall immediately be collected by the dealer and placed in the discard rack.

If the dealer's and player's hands are a push, the ante and/or raise wager shall be left on the table layout, and the player's cards shall immediately be collected by the dealer and placed in the discard rack.

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~~placed in the discard rack.~~

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(f) Once each player's hand has been resolved and all wagers have been paid, the dealer shall collect the seven cards constituting the dealer's hand, and place them in the discard rack.

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11. Payout odds

(a) The payout odds for winning wagers at High Card Flush printed on any table layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for," unless specifically stated otherwise within Section ~~44~~9.

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(b) If the dealer does not have a qualifying hand, all players remaining in the game will have their

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ante wagers paid at even money and will push on their raise wagers. If the dealer has a qualifying hand, and a player's hand beats the dealer's hand, the player's ante and raise wagers are paid at even money.

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(c) If the gaming licensee offers the Flush Bonus wager, a gaming licensee shall pay off each qualifying Flush Bonus wager at the game of High Card Flush in accordance with one of the following pay tables pre-selected by the gaming licensee (the payout odds below are stated as "to 1"):

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Hand	A	B	C	D	E	F	G	H	I	J	K	L	M	N
7 card flush	300	100	200	300	200	500	400	1000	150	150	400	300	500	500
6 card flush	100	20	20	75	60	50	60	50	20	25	100	80	80	100
5 card flush	10	10	10	5	12	12	12	10	10	10	10	11	11	10
4 card flush	1	1	2	2	2	1	1	1	1	2	2	1	1	1

(d) If the gaming licensee offers the Straight Flush Bonus wager, a gaming licensee shall pay off each qualifying Straight Flush Bonus wager at the game of High Card Flush in accordance with one of the following pay tables pre-selected by the gaming licensee (the payout odds below are stated as "to 1"):

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Hand	A	B	C	D	E	F	G
7 card straight flush	8000	500	500	1000	500	1000	Bonus
6 card straight flush	1000	200	200	500	200	500	Bonus
5 card straight flush	100	100	100	100	100	100	Bonus
4 card straight flush	60	50	75	75	60	60	Bonus
3 card straight flush	7	9	7	7	8	8	Bonus

(e) If the gaming licensee offers the Progressive payout wager, a gaming licensee shall pay off each qualifying Progressive payout wager at the game of High Card Flush in accordance with one of the following pay tables pre-selected by the gaming licensee.

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Hand A B C D E F G H I J K L M N
 7 card flush 300 100 200 300 200 500 400 1000 150 150 400 300 500 500
 6 card flush 100 20 20 75 60 50 60 50 20 25 100 80 80 100
 5 card flush 10 10 10 5 12 12 12 10 10 10 10 11 11 10
 4 card flush 1 1 2 2 2 1 1 1 1 2 2 1 1 1
 Hand A B C D E F G
 7 card straight flush 8000 500 500 1000 500 1000 Bonus
 6 card straight flush 1000 200 200 500 200 500 Bonus
 5 card straight flush 100 100 100 100 100 100 Bonus
 4 card straight flush 60 50 75 75 60 60 Bonus
 3 card straight flush 7 9 7 7 8 8 Bonus
 Hand A B C D
 7 card straight flush 100% of main meter 100% of main meter 100% of main meter 100% of main meter
 6 card straight flush 10% of main meter 10% of main meter 10% of main meter 10% of main meter
 5 card straight flush \$250 \$750 \$300 \$800

4 card straight flush \$50 \$60 \$50 \$50

3 card straight flush \$3 N/A \$3 N/A

Hand	A	B	C	D
7 card straight flush	100% of main meter	100% of main meter	100% of main meter	100% of main meter
6 card straight flush	10% of main meter	10% of main meter	10% of main meter	10% of main meter
5 card straight flush	\$250	\$750	\$300	\$800
4 card straight flush	\$50	\$60	\$50	\$50
3 card straight flush	\$3	N/A	\$3	N/A

(f) If a gaming licensee offers the Progressive payout wager pursuant to Section 4211, the progressive display meter shall be initially set to \$10,000, and all percentage payouts, as stated in Section 4410(e), must be deducted from the meter. A fixed percentage of each progressive payout wager shall be added to the main meter, and a fixed percentage of each progressive payout wager shall be added to a secondary meter, in accordance with the following contribution rates for the pay tables pre-selected by the gaming licensee as stated in Section 449(e):

Contribution Rate:

Contribution Rate:

	A	B	C	D
Main Meter	24%	23%	21%	25%
Secondary Meter	2%	2%	5%	5%

When a 100% payout hits, the main meter shall be reset to the amount of the secondary meter, and the secondary meter shall be reset to zero.

(g) If a gaming licensee offers the Flush Bonus wager, and/or the Straight Flush Bonus wager, all "Bonus" amounts shall be set at the discretion of the gaming licensee. The gaming licensee may set a maximum aggregate amount payable per round, or per hand.

(h) For each Bonus wager individually, only the highest qualifying hand is eligible for a payout. For example, if a player's seven card hand consists of more than one straight flush, only the highest ranking straight flush will be paid.

12. Progressive Payout wager

(a) If a High Card Flush table is properly equipped to offer an optional Progressive payout wager pursuant to 205 CMR 146.24 (related to poker table characteristics), the gaming licensee may offer an optional Progressive payout wager. The Progressive payout wager shall be \$1.00.

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13. Irregularities

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

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

(c) If any player is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards are inadvertently exposed prior to the dealer revealing his or her ~~their~~ hand as prescribed in Section 409(e), all hands shall be void and the cards shall be reshuffled.

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with the gaming licensee's internal control procedures.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with the gaming licensee's internal control procedures.

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

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LET IT RIDE POKER

Rules

1. Definitions

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

Community card - means any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.

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

Let it ride-It Ride - means that a player chooses not to take back a wager that may be withdrawn in accordance with the provisions of Section 149.

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

Stub - means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

Suit - means one of the four categories of cards: club, diamond, heart or spade.

2. Cards; number of decks

Except as provided in (b) below, ~~let it ride~~Let It Ride poker shall be played with one deck of cards with

backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Section 5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards shall meet the requirements of 205 CMR (a) 146.48.

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

- (1) Each deck of cards complies with the requirements of (a) above;
- (2) The backs of the cards in the two decks are of different color;
- (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- (4) Both decks are continuously alternated in and out of play, with each deck being used for

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~~(4)~~ every other round of play; and

~~(5)~~ The cards from only one deck shall be placed in the discard rack at any given time.

3. ~~Let it Ride~~It Ride poker rankings

~~(a)~~

The rank of the cards used in ~~let it ride~~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

~~(a)~~ "straight" formed with a 2, 3, 4 and 5. All suits shall be considered equal in rank.

~~(b)~~

The permissible poker hands at the game of ~~let it ride~~Let It Ride poker, in order of highest to lowest

~~(b)~~ rank, shall be:

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

~~(2)~~ ~~(+)~~ "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking;

~~(3)~~ ~~(+)~~ "Four-of-a-kind" is a hand consisting of four cards of the same rank;

~~(4)~~ ~~(+)~~ "Full house" is a hand consisting of "three-of-a-kind" and a "pair";

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

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

sequence of cards for purposes of determining a winning hand (for example, queen, king,

~~(6)~~ ace, 2, 3);

~~(7)~~ ~~(+)~~ "Three-of-a-kind" is a hand consisting of three cards of the same rank;

~~(8)~~ ~~(+)~~ "Two pairs" is a hand consisting of two "pairs"; and

~~(9)~~ ~~(+)~~ "One pair" is a hand containing two cards of the same rank.

~~(e)~~

For purposes of the optional three card bonus wager as defined in Section 6b, the permissible

~~(c)~~ three card bonus wager hands eligible for a payout in accordance with Section 11(e) shall be:

~~(1)~~ ~~(+)~~ "Mini-royal" is a hand consisting of an ace, king and queen, all of the same suit;

~~(2)~~ "Straight flush" is a hand, other than a mini-royal, consisting of three cards of the same

~~(2)~~ suit in consecutive ranking;

~~(3)~~ ~~(+)~~ "Flush" is a hand consisting of three cards of the same suit, not in consecutive order;

~~(4)~~ "Straight" is a hand consisting of three cards of consecutive rank; provided, however,

~~(4)~~ that an ace may not be combined with a king and a two;

~~(5)~~ ~~(+)~~ "Three-of-a-kind" is a hand consisting of three cards of the same rank; and

~~(6)~~ ~~(+)~~ "Pair" is a hand consisting of two cards of the same rank.

4. Opening of the table for gaming

~~(a)~~

After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through

~~(a)~~ (d) below or the requirements of 205 CMR 146.50.

~~(b)~~

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Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence.

(e)

After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 5.

(d)

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

5. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50~~, and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the (a) shuffling of the cards, inserts the stack of cards directly into a dealing shoe. ~~The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.~~

(b)

After the cards have been shuffled and stacked, the dealer shall:

~~(1) If the cards were shuffled using use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7, 8 or 9; or~~

~~(2) If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, (1) cut the cards in accordance with the procedures set forth in (e) below Sections 7 or 8.~~

(e)

(b) If a cut of the cards is required, the dealer shall:

(1) ~~(1)~~ Cut the deck, using one hand, by:

(i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of (ii) the cover card;

~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and (iii) placed on top of the cover card pursuant to (c)(1)(ii) above; and

(iv) ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

(2) ~~(2)~~ Deal the cards in accordance with the procedures set forth in Section 7, ~~8~~ or 98.

(d)

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

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(c) game.

(e)

Whenever there is no gaming activity at a ~~let it ride~~Let It Ride poker table which is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 4(c) (d) shall be completed.

6. Wagers

(a)

All wagers at ~~let it ride~~Let It Ride poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal (a) wager accompanied by cash shall not be accepted.

(b)

Only players who are seated at a ~~let it ride~~Let It Ride poker table may wager at the game. Once a player has placed ~~his or her~~their wagers and received cards, that player must remain seated until the (b) completion of the round of play.

(c)

All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in ~~Section~~Sections 7, 8 or 9-8. Except as provided in (d) below, no wager shall

(c) be made, increased, or withdrawn after the dealer has announced "No more bets."

(d)

At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as bet number 1, bet number 2 and bet number 3. Bet number 1 and bet number 2 may subsequently be removed by the player in (d) accordance with the provisions Section ~~409~~.

(e)

A gaming licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each (e) other.

6a. ~~Let It Ride~~ bonus wager

(a)

A gaming licensee may, in its discretion, offer to each player at a ~~let it ride~~Let It Ride poker table the option to make an additional "~~let it ride~~Let It Ride bonus wager" that the player will receive a poker hand with a rank of three-of-a-kind or better; provided, however, that the gaming licensee shall comply with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing (a) the option.

(b)

Prior to the dealer announcing "No more bets," each player who has placed the three wagers

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required by Section 6 may make an additional ~~let it ride~~ Let It Ride bonus wager by placing a \$1.00

(b) gaming chip on or in the approved wagering device designated for that wager.

(e)

(c) All winning ~~let it ride~~ Let It Ride bonus wagers shall be paid in accordance with the payout schedule in Section 10(d).

~~Section 11(d)~~:

(d)

A ~~let it ride~~ Let It Ride bonus wager shall have no bearing on any other wager made by a player at the

(d) game of ~~let it ride~~ Let It Ride poker.

6b. Three card bonus wager

(e)

A gaming licensee may, in its discretion, offer to each player at a ~~let it ride~~ Let It Ride poker table the

option to make an additional "three card bonus wager" that the three cards dealt to the player will have a rank of pair or better; provided, however, that the gaming licensee shall comply

(a) with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the option.

(b)

Prior to the dealer announcing "No more bets," each player who has placed the three wagers required by Section 6 may make an additional three card bonus wager by placing a wager on (b) the approved wagering area designated for that wager.

(e)

All winning three card bonus wagers shall be paid in accordance with the payout table in (c) Section ~~11~~ 10(e) pre-selected by the gaming licensee.

(d)

A three-card bonus wager shall have no bearing on any other wager made by a player at the (d) game of ~~let it ride~~ Let It Ride poker.

7. Procedures for dealing the cards from a manual dealing shoe

(e)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by an automated card shuffling device.

(b)

The dealer shall announce "No more bets" prior to dealing any cards. If any ~~let it ride~~ Let It Ride bonus

wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table (b) inventory container.

(e)

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In dealing the cards, each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer shall, starting with the player farthest to ~~his or her~~ their left and (c) continuing around the table in a clockwise manner, deal the cards as follows:

(1) ~~(1)~~ One card face down to each player who has placed three wagers in accordance with Section 6;

~~Section 6~~;

(2) ~~(2)~~ One card face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the card;

~~manner as to not disclose the value of the card~~;

(3) ~~(3)~~ A second card face down to each player who has placed three wagers in accordance with Section 6;

~~Section 6~~;

(4) A second card face down to the area designated for the placement of the community

(4) cards, which card shall be placed to the right of the first card dealt to this area in a

manner as to not disclose the value of the card;

~~manner as to not disclose the value of the card~~;

(5) ~~(5)~~ A third card face down to each player who has placed three wagers in accordance with Section 6; and

~~Section 6~~; and

(6) A third card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first two cards dealt to this area in a manner

(6) as to not disclose the value of the card.

~~(6)~~

After three cards have been dealt to each player and the area designated for the placement of the community cards, the dealer shall remove the stub from the manual dealing shoe and, (d) except as provided in (e) below, place the stub in the discard rack without exposing the cards.

~~(d)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall (e) determine the number of cards in the stub by counting the cards face down on the layout.

(1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the

(1) stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designated for the placement of the community cards has more or less

(2) than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 14. If the cards have not been misdealt, all hands shall be considered void and

(2) the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

~~(2)~~

Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the (f) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

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8. Procedures for dealing the cards from ~~the hand~~ an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other ~~provisions~~ provision of 205 CMR 146 or this section, a gaming licensee

~~(a)~~ may, in its discretion, permit a dealer choose to deal have the cards used to play Let It Ride poker from his dealt from an automated dealing shoe/machine which dispenses cards in stacks of three cards, provided that the shoe/machine, its location and the procedures for its use are approved by the Commission.
~~or her hand.~~

~~(b)~~

If a gaming licensee chooses to have the cards dealt from ~~the dealer's hand~~ an automated dealing shoe/machine, the following

~~(b)~~ requirements shall be observed.

~~(1)~~ The gaming licensee shall use an automated shuffling device to shuffle the cards.

~~(1)~~ (2) Once the procedures required by Section 5 have been completed, the dealer shall place cards shall be placed in the automated dealing shoe/machine.

Prior to the stacked deck shoe dispensing any stacks of cards in either hand.

~~i.~~ Once the dealer has chosen the hand in which he or she will hold the cards shall then announce "No more bets". If any Let It Ride bonus wagers have been made, the dealer shall use that hand whenever holding the cards during that round of play.

~~ii.~~ The cards held by the dealer shall at all times be kept also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the dealer and over the table inventory container.

~~(3)~~ The dealer shall then announce "No more bets" prior to dealing any cards. If any let it ride bonus wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place

(2) the gaming chips into the table inventory container.

~~(e)~~

The dealer shall ~~deal each card by holding~~ deliver the deck first stack of cards ~~in dispensed by the chosen hand and using the other hand to remove the top card of the deck and place it~~ automated dealing shoe/machine face down ~~on the appropriate area~~

~~of the layout. The dealer shall, starting with to~~ the player farthest to ~~his or her~~ their left and continuing around the table in a clockwise manner, deal the cards as follows:

~~(1)~~ One card face down to each player who has placed three wagers in accordance with Section 6;

~~(2)~~ One card. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed three wagers. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the card;

~~(3)~~ A second card face down to each player who has placed three wagers in accordance with Section 6;

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~~(4) A second card face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the card, which card shall be (c) placed to the cards, and spread the stack within the designated area so that the top card is to the dealer's right of the first card dealt to this area; the middle card is directly in front of the dealer, and the bottom card is to the dealer's left.~~

~~(5) A third card face down to~~

~~After each player who has placed stack of three wagers cards has been dispensed and delivered in accordance~~

~~with Section 6; and~~

~~(6) A third card face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the card, which card shall be placed to the right of the first two cards dealt to this area.~~

~~(d) After three cards have been dealt to each player and the area designated for the placement of the community cards subsection, the dealer shall remove the stub from the automated dealing shoe/machine and, except as provided in (e) below, place the stub cards in the~~

~~(d) discard rack without exposing the cards.~~

~~(e)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall (e) count the stub in accordance with the provisions of Section 7(e) and (f).

9. Procedures for dealing the cards from an automated dealing shoe

~~(a) Notwithstanding any other provision of 205 CMR 146 or this section, a gaming licensee may, in its discretion, choose to have the cards used to play Let It Ride poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.~~

~~(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.~~

~~(1) Once the procedures required by Section 5 have been completed, the cards shall be placed in the automated dealing shoe.~~

~~(2) Prior to the shoe dispensing any stacks of cards, the dealer shall then announce "No more bets". If any let it ride bonus wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container.~~

~~(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed three wagers. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed three wagers. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the cards, and spread the stack within the designated area so that the top card is to the dealer's right, the middle card is directly in front of the dealer, and the bottom card is to the dealer's left.~~

~~(d) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as~~

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~~provided in (e) below, place the cards in the discard rack without exposing the cards.
(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e) and (f).
10.~~

9. Procedures for completion of each round of play

~~(a)~~

After the dealing procedures required by Sections ~~7, 7 or 8 or 9~~ have been completed, each player ~~(a)~~ shall examine ~~his or her~~ their cards.

~~(1)~~ Each player who wagers at ~~let it ride~~ Let It Ride poker shall be responsible for ~~his or her~~ their own hand

~~(1)~~ and no person other than the dealer may touch the cards of that player.

~~(2)~~ Each player shall be required to keep ~~his or her~~ their three cards in full view of the dealer at all times.

~~times.~~

~~(3)~~ After each player has made a decision regarding bet number two pursuant to (e) below, each player's cards shall be placed face down on the appropriate area of the layout, the

~~(3)~~ player shall not touch the cards again.

~~(b)~~

After each player has examined ~~his or her~~ their cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or ~~(b)~~ she wishes to withdraw bet number 1 or ~~let it ride~~ Let It Ride.

~~(1)~~ ~~(1)~~ If a player chooses to let bet number 1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

~~betting area of the layout until the end of the round of play.~~

~~(2)~~ If a player chooses to withdraw bet number 1, the dealer shall move the gaming chips on

~~(2)~~ the betting area designated for bet number 1 toward the player who shall then

immediately remove the gaming chips from the betting area.

~~immediately remove the gaming chips from the betting area.~~

~~(e)~~

After each player has made a decision regarding bet number 1, the dealer shall remove ~~(c)~~ ("burn") the community card that is to ~~his or her~~ their left, and place the burned card in the discard rack face down.

~~rack face down.~~

~~(d)~~

The dealer shall then turn the community card that is to ~~his or her~~ their left face up and place it on ~~(d)~~ top of the remaining card. The exposed card shall become the first community card.

~~(e)~~

After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw bet number 2 or ~~let it ride~~ Let It Ride. This decision shall be made by each player ~~(e)~~ regardless of the decision made concerning bet number 1.

~~(1)~~ ~~(1)~~ If a player chooses to let bet number 2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

~~betting area of the layout until the end of the round of play.~~

~~(2)~~ If a player chooses to withdraw bet number 2, the dealer shall move the gaming chips on

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(2) the betting area designated for bet number 2 toward the player who shall then immediately remove the gaming chips from the betting area.

~~immediately remove the gaming chips from the betting area.~~
(f) The dealer shall then move the first community card to the right of the card that remains face down in the community card area. The face down card shall be turned face up by the dealer

(g) After the second community card is turned face up, the dealer shall, beginning with the player farthest to ~~his or her~~ their right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player.

(h) The dealer shall turn the three cards of the player face up. The two community cards and (1) the three cards dealt to the player shall form the five card poker hand of that player.

(i) The dealer shall examine the cards of the player to determine if the player's hand qualifies for a payout pursuant to Section ~~11.10~~ 10. Any ~~let it ride~~ Let It Ride poker wager on a hand which has a

(2) rank that is lower than a pair of tens shall be a losing wager.

(j) The dealer shall then settle all wagers of that player, including any bonus wagers. All losing wagers by the player shall be immediately collected by the dealer and placed in the table inventory container. After all losing wagers have been collected, all winning wagers shall be paid in accordance with the payout odds listed in Section ~~11.10~~ 10 or as

(3) otherwise approved by the Commission.

(4) ~~(4)~~ All hands shall remain face up on the layout until all wagers have been settled by the dealer.

~~dealer.~~

(k)

After settling all wagers, the dealer shall immediately collect the cards of all players and the community cards and place them in the discard rack. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily (h) arranged to reconstruct each hand in the event of a question or dispute.

~~11.~~

10. Payout odds; payout limitation

(a)

The payout odds for winning wagers at ~~let it ride~~ Let It Ride poker printed on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use (a) of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b)

Subject to the payout limitation in (c) below, a gaming licensee shall pay off each winning (b) wager at the game of ~~let it ride~~ Let It Ride poker at no less than the following odds:

(c)

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Hand Type	Payout Odds
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four-of-a-kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Tens, Jacks, Queens, Kings or Aces	1 to 1

Notwithstanding the minimum payout odds required in (b) above, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to a player on a single hand, which amount shall be at least \$50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. If the established payout limit is not included on the layout, each gaming licensee shall provide notice of any decrease in the payout limit in accordance with 205 CMR 147.03. Any maximum payout limit established by a gaming licensee shall apply only to payouts of ~~let-it-ride~~ **Let It Ride** poker wagers placed pursuant to Section 6 and shall not apply to payouts of ~~let-it-ride~~

Let It Ride bonus wagers placed pursuant to Section 6a or three card bonus wagers placed pursuant to

(c) Section 6b.

(d)

A gaming licensee shall pay off each winning ~~let-it-ride~~ **Let It Ride** bonus wager at no less than the

(d) following monetary amounts:

(e)

Hand Type	Payout
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

A gaming licensee shall pay off each winning three card bonus wager at no less than the odds (e) set forth in one alternative pay table below pre-selected by the gaming licensee:

~~Hand Type Payout Odds~~

~~Royal Flush 1,000 to 1~~

~~Straight Flush 200 to 1~~

~~Four of a kind 50 to 1~~

~~Full House~~

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Hand Type	Table A	Table B	Table C	Table D	Table E	Table F
Mini-royal	N/A	N/A	N/A	50 to 1	50 to 1	50 to 1
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

11 to 1

Flush 8 to 1

Straight 5 to 1

Three-of-a-kind 3 to 1

Two Pair 2 to 1

Pair of Tens, Jacks, Queens, 1 to 1

Kings or Aces

Hand Type Payout

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

Hand Type Table A Table B Table C Table D Table E Table F

Mini-royal N/A N/A N/A 50 to 1 50 to 1 50 to 1

Straight Flush 40 to 1 40 to 1 40 to 1 40 to 1 40 to 1 40 to 1

Three of a kind 30 to 1 30 to 1 30 to 1 30 to 1 30 to 1 30 to 1

Straight 6 to 1 5 to 1 6 to 1 6 to 1 5 to 1 6 to 1

Flush 4 to 1 4 to 1 3 to 1 4 to 1 4 to 1 3 to 1

Pair 1 to 1 1 to 1 1 to 1 1 to 1 1 to 1 1 to 1

12. Cover All Bonus Wager

(a)

If players make the Cover All bonus, they must do so before the start of the round.

(b)

The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is

(b) three-of-a-kind or better.

(c)

Payouts are dynamic: they change depending on the number of players in the round.

(d)

Casinos must set the i-Deal Plus shuffler to the “Let ~~it~~ Ride Cover All” mode.

(e)

After the dealer removes his hand from the shuffler and presses the green button, the i-Deal

Plus will determine the number of players in the round and display the payouts on its front

(e) screen.

(f)

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(f) Below is the payable for seven players:

(e)

	Players
Highest Hand	7
Royal Flush	90 to 1
Straight Flush	40 to 1
4 of a Kind	20 to 1
Full House	10 to 1
Flush	7 to 1
Straight	4 to 1
3 of a Kind	3 to 1

Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.

(h)

The dealer resolves the game according to house procedures, with a few changes:

(i)

When the dealer comes across a hand that's a straight or higher (even if it's his), he will

a. leave the cards exposed on the table

(j)

If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.

cards left on the table.

(k)

Once the dealer has finished reconciling all player bets, he will go back and reconcile the

(j) Cover All bets.

(k)

Below is the matrix for 1-7 players:

Players

Highest Hand 7

Royal Flush 90 to 1

Straight Flush 40 to 1

4 of a Kind 20 to 1

Full House 10 to 1

Flush 7 to 1

Straight 4 to 1

3 of a Kind 3 to 1

	Players						
	7	6	5	4	3	2	1
Highest Hand	7	6	5	4	3	2	1
Royal Flush	90 to 1	100 to 1	150 to 1	200 to 1	250 to 1	300 to 1	500 to 1
Straight Flush	40 to 1	50 to 1	60 to 1	70 to 1	80 to 1	100 to 1	200 to 1
4 of a Kind	20 to 1	30 to 1	35 to 1	40 to 1	50 to 1	80 to 1	150 to 1
Full House	10 to 1	15 to 1	17 to 1	20 to 1	25 to 1	40 to 1	100 to 1
Flush	7 to 1	10 to 1	11 to 1	15 to 1	20 to 1	30 to 1	70 to 1
Straight	4 to 1	5 to 1	6 to 1	8 to 1	10 to 1	15 to 1	30 to 1
3 of a Kind	3 to 1	3 to 1	4 to 1	5 to 1	7 to 1	11 to 1	20 to 1

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13.12. Progressive Wager; Multi Game Link Progressive

(a) Licensees have the option to offer the Let-it-Ride progressive wager on their games
(Warning: this is different than the original Let-it-Ride Bonus Wager referred to above).

(b) To begin each round, players must place their standard Let It Ride wagers and may also place
the \$1 progressive wager.

(c) Any wagers on the progressive side bet are paid house odds or a percentage of the
progressive meter according to Table 1 based on the five cards consisting of the player's
~~three card~~three-card hand and the two community cards.

(d) Players who placed the progressive wager can also be paid house odds if one of the other
players at the table has a Royal Flush or Straight Flush hand. This payout is known as an Envy
Bonus.

Hand	Pays	Envy
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	

(e) If the licensee offers the Multi Game Link Progressive option it must use one of the
paytables below.

~~Highest Hand~~ 7 6 5 4 3 2 1

~~Royal Flush~~ 90 to 1 100 to 1 150 to 1 200 to 1 250 to 1 300 to 1 500 to 1

~~Straight Flush~~ 40 to 1 50 to 1 60 to 1 70 to 1 80 to 1 100 to 1 200 to 1

~~4 of a Kind~~ 20 to 1 30 to 1 35 to 1 40 to 1 50 to 1 80 to 1 150 to 1

~~Full House~~ 10 to 1 15 to 1 17 to 1 20 to 1 25 to 1 40 to 1 100 to 1

~~Flush~~ 7 to 1 10 to 1 11 to 1 15 to 1 20 to 1 30 to 1 70 to 1

~~Straight~~ 4 to 1 5 to 1 6 to 1 8 to 1 10 to 1 15 to 1 30 to 1

~~3 of a Kind~~ 3 to 1 3 to 1 4 to 1 5 to 1 7 to 1 11 to 1 20 to 1

~~Players~~

~~Hand Pays Envy~~

~~Royal Flush 100% \$1,000~~

~~Straight Flush 10% \$300~~

~~4 of a Kind 300 for 1~~

~~Full House 50 for 1~~

~~Flush 40 for 1~~

~~Straight 30 for 1~~

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~~3-of-a-Kind 9 for 1
 Hand Pays* Envy** Hand Pays* Envy**
 Royal Flush 100% \$1,000 Royal Flush 100% \$5,000
 Straight Flush 10% \$300 Straight Flush 10% \$1,500
 4-of-a-Kind 300 for 1 4-of-a-Kind 300 for 1
 Full House 50 for 1 Full House 50 for 1
 Flush 40 for 1 Flush 40 for 1
 Straight 30 for 1 Straight 30 for 1
 3-of-a-Kind 9 for 1 3-of-a-Kind 9 for 1
 Meter Seed** Meter Seed**
 Hand Pays* Envy** Hand Pays* Envy**
 Straight Flush 100% \$250 Royal Flush 100% Major \$1,000
 4-of-a-Kind 300 for 1 Straight Flush 100% Minor \$300
 Full House 50 for 1 4-of-a-Kind 300 For 1
 Flush 40 for 1 Full House 50 For 1
 Straight 30 for 1 Flush 40 For 1
 3-of-a-Kind 9 for 1 Straight 30 For 1
 3-of-a-Kind 9 For 1
 Meter Seed**
 Meter Seed** Major
 Meter Seed** Minor
 Hand Pays* Envy** Hand Pays* Envy**
 Royal Flush 100% Mega \$1,000 Royal Flush 100% Mega \$1,000
 Straight Flush 100% Major \$300 Straight Flush 100% Major \$300
 4-of-a-Kind 100% Minor 4-of-a-Kind 100% Minor
 Full House 50 For 1 Full House 50 For 1
 Flush 40 For 1 Flush 40 For 1
 Straight 30 For 1 Straight 30 For 1
 3-of-a-Kind 10 For 1 3-of-a-Kind 9 For 1
 Meter Seed** Mega Meter Seed** Mega
 Meter Seed** Major Meter Seed** Major
 Meter Seed** Minor Meter Seed** Minor
 *Original Wager is NOT Returned
 **Meter Seed adjust up or down accordingly with
 changes made to the progressive wager amount.
 Listed seed amounts are for \$1 wager.
 \$10,000
 \$1,000
 \$250
 **Meter Seed adjust up or down accordingly with
 changes made to the progressive wager amount.
 Listed seed amounts are for \$1 wager.
 \$10,000
 \$10,000
 \$1,000
 \$250~~

PTMGLML02-PTMGLML03

*Original Wager is NOT Returned

Multi-Game Link Paytables

PTMGL01-PTMGL02

*Original Wager is NOT Returned *Original Wager is NOT Returned

\$1,000

\$10,000

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.~~

\$10,000

~~**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.~~

PTMGL04

*Original Wager is NOT Returned

\$1,000

PTMGLML01

*Original Wager is NOT Returned

(f)

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

Patrons on the game of Let ~~#It~~ Ride Poker will use the three (3) cards original dealt to ~~(f) them for their hand in the Multi Game Link and the two (2) community cards in front of the dealer as their five (5) card hand.~~
~~(g) the dealer as their five (5) card hand.~~

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~~(g)~~
When the different game titles are linked to a single progressive jackpot the payable, ~~(g) wager amount and number of decks must be the same between all linked Poker games.~~

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13.14. Irregularities

~~(a)~~
A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found ~~(a) face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.~~
~~(b) cards shall be reshuffled.~~

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

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~~(c)~~
If any player or the area designated for the placement of the community cards is dealt an ~~(c) incorrect number of cards, all hands shall be void and the cards shall be reshuffled.~~

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~~(d)~~
If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in ~~(d) accordance with procedures approved by the Commission.~~

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

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

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BACCARAT – MIDI BACCARAT

Rules

1. Definitions

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Dragon 7-- A Banker's Hand which has a Point Count of 7 with a total of three cards dealt and the Player's Hand which has a Point Count of less than 7.

EZ Baccarat-- A variation of Midibaccarat in which vigorish is not collected.

Natural-- A hand which has a Point Count of 8 or 9 on the first two cards dealt.

Panda 8-- A Player's Hand which has a Point Count of 8 with a total of three cards dealt and the Banker's Hand which has a Point Count of less than 8.

2. Midibaccarat table physical characteristics

(a) Midibaccarat shall be played on a table having numbered positions for no more than nine seated players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a Midibaccarat table shall be submitted to the IEB and approved in accordance with 205 CMR 146.18 (relating to approval of table game layouts, signage and equipment)

(c) If a licensee offers the Dragon Bonus Wager, authorized under Section 7(a)(4) (relating to wagers), separate areas designated for the placement of the Dragon Bonus Wager for each player.

(d) If a licensee offers EZ Baccarat in which vigorish is not collected:

(i) Separate areas designated for the placement of the Dragon 7 Insurance Wager, authorized under Section 7(a)(5), for each player.

(ii) Inscriptions that advise patrons 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 Midibaccarat table.

(iii) Separate areas designated for the placement of the Panda 8 Insurance Wager, authorized under Section 7(a)(6), for each player.

(e) If a licensee offers the House Money Wager, authorized under Section 7(a)(7), separate areas designated for the placement of the House Money Wager for each player.

(f) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in accordance with the option selected in the licensee's Rules Submission (relating to table games Rules Submissions), collects the vigorish from a player at the time the winning payout is made or the table is designated for play as an EZ Baccarat table in which vigorish is not collected.

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(c) Each Baccarat table must have a discard bucket or rack capable of handling 8 decks of cards.

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3. Cards; number of decks

(a)

Midibaccarat shall be played with at least six decks of cards having backs of the same color and design and two additional cut cards. The cut cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as

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(a) approved by the Commission.

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4. Opening of the table for gaming

(a)

After receiving the six or more decks of cards at the table in accordance with 205 CMR 146.49, the dealer calling the game shall, as applicable, comply with the requirements of either the gaming equipment regulations and (b) through (c) below or the requirements of the (a) gaming equipment regulations

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(b)

Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall (b) be laid out in sequence within the suit.

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(c)

After the first participant or participants is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a (c) "washing" or "chemmy shuffle" of the cards and stacked.

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(d)

If the licensee uses pre-inspected and pre-shuffled cards, addressed under 205 CMR 146.50 on their baccarat games they must follow in accordance with their procedure submitted in the (d) licensee's Rules Submission.

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(e)

If the licensee uses a batch type shuffle machine, addressed under 205 CMR 146.51 on their baccarat games they must follow in accordance with their procedure submitted in the (e) licensee's Rules Submission.

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5. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, unless the cards were pre-shuffled (pursuant to the gaming equipment regulations), and after each shoe of cards is completed, the gaming licensee shall require the dealer to shuffle the cards so that they are randomly intermixed. After the cards have been shuffled, the dealer shall lace approximately one deck (a) of cards so that they are evenly dispersed into the remaining stack.

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(1) After lacing the cards, the gaming licensee may, as an additional option, require the (1) dealer to shuffle some or all of the cards again.

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(2) A gaming licensee shall not initiate or terminate the use of this reshuffling option unless the gaming licensee provides its surveillance department and the Commission with a

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(2) least 30 minutes prior written notice.

(b)

Any shuffling or lacing option chosen for use by a gaming licensee pursuant to (a) above (b) shall be implemented at all tables within a pit.

(c)

After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer shall calling the game shall perform one of the following options. The dealer will offer the stack of cards, with backs facing away from the dealer, him to the participants, players to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table. The dealer shall begin with the participant seated in the highest number position at the table or, in the case of reshuffle the last curator and working counterclockwise clockwise around the table, shall offer the stack to each participant until

(c) a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(d)

(d) The cards shall be cut by placing the cut card in the stack at least a deck in from either end.

(e) Once the cut card has been inserted into the stack, the dealer shall take all cards in front of the cut card and place them to the back of the stack. The dealer shall then insert one cut card in a position at least 14 cards in from the back of the stack and the second cut card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

Prior to commencement of play, the dealer shall remove and expose the first card from the dealing shoe and place it, and an additional amount, number of cards, drawn face down, equal to the amount on face value of the first card drawn, in the discard bucket/rack after all cards have been shown to the players.

(e) Face cards and tens count as tens. Aces. When determining the face value of the first card removed from the dealing shoe, a 10, jack, queen or king shall count as ten and an ace shall count as one. The licensee has the option of placing the burned cards face up for the player prior to placing them in the discard rack or bucket.

(f)

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (f) by the next person entitled to cut the cards, as determined by section (c) above.

(g)

When the licensee is using a manual shuffle the following steps will be incorporated into (g) their shuffle procedure.

(1) The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

(2) The "riffle" is when the cards are divided into two piles and interlaced.

(3) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffling the stacks together.

(4) The "strip" also known as running cuts. The strip should not occur before at least two (4) riffles have taken place.

(5) The "cut" is the final step before the cards are put back into the shoe. This insures that the (5) top card cannot be identified if it was accidentally exposed during the other steps.

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6. Value of cards; Point Count of hand

~~(a)~~

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

- ~~(1)~~ Any card from 2 to 9 shall have its face value.
- ~~(2)~~ Any 10, jack, queen or king shall have a value of zero.
- ~~(3)~~ Any ace shall have a value of one.

~~(b)~~

The Point Count of a hand shall be a single digit number from 0 to 9 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 the number shall be discarded and the right digit shall constitute the

~~(b)~~ Point Count of the hand. Examples of this rule are as follows:

- ~~(1)~~ A hand composed of an ace, 2 and 4 has a Point Count of 7.
- ~~(2)~~ A hand composed of an ace, 2 and 9 has a total of 12 but a Point Count of only 2 since the left digit of the number 12 is discarded.

7. Wagers

~~(a)~~

(a) The following are permissible wagers in the game of Midibaccarat:

~~(1)~~ A wager on the Banker's Hand which shall:

- ~~(i)~~ Win if the Banker's Hand has a Point Count higher than that of the Player's Hand unless EZ Baccarat is being played and the Point Counts of the Banker's Hand result in a Dragon 7.
- ~~(ii)~~ Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.
- ~~(iii)~~ 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.

~~(2)~~ A wager on the Player's Hand which shall:

- ~~(i)~~ Win if the Player's Hand has a Point Count higher than that of the Banker's Hand and if EZ Baccarat is being played and the Point Counts of the Player's Hand and the Banker's Hand result in a Panda 8.
- ~~(ii)~~ 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 Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.
- ~~(iii)~~ Tie and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.

~~(3)~~ A Tie Wager which shall:

- ~~(i)~~ Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.
- ~~(ii)~~ Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.

~~(4)~~ If offered by a licensee, a Dragon Bonus Wager on the Player's Hand or Banker's Hand,

~~(4)~~ or both, which shall:

- ~~(i)~~ Win if the selected hand is:
 - ~~a.~~ A Natural and the other hand is not a Natural.
 - ~~b.~~ A Natural 9 and the other hand is a Natural 8.
- ~~e.~~ Not a Natural and has a Point Count that exceeds the Point Count of the other
- ~~c.~~ hand by four or more points.

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(ii) ~~(ii)~~ Lose if the selected hand is:
 a. ~~a~~ A Natural 8 and the other hand is a Natural 9.
 b. Not a Natural and has a Point Count less than or equal to the Point Count of the
 b. other hand.
 c. Not a Natural and has a Point Count that exceeds the Point Count of the other
 c. hand by less than four points.
 (iii) Tie and be returned to the player if the selected hand is a Natural and the other hand
 (iii) is a Natural of equal Point Count.
 (5) ~~(5)~~ A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat
 table, which shall:
 (i) Win if the Point Counts of the Banker's Hand and the Player's Hand result in a
 (i) Dragon 7.
 (ii) Lose if the Point Counts of the Banker's Hand and the Player's Hand do not result in a
 (ii) Dragon 7.
 (6) ~~(6)~~ A Panda 8 Insurance Wager, if the table is designated for play as an EZ Baccarat
 table, which shall:
 (i) Win if the Point Counts of the ~~Player's~~Banker's Hand and the ~~Dealer's~~Player 's Hand result in a
 Panda
 (i) 8.
 (ii) Lose if the Point Counts of the ~~Player's~~Banker's Hand and the ~~Dealer's~~Player 's Hand do not
 result in a
 (ii) Panda 8.
 (7) ~~(7)~~ If offered by a licensee, a House Money Wager which shall:
 (i) Win if the first two cards of either the ~~Player's~~Banker's Hand or ~~Banker's~~Player 's Hand, or
 both, are a
 pair. For purposes of the House Money Wager, a pair must be of same rank (two
 (i) queens, for example), regardless of suit.
 (ii) Lose if in the first two cards dealt to the ~~player's hand~~Banker's Hand and the ~~banker's~~
~~hand~~Player 's Hand, neither
 (ii) the ~~player's~~Banker's hand nor the ~~banker's~~Player's hand contains a pair.
 (b)
 Wagers at Midibaccarat shall be made by placing value chips, plaques, or match play coupon
 on the appropriate areas of the Midibaccarat layout. Verbal wagers accompanied by cash may
 be accepted provided that the verbal wagers are confirmed by the dealer and the cash is
 (b) expeditiously converted into value chips or plaques.
 (c)
 A wager may not be made, increased or withdrawn after the dealer has announced "no more
 (c) bets."

**8. Hands of ~~player~~Banker, and ~~banker~~Player; procedure for dealing initial two cards to each
 hand**

(a)
 There shall be two hands dealt in the game of Midibaccarat, one of which shall be designated
 (a) the Player's Hand and the other designated the Banker's Hand.

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(b)

Prior to dealing any cards, the dealer shall announce "no more bets."

(c)

The dealer shall then deal an initial four cards from the dealing shoe. 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.

~~Hand.~~

(1) After all four cards have been dealt, the dealer shall place the Banker's Hand underneath the right corner of the dealing shoe. 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

(1) announce the Point Count of the Player's Hand.

(2) The dealer shall then hand the two cards of the Banker's Hand, face down, to the player with the highest wager on the Banker's Hand. 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

(2) on the area designated for the Banker's Hand and announce the Point Count of the Banker's Hand.

~~Banker's Hand.~~

(3) Prior to dealing a third card to the Player's Banker's or Banker's Hand Player's hand, the dealer shall settle all

(3) House Money Wagers as follows:

(i) If a player placed a House Money Wager, after the initial two cards of the Player's Banker's Hand and Banker's Player's Hand have been turned face up on the layout, beginning from the

dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money wagers and pay all winning wagers in accordance with Section 12(h) (relating to payout odds; vigorish) provided that, at a player's discretion, the player may add the winning House Money payout to the player's

(i) original wager on the Player's Banker's or Banker's Hand Player's hand in accordance with the following:

a. All of the winning House Money payout or, if specified in the licensee's Rules Submission filed (relating to table games Rules Submissions), only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's Banker's or Banker's Hand Player's hand. The player's original wager and the House Money payout which was added to the player's original wager shall then be settled based on the outcome of the player's

a. wager on the Player's Banker's or Banker's Hand Player's hand.

b. A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, as authorized by the licensee, on the area designated for the

b. placement of the player's wager on the Player's Banker's or Banker's Hand Player's hand.

(ii) After settling the House Money Wagers, the game shall resume by dealing any third

(ii) cards that are required to be dealt.

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(4) 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

(4) 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.

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 Player's Hand.

(5) 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 (5) area designated for the Banker's Hand.

(6) If two or more players wager an equally high amount on the Player's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed the Player's Hand and any third card required to be dealt. If two or more players wager an equally high amount on the Banker's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed (6) the Banker's Hand and any third card required to be dealt.

(7) The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards in accordance with subsection (c), above, if the player unreasonably delays the game. If the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player. If the player does not accept it or there is not a player in that position, the dealer shall offer it to each of the other players in turn, moving counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place (d) them on the designated areas of the layout.

9. Procedure for dealing a third card

(a) After the dealer positions the cards in accordance with Section 8(c) (relating to hands of banker and player and banker; procedure for dealing initial two cards to each hand), the dealer shall

(a) announce the Point Count of the Player's Hand and the Banker's Hand.

(b)

Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand in accordance with Section 10 (relating to rules for determining whether a third card shall be dealt). Any third cards required shall be dealt as (b) provided in Section 8(c).

(c)

(c) In no event may more than one additional card be dealt to either hand.

(d)

If the cover card appears as the first card in the dealing shoe at the beginning of a round of

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play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer shall announce "last hand."
(d) At the completion of one more hand, the cards shall be replaced with new decks of cards.

10. Rules for determining whether a third card shall be dealt

~~(a)~~

If either the ~~Banker's Hand or the~~ Player's Hand ~~or the Banker's Hand~~ is a Natural, no more cards may be dealt to

~~(a)~~ either hand.

~~(b)~~

~~(b)~~ If the Point Count of the ~~Banker's Hand and the~~ Player's Hand ~~and the Banker's Hand~~ is 0 to 7 on the first two ~~cards, the Player's Hand shall:~~
~~cards, the Player's Hand shall:~~

~~(1)~~ ~~(1)~~ Draw (take a third card) if the Player's Hand has a Point Count of less than 6.

~~(2)~~ ~~(2)~~ Stay (not take a third card) if the Player's Hand has a Point Count of 6 or more.

~~(c)~~

If the Point Count of the ~~Banker's Hand and the~~ Player's Hand ~~and the Banker's Hand~~ is 0 to 7 on the first two

~~(c)~~ cards, the Banker's Hand shall draw or stay in accordance with the following requirements:

~~(1)~~ If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt a third

~~(1)~~ card if the Point Count of the Banker's Hand is 5 or less.

~~(2)~~ ~~(2)~~ If the Player's Hand is dealt a third card and:

~~(i)~~ The Banker's Hand has a Point Count of less than 3, the Banker's Hand shall be dealt ~~(i)~~ a third card.

~~(ii)~~ The Banker's Hand has a Point Count of 7, the Banker's Hand may not be dealt a ~~(ii)~~ third card.

~~(iii)~~ The Banker's Hand has a Point Count of 3, 4, 5 or 6, the Banker's Hand shall be dealt ~~(iii)~~ or not dealt a third card in accordance with Table 1 as follows:

Table 1

When the Banker's first two cards total	Banker draws when Player's third card is
0, 1, 2	Banker hand always draws
3	Banker hand draws unless Player's third card is 8
4	2 - 7
5	4 - 7
6	6 - 7
7	Banker hand stands
8, 9	Natural - Neither hand draws

11. Announcement of result of round; payment and collection of wagers

~~(a)~~

After each hand has received all the cards to which it is entitled under Section 8, Section 9

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and Section 10 (relating to hands of ~~banker and player and banker~~; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), 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 designated for play as an EZ Baccarat table and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7 or a Panda 8, ~~(a) the dealer shall announce "Dragon 7" or "Panda 8."~~

~~(b)~~
After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player, unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. Immediately thereafter, the dealer shall 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 ~~(b) either marked or collected and each winning wager is paid.~~

~~(c)~~
At the conclusion of a round of play, the dealer shall remove all cards from the table and ~~(c) place the cards in the discard rack.~~

12. Payout odds; vigorish

~~(a)~~
~~(a) A winning wager made on the Player's Hand shall be paid at odds of 1 to 1.~~

~~(b)~~
~~(b) A winning Tie Wager shall be paid at odds of at least 8 to 1.~~

~~(c)~~
A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except that the licensee shall extract a vigorish from the winning players in an amount equal to 5% of the amount won unless the licensee is offering EZ Baccarat in which vigorish is not collected. When collecting the vigorish, the licensee may round off the vigorish to 25¢ or the next ~~(c) highest multiple of 25¢.~~

~~When the Banker's first two cards total Banker draws when Player's third card is~~

~~0, 1, 2 Banker hand always draws~~

~~3 Banker hand draws unless Player's third card is 8~~

~~4-2-7~~

~~5-4-7~~

~~6-6-7~~

~~7 Banker hand stands~~

~~8, 9 Natural - Neither hand draws~~

~~(d)~~
A dealer shall collect the vigorish from a player in accordance with one of the following procedures selected by the licensee in its Rules Submission (relating to table games Rules ~~(d) Submissions~~):

~~(1) (1) At the time the winning payout is made.~~

~~(2) (2) At a later time, provided that:~~

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- (+) The outstanding vigorish shall be collected prior to beginning play with a new dealing (i) shoe of cards or when the player leaves the gaming table, whichever occurs first.
- (++) The amount of the vigorish shall be tracked by placing a coin or marker button, which contains the amount of the vigorish owed, in the rectangular space on the layout that (ii) is imprinted with the number of the player owing the vigorish.
- (+++)(+) The coin or marker button may not be removed from the layout until the vigorish (iii) owed is collected.

If a licensee offers the Dragon Bonus Wager, in accordance with Section 7(a)(4) (relating to wagers), a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds in one of the following pay tables (e) selected by the licensee in its Rules Submission filed:

(+)

Hand	Paytable A	Paytable B	Paytable C
Win by 9 points	30 to 1	20 to 1	30 to 1
Win by 8 points	10 to 1	8 to 1	10 to 1
Win by 7 points	6 to 1	7 to 1	4 to 1
Win by 6 points	4 to 1	4 to 1	4 to 1
Win by 5 points	2 to 1	3 to 1	2 to 1
Win by 4 points	1 to 1	1 to 1	2 to 1
Natural winner	1 to 1	1 to 1	1 to 1
Natural tie	Push	Push	Push

A winning Dragon 7 Insurance Wager, as described in Section 7(a)(5), shall be paid at odds (f) of 40 to 1.

(+)

A winning Panda 8 Insurance Wager, as described in Section 7(a)(6), shall be paid at odds of (g) 25 to 1.

(+)

If a licensee offers the House Money Wager and the player elects to take the payout, the (h) player shall be paid in accordance with the following pay table:

Hand Odds

Player and Banker Pair 15 to 1

Player or Banker Pair 3 to 1

(+)

Hand	Odds
Player and Banker Pair	15 to 1
Player or Banker Pair	3 to 1

If a Licensee offers the Royal 9 Baccarat Progressive side wager for Midibaccarat games the Licensee will use either six or eight standard 52-card decks and either six or seven seats at a

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table. Each player chair will be assigned one unique Personal King-9 combination that can award a progressive. Personal King-9 combinations must be non-suited and unique to each (i) player seat.

Game play begins with players placing their underlying Midibaccarat wagers and optionally the Royal 9 Baccarat Progressive wager. The wager is fixed at \$5.00. After all wagers are placed, the **PlayerBanker** hand and **BankerPlayer** hand each receive two cards according to their game's procedures.

Table 1. Paytable

Hand	Pay
Personal King-9 vs. Personal King-9	Star Progressive
Banker Personal King-9	Spade Progressive
Player Personal King-9	Heart Progressive
Other Personal King-9 vs. Identical King-9	\$5,000
Suited Royal 9 vs. Suited Royal 9	\$1,500
Royal 9 vs. Royal 9	\$250
Any Suited Royal 9	\$50
Any Royal 9	\$25
All other hands	Loss

Hand Definitions	
Personal King-9 vs. Personal King-9	Player and Banker hand have exact "King-9" matching preprinted combination player is seated at
Banker Personal King-9	Banker hand matches preprinted combination player is seated at
Player Personal King-9	Player hand matches preprinted combination player is seated at
Other Personal King-9 vs. Identical King-9	Both Player and Banker hands match a "King-9" combination preprinted on any other seat
Suited Royal 9 vs. Suited Royal 9	Player hand and Banker hand both have a suited Royal 9, does not have to be same combination
Royal 9 vs. Royal 9	Player hand and Banker hand both have a Royal 9, does not have to be same combination
Any Suited Royal 9	A suited nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand
Any Royal 9	A nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand

The "Personal King-9 vs. Personal King-9" combination occurs when both the **PlayerBanker** and **BankerPlayer** hands have the exact "King-9" combination which matches the combination posted at the chair that the player placing the wager is seated at, while the "Banker Personal King-9" and "Player Personal King-9" combinations occur if only one of the Banker or Player hands match. The "Other Personal King-9 vs. Identical King-9" combination occurs when both the **Player and Banker and player** hands match one of the "King-9" combinations posted at a chair that the player placing the wager is not seated at. The "Other Personal King-9 vs. Identical King-9" combination is awarded regardless of

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whether the other players are placing a Royal 9 Baccarat Progressive side wager.

~~Personal King 9 vs. Personal King 9
Banker Personal King 9
Player Personal King 9
Other Personal King 9 vs. Identical King 9
Suited Royal 9 vs. Suited Royal 9
Royal 9 vs. Royal 9
Any Suited Royal 9
Any Royal 9 A nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand
Banker hand matches preprinted combination player is seated at
Player hand matches preprinted combination player is seated at
Both Player and Banker hands match a "King 9" combination preprinted on any other seat
Player hand and Banker hand both have a suited Royal 9, does not have to be same combination
Player hand and Banker hand both have a Royal 9, does not have to be same combination
A suited nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand
Player and Banker hand have exact "King 9" matching preprinted combination player is seated at
Hand Definitions~~

“Royal 9” means a nine and any face card (Jack through King) in the initial two cards dealt to a Banker or Player ~~or Banker~~ hand. A “Suited Royal 9” is a “Royal 9” combination where both cards in the hand are the same suit. A “Royal 9 vs. Royal 9” hand is when the Player hand and Banker hand both have a “Royal 9” combination, not necessarily the same “Royal 9” combination. A “Suited Royal 9 vs. Suited Royal 9” hand is when the player has a “Suited Royal 9” combination and the banker also has a “Suited Royal 9” combination, not necessarily the same suit or “Royal 9” combination. “Any Royal 9” and “Any Suited Royal 9” combinations are awarded when either the Banker hand or Player hand ~~or Banker hand~~ contains the respective combination.
~~respective combination.~~

(i)

If Must Hit Progressive for Stax is available, the dealer hitting end-round will determine if there is a random winner from those that participated in the Royal 9 Baccarat Progressive optional side bet. This will be indicated with the light-up bet sensor at that player spot as well as being indicated to the dealer on the dealer touch interface and the double sided (j) progressive display at the table.

13. Irregularities

(a)

Except as provided in subsection (b), below, a card drawn in error from the dealing shoe that (a) is not disclosed shall be used as the first card of the next hand of play.

(b)

A third card dealt to the Player’s Hand that is not disclosed, when a third card is not authorized under Section 10 (relating to rules for determining whether a third card shall be

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dealt), shall become the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 10(c). If the Banker's Hand is required to stay, the card dealt in error (b) shall become the first card of the next hand of play.

~~(e)~~

If a third card dealt to the Player's Hand, when a third card is not authorized under Section 10, is disclosed at the time it is dealt or is found face up in the dealing shoe, the dealer shall use the disclosed card as the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 10(c). If the Banker's Hand is required to stay, the dealer shall, in accordance with one of the following procedures designated in the licensee's Rules

(c) Submission (relating to table games Rules Submissions):

~~(1)~~ Place the disclosed card and one additional card, drawn face down from the dealing shoe, (1) into the discard bucket without disclosing the additional card.

~~(2)~~ Use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and placed in the (2) discard bucket upon completion of the dealing procedures.

~~(d)~~

Except as provided in subsection (c), above, if a card is disclosed at the time it is dealt or a card is found face up in the dealing shoe, the dealer shall use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and shall be placed in the discard bucket upon (d) completion of the dealing procedures.

~~(e)~~

If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the entire set of cards has been replaced and the new set of cards have been placed in the dealing (e) shoe.

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MINIBACCARAT

Rules

1. Definitions

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Dragon 7-- A Banker's Hand which has a Point Count of 7 with a total of three cards dealt and the Player's Hand which has a Point Count of less than 7.

EZ Baccarat-- A variation of Minibaccarat in which vigorish is not collected.

Natural-- A hand which has a Point Count of 8 or 9 on the first two cards dealt.

Panda 8-- A Player's Hand which has a Point Count of 8 with a total of three cards dealt and the Banker's Hand which has a Point Count of less than 8.

2. Minibaccarat table physical characteristics

(a) Minibaccarat shall be played on a table having numbered positions for no more than nine seated players on one side of the table and a place for the dealer on the opposite side of the (a) table.

(b) The layout for a Minibaccarat table shall be submitted to the Massachusetts Gaming Commission and approved in accordance with 205 CMR 146.18 (relating to approval of table (b) game layouts, signage and equipment) and contain, at a minimum:

(1) (i) An area designated for the placement of cards for the Player's/Banker's Hand and Banker's/Player's Hand.

(2) If a Licensee offers the Dragon Bonus Wager authorized under Section 7(a)(4) (relating to wagers), separate areas designated for the placement of the Dragon Bonus Wager for (2) each player.

(3) If a Licensee offers EZ Baccarat in which vigorish is not collected:

(i) Separate areas designated for the placement of the Dragon 7 Insurance Wager, (i) authorized under Section 7(a)(5), for each player.

(ii) Inscriptions that advise patrons 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 Minibaccarat (ii) table.

(iii) Separate areas designated for the placement of the Panda 8 Insurance Wager, (iii) authorized under Section 7(a)(6), for each player.

(4) If a Licensee offers the House Money Wager, authorized under Section 7(a)(7), separate (4) areas designated for the placement of the House Money Wager for each player.

(5) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in accordance with the option selected in the Licensee's Rules (5) Submission, collects the vigorish from a player at the time the winning payout is made or

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(5) the table is designated for play as an EZ Baccarat table in which vigorish is not collected.

(e)

Each Minibaccarat table must have a discard rack securely attached to the top of the dealer's (c) side of the table.

3. Cards; number of decks

(a)

Except as provided in subsection (b), below, Minibaccarat shall be played with six to eight (a) decks of cards that are identical in appearance and two cover cards.

(b)

(b) If an automated card shuffling device is utilized, Minibaccarat shall be played with 12 to 16 decks of cards in accordance with the following requirements:

(+) The cards shall be separated into two batches with an equal number of decks included in (1) each batch.

(+) The cards in each batch must be of the same design but the backs of the cards in one (2) batch must be of a different color than the cards in the other batch.

(+) One batch of cards shall be shuffled and stored in the automated card shuffling device (3) while the other batch is being used to play the game.

(+) Both batches of cards shall be continuously alternated in and out of play, with each batch (4) being used for every other dealing shoe.

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

(e)

The decks of cards opened for use at a Minibaccarat table shall be changed at least once (c) every 24 hours.

4. Opening of the table for gaming

(a)

After receiving six or more decks of cards at the table, the dealer shall inspect the cards for (a) any defects. The floorperson assigned to the table shall verify the inspection.

(b)

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

(c)

After the first player is afforded an opportunity to visually inspect the cards, the cards shall (c) be turned face down on the table, mixed thoroughly by a washing of the cards and stacked.

(d)

If an automated card shuffling device is utilized and two batches of cards are received at the table, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the first player is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face down on the (d) table and stacked.

(e)

If the decks of cards received at the table are preinspected and reshuffled in accordance with (e) 205 CMR 146.50, subsections (a)—(d), above, do not apply.

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5. Shuffle and cut of the cards

(a)

Immediately prior to commencement of play, unless the cards were preshuffled in accordance with 205 CMR 146.48 (relating to cards; receipt, storage, inspection and removal from use), after each dealing shoe of cards is dealt or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. If the cards have been manually shuffled, the dealer shall leave the entire stack of cards intermixed but not entirely squared off (leave them feathered) so that the floorperson can verify that the shuffle did not result in (a) any uneven distribution of cards.

(b)

After ~~shuffling or lacing~~ the cards ~~have been shuffled~~ and, ~~when~~ where applicable, ~~reshuffled~~ reshuffling them, the dealer ~~shall calling the game shall perform one of the following options. The dealer will~~ offer the stack of cards, with ~~the~~ backs facing away from ~~the dealer, him~~ to the players to be cut. ~~The or at the casino's discretion, the dealer will cut the stack of cards for the table. The~~ dealer shall begin with the player/participant seated in the highest number position at the table ~~and, or, in the case of reshuffle the last curator and~~ working clockwise around the table, shall offer the stack to each player/participant until a player/participant accepts the (b) cut. ~~If a player does not accept the cut, the dealer shall no participant accepts the cut, the dealer shall cut~~ the cards.

(c)

The cards shall be cut by placing ~~a cover~~ the cut card in the stack at least ~~ten cards~~ a deck in from ~~the top or either end,~~ the bottom of the stack.

(d)

Once the cover card has been inserted into the stack, the dealer shall take all cards above the ~~cover card and the~~ cover card and place them on the bottom of the stack. The dealer shall then insert the second cover card in a position at least 14 cards above the bottom of the stack. (d) The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e)

After the cards have been cut and before the cards have been placed in the dealing shoe, a floorperson or above may require the cards to be recut if the floorperson or above determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut by the next person entitled to cut the cards, as determined by subsection (b), above. The stack of cards shall then be inserted (e) into the dealing shoe for commencement of play.

(f)

Prior to commencement of play, the dealer shall remove and expose the first card from the dealing shoe and place it, and an additional number of cards, drawn face down, equal to the face value of the first card drawn, in the discard rack. When determining the face value of the first card removed from the dealing shoe, a 10, jack, queen or king shall count as ten and an (f) ace shall count as one. The licensee has the option of placing the burned cards face up for the player prior to placing them in the discard rack or bucket.

(g)

If there is no gaming activity at a Minibaccarat table which is open for gaming, the cards

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shall be removed from the dealing shoe and the discard rack, and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first (g) player is afforded an opportunity to visually inspect the cards:

- (+) If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a
 - (1) washing of the cards, stacked, then shuffled and cut in accordance with this section.
 - (2) If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player requests otherwise, the batch of cards removed from the (2) shuffler does not need to be spread for inspection and reshuffled prior to being dealt, if:
- (+) The automated card shuffling device stores a single batch of shuffled cards inside the
 - (i) shuffler in a secure manner.
 - (ii) The shuffled cards have been secured, released and prepared for play in accordance (ii) with procedures submitted to the IEB.

- (+) When the licensee is using a manual shuffle the following steps will be incorporated into (h) their shuffle procedure.
 - (+) The “plug” is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.
 - (2) The “riffle” is when the cards are divided into two piles and interlaced.
 - (3) The “turn” involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffling the stacks together.
 - (4) The “strip” also known as running cuts. The strip should not occur before at least two (4) riffles have taken place.
 - (5) The “cut” is the final step before the cards are put back into the shoe. This insures that the (5) top card cannot be identified if it was accidentally exposed during the other steps.

6. Value of cards; Point Count of hand

- (a) The value of the cards in each deck shall be as follows:
 - (1) Any card from 2 to 9 shall have its face value.
 - (2) Any 10, jack, queen or king shall have a value of zero.
 - (3) Any ace shall have a value of one.

The Point Count of a hand shall be a single digit number from 0 to 9 and 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 the number shall be discarded and the right digit shall constitute the (b) Point Count of the hand. Examples of this rule are as follows:

- (1) A hand composed of an ace, 2 and 4 has a Point Count of 7.
- (2) A hand composed of an ace, 2 and 9 has a total of 12 but a Point Count of only 2 since (2) the left digit of the number 12 is discarded.

7. Wagers

- (a) The following are permissible wagers in the game of Minibaccarat:
 - (1) A wager on the Banker's Hand which shall:

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~~(+)~~ 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 result (i) in a Dragon 7.

~~(ii)~~ ~~(+)~~ Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.

~~(iii)~~ --- 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 (iii) Banker's Hand and the Player's Hand result in a Dragon 7.

~~(2)~~ ~~(2)~~ A wager on the Player's Hand which shall:

~~(+)~~ --- 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 (i) Dealer's Hand result in a Panda 8.

~~(+)~~ 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 Counts of the Banker's Hand and the (ii) Player's Hand result in a Dragon 7.

~~(+)~~ Tie and be returned to the player if the Point Counts of the Banker's Hand and the (iii) Player's Hand are equal.

~~(3)~~ ~~(3)~~ A Tie Wager which shall:

~~(i)~~ ~~(+)~~ Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.

~~(ii)~~ ~~(+)~~ Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.

~~(4)~~ If offered by a Licensee, a Dragon Bonus Wager on the Banker's Hand or Player's Hand ~~or Banker's Hand,~~

~~(4)~~ or both, which shall:

~~(i)~~ ~~(+)~~ Win if the selected hand is:

~~a.~~ ~~a-~~ A Natural and the other hand is not a Natural.

~~b.~~ ~~b-~~ A Natural 9 and the other hand is a Natural 8.

~~e-~~ Not a Natural and has a Point Count that exceeds the Point Count of the other c. hand by four or more points.

~~(ii)~~ ~~(+)~~ Lose if the selected hand is:

~~a.~~ ~~a-~~ A Natural 8 and the other hand is a Natural 9.

~~b-~~ Not a Natural and has a Point Count less than or equal to the Point Count of the b. other hand.

~~e-~~ Not a Natural and has a Point Count that exceeds the Point Count of the other c. hand by less than four points.

~~(iii)~~ Tie and be returned to the player if the selected hand is a Natural and the other hand (iii) is a Natural of equal Point Count.

~~(5)~~ ~~(5)~~ A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:

~~(+)~~ Win if the Banker's Hand has a Point Count of 7 with a total of three cards dealt and (i) the Player's Hand which has a Point Count of less than 7.

~~(ii)~~ ~~(+)~~ Lose if the Point Counts of the Banker's Hand do not result in a Dragon 7.

~~(6)~~ ~~(6)~~ A Panda 8 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:

~~(+)~~ Win if the Point Counts of the Player's Hand has a Point Count of 8 with a total of (i) three cards dealt and the Banker's Hand which has a Point Count of less than 8.

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~~(ii) (ii)~~ Lose if the Point Counts of the Player's Hand do not result in a Panda 8.

~~(7) (7)~~ If offered by a Licensee, a House Money Wager which shall:

~~(i)~~ Win if the first two cards of either the Banker's Hand or Player's Hand ~~or Banker's Hand~~, or both, are a

pair. For purposes of the House Money Wager, a pair must be of same rank (two

(i) queens, for example), regardless of suit.

~~(ii)~~ Lose if in the first two cards dealt to the ~~player's hand~~ Banker's Hand and the ~~banker's hand~~ Player's Hand, neither

(ii) the ~~player's hand~~ Banker's Hand nor the ~~banker's hand~~ Player's Hand contains a pair.

~~(b)~~

Wagers at Minibaccarat shall be made by placing value chips or plaques on the appropriate areas of the Minibaccarat layout. Verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and the cash is expeditiously converted into

(b) value chips or plaques.

~~(e)~~

(c) A wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

~~bets."~~

8. Hands of ~~player~~Banker, and ~~banker~~Player; procedure for dealing initial two cards to each hand

~~(a)~~

There shall be two hands dealt in the game of Minibaccarat, one of which shall be designated (a) the Player's Hand and the other designated the Banker's Hand.

~~(b)~~

(b) Prior to dealing any cards, the dealer shall announce "no more bets."

~~(e)~~

The dealer shall then deal an initial four cards from the dealing shoe. The first and third cards deal shall be placed face down on the area designated for the Player's Hand and the second (c) and fourth cards dealt shall be placed face down on the area designated for the Banker's

Hand.

~~Hand~~.

~~(1)~~ After all four cards have been dealt, the dealer shall place the Banker's Hand underneath the right corner of the dealing shoe. 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

(1) announce the Point Count of the Player's Hand.

~~(2)~~ The dealer shall then hand the two cards of the Banker's Hand, face down, to the player with the highest wager on the Banker's Hand. 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

(2) on the area designated for the Banker's Hand and announce the Point Count of the Banker's Hand.

~~Banker's Hand~~.

~~(3)~~ Prior to dealing a third card to the Banker's or Player's ~~or Banker's~~ Hand, the dealer shall settle all

(3) House Money Wagers as follows:

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(4) If a player placed a House Money Wager, after the initial two cards of the Player's Banker's Hand and Banker's Player's Hand have been turned face up on the layout, beginning from the dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money wagers and pay all winning wagers in accordance with Section 12(h) of the Rules of the Game of Baccarat-Midi Baccarat (relating to payout odds; vigorish) provided that, at a player's discretion, the player may add the winning House Money payout to the player's original wager on the Player's Banker's or Banker's Player's Hand

(i) in accordance with the following:

a. All of the winning House Money payout or, if specified in the licensee's Rules Submission filed, only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's or Banker's Hand. The player's original wager and the House Money payout which was added to the player's original wager shall then be a. settled based on the outcome of the player's wager on the Player's or Banker's Hand.

Hand.

b. A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, as authorized by the licensee, on the area designated for the b. placement of the player's wager on the Player's or Banker's Hand.

(4) After settling the House Money Wagers, the game shall resume by dealing any third (ii) cards that are required to be dealt.

(4) 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 (4) area designated for the Player's Hand.

(5) Any third card required to be dealt to the Banker's Hand shall be placed face down on the area 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 (5) area designated for the Banker's Hand.

(6) If two or more players wager an equally high amount on the Player's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed the Player's Hand and any third card required to be dealt. If two or more players wager an equally high amount on the Banker's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed (6) the Banker's Hand and any third card required to be dealt.

(d)

The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards in accordance with subsection (c), above, if the player unreasonably delays the game. If the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player. If the player does not accept it or there is not a player in that position, the dealer shall offer it to each of

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the other players in turn, moving counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place (d) them on the designated areas of the layout.

9. Procedure for dealing a third card

(a)

After the dealer positions the cards in accordance with Section 8(c)(1) or (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer (a) shall announce the Point Count of the Player's Banker's Hand and the Banker's Player's Hand.

(b)

Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand in accordance with Section 10 (relating to rules for (b) determining whether a third card shall be dealt).

(c)

After the dealer positions the cards in accordance with Section 8(c)(1) or (2), any third card (c) required to be dealt shall first be dealt face up to the Player's Hand and then to the Banker's Hand.

Hand:

(d)

(d) In no event may more than one additional card be dealt to either hand.

(e)

If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer shall announce "last hand."

(e) At the completion of one more hand, the cards shall be reshuffled.

10. Rules for determining whether a third card shall be dealt

(a)

(a) If either the Banker's Hand or the Player's Hand or the Banker's Hand is a Natural, no more cards may be dealt to either hand.

either hand:

(b)

(b) If the Point Count of the Banker's Hand and the Player's Hand and the Banker's Hand is 0 to 7 on the first two cards, the Player's Hand shall:

cards, the Player's Hand shall:

(1)

(2)

(c)

If the Point Count of the Banker's Hand and the Player's Hand and the Banker's Hand is 0 to 7 on the first two

(c) cards, the Banker's Hand shall draw or stay in accordance with the following requirements:

(1) If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt a third

(1)

(2)

(c)

(2) If the Player's Hand is dealt a third card and:

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(i) ~~(i)~~ The Banker's Hand has a Point Count of less than 3, the Banker's Hand shall be dealt a third card.

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(ii) ~~(ii)~~ The Banker's Hand has a Point Count of 7, the Banker's Hand may not be dealt a third card.

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(iii) The Banker's Hand has a Point Count of 3, 4, 5 or 6, the Banker's Hand shall be dealt (iii) or not dealt a third card in accordance with Table 1 as follows:

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Table 1

When the Banker's first two cards total	Banker draws when Player's third card is
0, 1, 2	Banker hand always draws
3	Banker hand draws unless Player's third card is 8
4	2 - 7
5	4 - 7
6	6 - 7
7	Banker hand stands
8, 9	Natural - Neither hand draws

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11. Announcement of result of round; payment and collection of wagers

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(a)

After each hand has received all the cards to which it is entitled under Sections 8, 9 and 10 (relating to hands of player and banker; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), 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 designated for play as an EZ Baccarat table and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7 or a Panda 8, the dealer shall (a) announce "Dragon 7" or "Panda 8."

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(b)

After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player, unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. Immediately thereafter, the dealer shall 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 (b) either marked or collected and each winning wager is paid.

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(c)

At the conclusion of a round of play, the dealer shall remove all cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the (c) event of a question or dispute.

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12. Payout odds; vigorish

~~(a)~~ A winning wager made on the Player's Hand shall be paid at odds of 1 to 1.

~~(b)~~ A winning Tie Wager shall be paid at odds of at least 8 to 1.

~~(c)~~ A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except that the Licensee shall extract a vigorish from the winning players in an amount equal to 5% of the amount won unless the Licensee is offering EZ Baccarat in which vigorish is not collected. When collecting the vigorish, the Licensee may round off the vigorish to 25¢ or the next highest multiple of 25¢.

~~(d)~~ A dealer shall collect the vigorish from a player in accordance with one of the following procedures selected by the Licensee in its Rules Submission:

~~(1)~~ At the time the winning payout is made.

~~(2)~~ At a later time, provided that:

- ~~(i)~~ The outstanding vigorish shall be collected prior to the reshuffling of the cards in a dealing shoe or when the player leaves the gaming table, whichever occurs first
- ~~(ii)~~ The amount of the vigorish shall be tracked by placing a coin or marker button, which contains the amount of the vigorish owed, in the rectangular space on the layout that is imprinted with the number of the player owing the vigorish.
- ~~(iii)~~ The coin or marker button may not be removed from the layout until the vigorish owed is collected.

~~(e)~~ If a Licensee offers the Dragon Bonus Wager, in accordance Section 7(a)(4) (relating to wagers), a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds in one of the following pay tables selected by the Licensee in its Rules Submission filed:

Hand	Paytable A	Paytable B	Paytable C
Win by 9 points	30 to 1	20 to 1	30 to 1
Win by 8 points	10 to 1	8 to 1	10 to 1
Win by 7 points	6 to 1	7 to 1	4 to 1
Win by 6 points	4 to 1	4 to 1	4 to 1
Win by 5 points	2 to 1	3 to 1	2 to 1
Win by 4 points	1 to 1	1 to 1	2 to 1
Natural winner	1 to 1	1 to 1	1 to 1
Natural tie	Push	Push	Push

A winning Dragon 7 Insurance Wager, as described in Section 7(a)(5), shall be paid at odds of 40 to 1.

~~(g)~~ A winning Panda 8 Insurance Wager, as described in Section 7(a)(6), shall be paid at odds of 25 to 1.

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(h) If a Licensee offers the House Money Wager and the player elects to take the payout, the (h) player shall be paid in accordance with the following pay table:

Hand	Odds
Player and Banker Pair	15 to 1
Player or Banker Pair	3 to 1

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If a Licensee offers the Royal 9 Baccarat Progressive side wager for Minibaccarat games the Licensee will use either six or eight standard 52-card decks and six seats at a table. Each player chair will be assigned one unique Personal King-9 combination that can award a progressive. Personal King-9 combinations must be non-suited and unique to each player (i) seat.

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Game play begins with players placing their underlying Minibaccarat wagers and optionally the Royal 9 Baccarat Progressive wager. The wager is fixed at \$5.00. After all wagers are placed, the Banker hand and Player hand and Banker hand each receive two cards according to their game's procedures.

Table 1. Paytable

Hand	Pay
Personal King-9 vs. Personal King-9	Star Progressive
Banker Personal King-9	Spade Progressive
Player Personal King-9	Heart Progressive
Other Personal King-9 vs. Identical King-9	\$5,000
Suited Royal 9 vs. Suited Royal 9	\$1,500
Royal 9 vs. Royal 9	\$250
Any Suited Royal 9	\$50
Any Royal 9	\$25
All other hands	Loss

Hand Definitions	
Personal King-9 vs. Personal King-9	Player and Banker hand have exact "King-9" matching preprinted combination player is seated at
Banker Personal King-9	Banker hand matches preprinted combination player is seated at
Player Personal King-9	Player hand matches preprinted combination player is seated at
Other Personal King-9 vs. Identical King-9	Both Player and Banker hands match a "King-9" combination preprinted on any other seat
Suited Royal 9 vs. Suited Royal 9	Player hand and Banker hand both have a suited Royal 9, does not have to be same combination
Royal 9 vs. Royal 9	Player hand and Banker hand both have a Royal 9, does not have to be same combination
Any Suited Royal 9	A suited nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand
Any Royal 9	A nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand

The "Personal King-9 vs. Personal King-9" combination occurs when both the Player and Banker hands have the exact "King-9" combination which matches the combination posted at the chair that the player placing the wager is seated at, while the "Banker Personal King-9" and "Player Personal King-9" combinations occur if only one of the Banker or Player hands match. The "Other Personal King-9 vs. Identical King-9" combination occurs when both the Banker and ~~Player and Banker~~ hands match one of the "King-9"

combinations posted at a chair that the player placing the wager is not seated at. The "Other Personal King-9 vs. Identical King-9" combination is awarded regardless of whether the other players are placing a Royal 9 Baccarat Progressive side wager.

"Royal 9" means a nine and any face card (Jack through King) in the initial two cards dealt to a Banker or ~~Player or Banker~~ hand. A "Suited Royal 9" is a "Royal 9" combination where both cards in

the hand are the same suit. A "Royal 9 vs. Royal 9" hand is when the Banker hand and ~~Player hand and Banker~~

~~hand~~ both have a "Royal 9" combination, not necessarily the same "Royal 9" combination. A

"Suited Royal 9 vs. Suited Royal 9" hand is when the player has a "Suited Royal 9"

combination and the banker also has a "Suited Royal 9" combination, not necessarily the same suit or "Royal 9" combination. "Any Royal 9" and "Any Suited

Royal 9" combinations are awarded when either the Banker hand or ~~Player hand or Banker hand~~ contains the respective combination.

~~respective combination:~~

~~Personal King 9 vs. Personal King 9~~

~~Banker Personal King 9~~

~~Player Personal King 9~~

~~Other Personal King 9 vs. Identical King 9~~

~~Suited Royal 9 vs. Suited Royal 9~~

~~Royal 9 vs. Royal 9~~

~~Any Suited Royal 9~~

~~Any Royal 9 A nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand~~

~~Banker hand matches preprinted combination player is seated at~~

~~Player hand matches preprinted combination player is seated at~~

~~Both Player and Banker hands match a "King 9" combination preprinted on any other seat~~

~~Player hand and Banker hand both have a suited Royal 9, does not have to be same combination~~

~~Player hand and Banker hand both have a Royal 9, does not have to be same combination~~

~~A suited nine and any face card (J thru K) in the initial two cards dealt to Player or Banker hand~~

~~Player and Banker hand have exact "King 9" matching preprinted combination player is seated at~~

~~Hand Definitions~~

(+)

If Must Hit Progressive for Stax is available, the dealer hitting end-round will determine if there is a random winner from those that participated in the Royal 9 Baccarat Progressive optional side bet. This will be indicated with the light-up bet sensor at that player spot as

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well as being indicated to the dealer on the dealer touch interface and the double sided (j) progressive display at the table.

13. Irregularities

(a)

Except as provided in subsection (b), below, a card drawn in error from the dealing shoe that (a) is not disclosed shall be used as the first card of the next hand of play.

(b)

A third card dealt to the Player's Hand that is not disclosed, when a third card is not dealt, shall become the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 10(c). If the Banker's Hand is required to stay, the card dealt in error (b) shall become the first card of the next hand of play.

(c)

If a third card dealt to the Player's Hand, when a third card is not authorized under Section 10, is disclosed at the time it is dealt or is found face up in the dealing shoe, the dealer shall use the disclosed card as the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 10(c). If the Banker's Hand is required to stay, the dealer shall, in accordance with one of the following procedures designated in the Licensee's Rules

(c) Submission:

(1) Place the disclosed card and one additional card, drawn face down from the dealing shoe, (1) into the discard rack without disclosing the additional card.

(2) Use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and placed in the (2) discard rack upon completion of the dealing procedures.

(d)

Except as provided in subsection (c), above, if a card is disclosed at the time it is dealt or a card is found face up in the dealing shoe, the dealer shall use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and placed in the discard rack upon completion of the (d) dealing procedures.

(e)

If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the (e) entire set of cards are reshuffled and placed in the dealing shoe.

14. Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in Section 5, a gaming licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Commission or its authorized designee.

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MISSISSIPPI STUD

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Mississippi Stud, shall have the following meanings unless the context clearly indicates otherwise:

Ante wager -- means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

Bet wager -- means either a 3rd street wager, a 4th street wager or a 5th street wager."

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

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

Fold -- means the withdrawal of a player from a round of play by discarding ~~his or her~~ **their** two cards prior to placing a bet wager.

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

Push -- means a player's hand, as defined in Section 10, resulting in neither payment on nor collection of the player's wagers.

Rank -- or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

Round of play -- or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Mississippi Stud.

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

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

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

2. Cards; number of decks

~~(a)~~

Except as provided in (b) below, ~~mississippi stud~~ Mississippi Stud shall be played with one deck of cards that

meets the requirements of 205 CMR 146.48 and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and

~~(a)~~ edges of the playing cards, as approved by the Commission.

~~(b)~~

If an automated card shuffling device is used for ~~mississippi stud~~ Mississippi Stud, a gaming licensee shall be

~~(b)~~ permitted to use a second deck of cards to play the game, provided that:

~~(1)~~ ~~(4)~~ Each deck of cards complies with the requirements of (a) above;

~~(2)~~ ~~(2)~~ The backs of the cards in the two decks are of a different color;

~~(3)~~ One deck is being shuffled by the automated card shuffling device while the other deck is ~~(3)~~ being dealt or used to play the game;

~~(4)~~ Both decks are continuously alternated in and out of play, with each deck being used for ~~(4)~~ every other round of play; and

~~(5)~~ ~~(5)~~ The cards from one deck only shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

~~(a)~~

After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (d)

~~(a)~~ below ~~or the requirements of 205 CMR 146.50.~~

~~(b)~~

Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection

by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be

~~(b)~~ laid out in sequence within the suit.

~~(c)~~

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in

~~(c)~~ accordance with Section 4.

~~(d)~~

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of

cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and ~~(d)~~ shuffled in accordance with the provisions of (a) through (c) above.

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4. Shuffle and cut of the cards

~~(a)~~

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

~~(b)~~

After the cards have been shuffled and stacked, the dealer shall:

~~(1) If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or

~~(2) If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50,~~ (b) cut the cards in accordance with the procedures set forth in ~~(e) below~~ Sections 7 or 8.

~~(c)~~

If a cut of the cards is required, the dealer shall:

~~(1) (1)~~ Cut the deck, using one hand, by:

~~(i) (i)~~ Placing the cover card on the table in front of the deck of cards;

~~(ii) (ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of

~~(ii) (ii)~~ the cover card;

~~(iii) (iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and ~~(iii) (iii)~~ placed on the cover card pursuant to (c)(1)(ii) above; and

~~(iv) (iv)~~ Removing the cover card and placing it in the discard rack; and

~~(2) (2)~~ Deal the cards in accordance with the procedures set forth in Sections 7-9 or 8.

~~(d)~~

Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if ~~he or she determines they~~ determine that the

cut was performed improperly or in any way that might affect the integrity or fairness of the (d) game.

~~(e)~~

Whenever there is no gaming activity at a ~~mississippi stud~~ Mississippi Stud table that is open for gaming, the

cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is

afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) (e) and, if applicable, (d) shall be completed.

5. Mississippi stud hand rankings

~~(a)~~

The rank of the cards used in ~~mississippi stud~~ Mississippi Stud for the determination of winning hands, in

order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

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Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3).

(b)

The permissible poker hands at the game of ~~mississippi stud~~ Mississippi Stud, in order of highest to lowest

(b) rank, shall be:

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

(2) (+) "Straight flush" is a hand consisting of five cards of the same suit in consecutive

(2) ranking, except for a royal flush as defined in (b)(1) above;

(3) (+) "Four-of-a-kind" is a hand consisting of four cards of the same rank;

(4) (+) "Full house" is a hand consisting of a "three-of-a-kind" and a "pair;"

(5) (+) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order;

(6) (+) "Straight" is a hand consisting of five unsuited cards of consecutive rank;

(7) (+) "Three-of-a-kind" is a hand consisting of three cards of the same rank;

(8) (+) "Two pairs" is a hand consisting of two "pairs;" and

(9) (+) "Pair" is a hand consisting of two cards of the same rank.

6. Wagers

(a)

All wagers at ~~mississippi stud~~ Mississippi Stud shall be made by placing gaming chips or plaques, and, if

applicable, a match play coupon, on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b)

All ante wagers and bet wagers shall be placed prior to the dealer announcing "No more bets"

(b) in accordance with the dealing procedure in Sections 7-9 and 8.

(c)

A "bet" wager shall be made in accordance with Section 109.

(d)

A player shall not be permitted to play at more than one betting position.

(e)

Only players who are seated at the ~~mississippi stud~~ Mississippi Stud table may place a wager at the game.

Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(f)

A licensee has the option to allow the 3 Card Bonus wager on Mississippi Stud.

(1)

3 Card Bonus is an optional side game that is played at a Mississippi Stud gaming table.

(2) (-) To begin, players place the optional side bet prior to any cards being dealt.

(3) (-) Once the wager is placed, the 3 Card Bonus hand is comprised of the three community cards dealt from a single 52-card deck.

(4) (-) Players are awarded pays from a payable (below) based on the three-card poker hand formed by the three community cards.

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(5) This bet is independent of other kinds of bets.

Table 1. 3 Card Bonus Paytables without Mini-Royal (X:1)

Hand	3CS-01	3CS-02	3CS-03
Straight Flush	40	40	40
Three of a Kind	30	30	30
Straight	6	5	6
Flush	4	4	3
Pair	1	1	1

Table 2. 3 Card Bonus Paytables with Mini-Royal (X:1)

Hand	3CS-04	3CS-05	3CS-06
Mini-Royal	50	50	50
Straight Flush	40	40	40
Three of a Kind	30	30	30
Straight	6	5	6
Flush	4	4	3
Pair	1	1	1

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Mini-Royal	50	50	50
Straight Flush	40	40	40
Three of a Kind	30	30	30
Straight	6	5	6
Flush	4	4	3
Pair	1	1	1

7. Procedure for dealing the cards from a manual dealing shoe

(a)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing

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shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by an automated shuffling device.

(b)

Prior to dealing any cards and prior to revealing each community cards, the dealer shall (b) announce "No more bets."

(c)

Each card shall be removed from the dealing shoe with the hand of the dealer that is closest (c) to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d)

The dealer shall, starting with the player farthest to ~~his or her~~their left and continuing around the (d) table in a clockwise manner, deal the cards as follows:

(1) ~~(1)~~Two cards face down to each player; and

(2) ~~(2)~~Three community cards face down in the designated area.

(3) ~~(3)~~All cards will be dealt in a manner as to not disclose the value of the cards.

(e)

After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided (e) in (f) below, place the stub in the discard rack without exposing the cards.

(f)

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall (f) determine the number of cards in the stub by counting the cards face down on the layout.

(1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the (1) stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than two cards or the area designed for the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 14. If the cards have not been misdealt, all hands shall be

considered void and the entire deck of cards shall be removed from the table pursuant

(2) to 205 CMR 146.49.

8. Procedures for dealing the cards from the hand and an automated dealing shoe/machine

(a)

Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play Mississippi stud from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.

(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

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~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(3) The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:~~

~~(1) Two cards face down to each player; and~~

~~(2) Three community cards face down in the designated area.~~

~~(3) All cards will be dealt in a manner as to not disclose the value of the cards.~~

~~(d) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.~~

9. Procedures for dealing the cards from an automated dealing shoe

~~(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ~~mississippi stud~~ Mississippi Stud dealt from an~~

~~automated dealing shoe/machine which dispenses cards in stacks of two cards, provided that the shoe,~~

~~(a) /machine, its location and the procedures for its use are approved by the Commission.~~

~~(b)~~

If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/machine, the

~~(b)~~ following requirements shall be observed.

~~(1)~~ Once the procedures required by Section 4 have been completed, the cards shall be

~~(1)~~ placed in the automated dealing shoe/machine.

~~(2)~~ ~~(2)~~ The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.

~~cards:~~

~~(c)~~

The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face

~~down to the player farthest to ~~his or her~~ their left who has placed a wager in accordance with~~

~~Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, 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 a manner as to not disclose the value of the~~

~~(c)~~ cards in accordance with Section 6.

~~(d)~~

After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe ~~and following the procedures set forth in Section 8(b)(2)(3), deal from his or her hand the three~~

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(d) /machine and following the procedures to deal the three community cards face down in a manner as to not disclose the value of the cards in accordance with the provisions of Section 9. After all three community cards have been dealt, the dealer shall, except as provided in (e) below, place the cards in the discard rack without exposing the cards. (Of note: The automatic shoe/machine might deal the community cards face down in a manner as to not disclose the value of the cards in card first before dealing the stack of two to each player.) accordance with the provisions of Section

~~10. After all three community cards have been dealt, the dealer shall, except as provided in (e) below, place the cards in the discard rack without exposing the cards.~~

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall (e) count the stub in accordance with the provisions of Section 7.

(f)

Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the (f) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

10.

9. Completion of a round of play; collection and payment of wagers

(a)

After the dealing procedures required by Sections 7-9 or 8 have been completed but before the dealer exposes the community cards, each player shall, after examining his or her their cards, either place a bet wager in an amount equal to one, two or three times the amount of his or her their ante wager in the designated 3rd street betting area or fold and forfeit the ante wager. If a player folds, the player's ante wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and (a) placed in the discard rack.

(b)

Each player shall be responsible for his or her their own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the two cards (b) in full view of the dealer at all times.

(c)

No player may exchange or communicate information regarding his or her their hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all (c) wagers on that round by such player.

(d)

After all players have either placed a 3rd street wager or folded, the dealer shall then turn over (d) and reveal the first community card.

(e)

Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 4th street betting area or fold and (e) forfeit the ante wager and 3rd street wager. If a player folds, the ante wager and 3rd street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

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~~wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.~~

(f)

After all remaining players have either placed a 4th street wager or folded, the dealer shall (f) then turn over and reveal the second community card.

(g)

Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 5th street betting area or fold and forfeit the ante wager, 3rd street wager and 4th street wager. If a player folds, the ante wager, (g) 3rd street wager and 4th street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

~~inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.~~

(h)

After all remaining players have either placed a 5th street wager or folded, the dealer shall (h) then reveal the third community card.

(i)

Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and the three community cards. The wagers of each remaining player shall be resolved one player at a time regardless of (i) outcome. The hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

~~placed in the discard rack.~~

(1) All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer (1) and placed in the discard rack.

(2) If the hand of the player is a push (a pair of 6s, 7s, 8s, 9s or 10s), the dealer shall not (2) collect or pay the wagers, but shall immediately collect the cards of that player.

(3) All winning wagers shall be paid in accordance with the payout odds listed in Section 10.11. A player's winning hand shall remain face up on the layout until the ante wager and bet wagers are paid. After paying winning ante and bet wagers, the dealer shall immediately (3) collect the cards of all winning players and place them in the discard rack.

(j)

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

10.11 Payout odds

(a)

The payout odds for winning wagers at ~~mississippi stud~~ Mississippi Stud printed on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use (a) of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b)

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

Hand Type	Payout Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to pair of 10s	Push

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(e)

Hand Type	Payout Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to pair of 10s	Push

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Notwithstanding the payout odds set forth in (c) above, the aggregate payout limit for any hand shall be \$50,000 or the maximum amount that one patron could win per round when (c) betting the minimum wager, whichever is greater.

11. ~~12.~~ Cover All Bonus Wager

(a)

(a) If players make the Cover All bonus, they must do so before the start of the round.

(b)

The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is (b) three-of-a-kind or better.

(c)

(c) Payouts are dynamic: they change depending on the number of players in the round.

(d)

(d) Casinos must set the i-Deal Plus shuffler to the "Mississippi Stud Cover All" mode.

(e)

After the dealer removes his hand from the shuffler and presses the green button, the i-Deal (e) Plus will determine the number of players in the round and display the payouts on its front

screen.

(f)

(f) Below is the payable for six players:

	Players
Highest Hand	6
Royal Flush	100 to 1
Straight Flush	50 to 1
4 of a Kind	30 to 1
Full House	20 to 1
Flush	10 to 1
Straight	6 to 1
3 of a Kind	3 to 1

(g)

	Players
Highest Hand	6
Royal Flush	100 to 1
Straight Flush	50 to 1
4 of a Kind	30 to 1
Full House	20 to 1
Flush	10 to 1
Straight	6 to 1
3 of a Kind	3 to 1

Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, (g) the bonus is paid for the straight flush.

(h)

(h) The dealer resolves the game according to house procedures, with a few changes:

(i)

When the dealer comes across a hand that's a straight or higher (even if it's his), he will a. leave the cards exposed on the table

(j)

(i) If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.

(k)

Once the dealer has finished reconciling all player bets, he will go back and reconcile the (j) Cover All bets.

(k) Below is the matrix for 1-6 players:

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	Players					
Highest Hand	6	5	4	3	2	1
Royal Flush	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1	500 to 1
Straight Flush	50 to 1	60 to 1	70 to 1	80 to 1	100 to 1	200 to 1
4 of a Kind	30 to 1	35 to 1	40 to 1	50 to 1	80 to 1	150 to 1
Full House	20 to 1	20 to 1	25 to 1	35 to 1	50 to 1	100 to 1
Flush	10 to 1	11 to 1	15 to 1	20 to 1	30 to 1	60 to 1
Straight	6 to 1	8 to 1	10 to 1	12 to 1	20 to 1	40 to 1
3 of a Kind	3 to 1	4 to 1	5 to 1	7 to 1	10 to 1	20 to 1

11.

	Players					
Highest Hand	6	5	4	3	2	1
Royal Flush	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1	500 to 1
Straight Flush	50 to 1	60 to 1	70 to 1	80 to 1	100 to 1	200 to 1
4 of a Kind	30 to 1	35 to 1	40 to 1	50 to 1	80 to 1	150 to 1
Full House	20 to 1	20 to 1	25 to 1	35 to 1	50 to 1	100 to 1
Flush	10 to 1	11 to 1	15 to 1	20 to 1	30 to 1	60 to 1
Straight	6 to 1	8 to 1	10 to 1	12 to 1	20 to 1	40 to 1
3 of a Kind	3 to 1	4 to 1	5 to 1	7 to 1	10 to 1	20 to 1

12. Progressive; bonus wagers and Multi Game Link Progressive

(a) The 3 Card Bonus is an optional side game that is played at a Mississippi Stud gaming table.

(b) Once the wager is placed, the 3 Card Bonus hand is comprised of the three community cards dealt from a single 52-card deck. Players are awarded pays from a pay table based on the three-card poker hand formed by the three community cards.

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Paytable 1		Paytable 2		Paytable 3	
Straight flush	40 to 1	Straight flush	40 to 1	Straight flush	40 to 1
Three of a kind	30 to 1	Three of a kind	30 to 1	Three of a kind	30 to 1
Straight	6 to 1	Straight	5 to 1	Straight	6 to 1
Flush	4 to 1	Flush	4 to 1	Flush	3 to 1
Pair	1 to 1	Pair	1 to 1	Pair	1 to 1
Paytable 4		Paytable 5		Paytable 6	
Mini Royal	50 to 1	Mini Royal	50 to 1	Mini Royal	50 to 1
Straight flush	40 to 1	Straight flush	40 to 1	Straight flush	40 to 1
Three of a kind	30 to 1	Three of a kind	30 to 1	Three of a kind	30 to 1
Straight	6 to 1	Straight	5 to 1	Straight	6 to 1
Flush	4 to 1	Flush	4 to 1	Flush	3 to 1
Pair	1 to 1	Pair	1 to 1	Pair	1 to 1

Paytable 1		Paytable 2		Paytable 3	
Straight flush	40 to 1	Straight flush	40 to 1	Straight flush	40 to 1
Three of a kind	30 to 1	Three of a kind	30 to 1	Three of a kind	30 to 1
Straight	6 to 1	Straight	5 to 1	Straight	6 to 1
Flush	4 to 1	Flush	4 to 1	Flush	3 to 1
Pair	1 to 1	Pair	1 to 1	Pair	1 to 1
Paytable 4		Paytable 5		Paytable 6	
Mini Royal	50 to 1	Mini Royal	50 to 1	Mini Royal	50 to 1
Straight flush	40 to 1	Straight flush	40 to 1	Straight flush	40 to 1
Three of a kind	30 to 1	Three of a kind	30 to 1	Three of a kind	30 to 1
Straight	6 to 1	Straight	5 to 1	Straight	6 to 1
Flush	4 to 1	Flush	4 to 1	Flush	3 to 1
Pair	1 to 1	Pair	1 to 1	Pair	1 to 1

(c) A licensee may offer a progressive wager on the game of Mississippi Stud to begin each round, up to seven players must place their standard Mississippi Stud wagers and may also place a \$1 or \$5 progressive wager, depending upon the paytable configuration.

(d) Any wagers on the progressive side bet are paid either house odds or a percentage of the progressive meter based on the 5-card hand each player can form with their two dealt (hole) cards and three community cards.

(e) To win on the progressive side bet, a player must have at least a Three of a Kind. Players whose hand is a Royal Flush are paid the full progressive amount displayed on the meter
[\(See pay table below\).](#)
~~[\(See pay table below\).](#)~~

(f) Players who get a Straight Flush are paid 10% of the progressive amount displayed on the meter.

(g) If two or more players win progressive jackpots, the dealer pays the players starting at their right, and working their way to their left. If the player rightmost to the dealer has a Royal Flush, then that player would receive the entire progressive amount displayed, and the next player would be paid based on the reset amount of the progressive.

(h) When a player wins a progressive jackpot, all other players participating in the progressive bonus are paid an “envy” win, which is a fixed price award based upon the paytable configuration (see below).

Hand	MS Stud-01		MS Stud MG-01		MS Stud MG-02	
	Pays*	Envy	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1		300 for 1	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1		9 for 1	

Hand	MS Stud-01		MS Stud MG-01		MS Stud MG-02	
	Pays*	Envy	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1		300 for 1	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1		9 for 1	

(i) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables ~~below.~~
~~below.~~

(j)

Patrons on the game of Mississippi Stud will use the two (2) cards original dealt to them for their hand in the Multi Game Link and the three (3) community cards in front of the (j) dealer as their five (5) card hand.

(k) When the different game titles are linked to a single progressive jackpot the payable, (k) wager amount and number of decks must be the same between all linked Poker games.

14.

13. Irregularities

(a)

If a community card is exposed prior to the dealer announcing "No more bets" pursuant to (a) Section 7, all hands shall be void.

(b)

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A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the (b) cards shall be reshuffled.

(c)

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

(d)

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

(e)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

(f)

If an automated dealing shoe/machine is being used and the device jams, stops dealing cards, or fails

to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with (f) procedures approved by the Commission.

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

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PAI GOW
Rules

1. Definitions

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

Bank--shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.

Co-banking--is defined in Section 8.

Copy hand-- shall mean either a high hand or low hand of a player which is identical in pair rank or point value and contains the same highest ranking tile as the corresponding high hand or low hand of the dealer or bank.

Dead hand--shall mean a hand that has no wager on it.

Gongs--shall mean a particular pairing of twelve-eight or two-eight

High hand-- shall mean the two tile hand formed with two of the four tiles dealt at the game of pai gow so as to rank higher than the hand formed from the remaining two tiles.

Marker--shall mean an object or objects used to designate the bank and the co-bank, as approved by the Commission.

Push-- is a tie as defined in Section 7(i).

Rank or ranking-- shall mean the relative position of a pai gow hand as set forth in Section 2.

Second highest or low hand-- shall mean the two tile hand formed with two of the four tiles dealt at the game of pai gow so as to rank lower than the hand formed from the remaining two tiles.

Setting the hands-- shall mean the process of forming a high hand and a low hand from the four dealt tiles.

Supreme pair--shall mean the pair of tiles that form the highest ranking hand in the game of pai gow and shall be formed with the six (2-4) tile and the three (1-2) tile.

Value--shall mean the numerical point value assigned to a pair of tiles in accordance with the provisions of Section 2.

Washing-- is defined in Section 4.

Wongs--shall mean a particular pairing of twelve-nine or two-nine combination.

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2. Pai gow tiles; ranking of hands, pairs and tiles; value of the hand

(a)

Pai gow shall be played with one set of thirty-two tiles which shall meet the requirements of (a) the gaming equipment regulations.

(b)

When comparing high hands or low hands to determine the higher ranking hand, the determination shall first be based upon the rank of any permissible pair of tiles which are contained in the hands. A hand with any permissible pair of tiles shall rank higher than a hand which does not contain any permissible pair. The permissible pairs of tiles in pai gow and their rank, with the "supreme pair" being the highest or "first" ranking pair, are as (b) follows:

Ranking	Pairing
Supreme Pair	
First	Six (2-4) and Three (1-2)
Matched Pairs	
Second	Twelve (6-6) and Twelve (6-6)
Third	Two (1-1) and Two (1-1)
Fourth	Eight (4-4) and Eight (4-4)
Fifth	Four (1-3) and Four (1-3)
Sixth	Ten (5-5) and Ten (5-5)
Seventh	Six (3-3) and Six (3-3)
Eighth	Four (2-2) and Four (2-2)
Ninth	Eleven (5-6) and Eleven (5-6)
Tenth	Ten (4-6) and Ten (4-6)
Eleventh	Seven (1-6) and Seven (1-6)
Twelfth	Six (1-5) and Six (1-5)
Mixed or Unmatched Pairs	
Thirteenth	Mixed Nines (3-6 and 4-5)
Fourteenth	Mixed Eights (3-5 and 2-6)
Fifteenth	Mixed Sevens (3-4 and 2-5)
Sixteenth	Mixed Fives (1-4 and 2-3)
Wongs	
Seventeenth	Twelve (6-6) and Nine (4-5)
	Twelve (6-6) and Nine (3-6)
Eighteenth	Two (1-1) and Nine (4-5)
	Two (1-1) and Nine (3-6)
Gongs	
Nineteenth	Twelve (6-6) and Eight (2-6)
	Twelve (6-6) and Eight (3-5)
	Twelve (6-6) and Eight (4-4)
Twentieth	Two (1-1) and Eight (2-6)
	Two (1-1) and Eight (3-5)
	Two (1-1) and Eight (4-4)

(c) _____

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Ranking	Pairing
Supreme Pair	
First	Six (2-4) and Three (1-2)
Matched Pairs	
Second	Twelve (6-6) and Twelve (6-6)
Third	Two (1-1) and Two (1-1)
Fourth	Eight (4-4) and Eight (4-4)
Fifth	Four (1-3) and Four (1-3)
Sixth	Ten (5-5) and Ten (5-5)
Seventh	Six (3-3) and Six (3-3)
Eighth	Four (2-2) and Four (2-2)
Ninth	Eleven (5-6) and Eleven (5-6)
Tenth	Ten (4-6) and Ten (4-6)
Eleventh	Seven (1-6) and Seven (1-6)
Twelfth	Six (1-5) and Six (1-5)
Mixed or Unmatched Pairs	
Thirteenth	Mixed Nines (3-6 and 4-5)
Fourteenth	Mixed Eights (3-5 and 2-6)
Fifteenth	Mixed Sevens (3-4 and 2-5)
Sixteenth	Mixed Fives (1-4 and 2-3)
Wongs	
Seventeenth	Twelve (6-6) and Nine (4-5)
	Twelve (6-6) and Nine (3-6)
Eighteenth	Two (1-1) and Nine (4-5)
	Two (1-1) and Nine (3-6)
Gongs	
Nineteenth	Twelve (6-6) and Eight (2-6)
	Twelve (6-6) and Eight (3-5)
	Twelve (6-6) and Eight (4-4)
Twentieth	Two (1-1) and Eight (2-6)
	Two (1-1) and Eight (3-5)
	Two (1-1) and Eight (4-4)

When comparing high hands or low hands which are of identical permissible pair rank, the (c) dealer or, if applicable, the bank shall win that hand (copy hand).

(d)

When comparing the rank of high hands or low hands which do not contain any of the pairs listed in (b) above, the higher ranking hand shall be determined on the basis of the "value" of the hands. The value of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by adding the total number of spots which are contained on the two tiles which form the hand. If the numeric total of the spots is a two digit number, the left digit of such number shall be discarded and the right digit shall constitute the value of the hand. Examples (d) of this rule are as follows:

(1) (d) A hand composed of a two (1-1) and a six (3-3) has a value of 8; and

(2) A hand composed of an eleven (5-6) and a seven (1-6) has a numeric total of 18, but a (2) value of only 8, since the left digit ("1") in the number 18 is discarded.

(e)

Notwithstanding the provisions of (d) above, if the tiles which form the supreme pair are used separately, the numeric total of the three (1-2) may be counted as a 6 and the numeric total of the six (2-4) may be counted as a 3. When the three (1-2) is counted as 6, its individual ranking pursuant to (g) below shall be fifteenth instead of seventeenth and when (e) the six (2-4) is counted as 3, its individual ranking shall be seventeenth instead of fifteenth.

(f)

When comparing high hands or low hands which are of identical value, the hand with the (f) highest ranking individual tile shall be considered the higher ranking hand.

(g)

The individual ranking for each tile, with "first" representing the highest ranking, is as (g) follows:

Ranking	Tile In Set	Number of Tiles
First	Twelve (6-6)	2
Second	Two (1-1)	2
Third	Eight (4-4)	2
Fourth	Four (1-3)	2
Fifth	Ten (5-5)	2
Sixth	Six (3-3)	2
Seventh	Four (2-2)	2
Eighth	Eleven (5-6)	2
Ninth	Ten (4-6)	2
Tenth	Seven (1-6)	2
Eleventh	Six (1-5)	2
Twelfth	Nine (3-6)	1
Twelfth	Nine (4-5)	1
Thirteenth	Eight (2-6)	1
Thirteenth	Eight (3-5)	1
Fourteenth	Seven (2-5)	1
Fourteenth	Seven (3-4)	1
Fifteenth	Six (2-4)	1
Sixteenth	Five (1-4)	1
Sixteenth	Five (2-3)	1
Seventeenth	Three (1-2)	1

(h)

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Ranking	Tile In Set	Number of Tiles
First	Twelve (6-6)	2
Second	Two (1-1)	2
Third	Eight (4-4)	2
Fourth	Four (1-3)	2
Fifth	Ten (5-5)	2
Sixth	Six (3-3)	2
Seventh	Four (2-2)	2
Eighth	Eleven (5-6)	2
Ninth	Ten (4-6)	2
Tenth	Seven (1-6)	2
Eleventh	Six (1-5)	2
Twelfth	Nine (3-6)	1
Twelfth	Nine (4-5)	1
Thirteenth	Eight (2-6)	1
Thirteenth	Eight (3-5)	1
Fourteenth	Seven (2-5)	1
Fourteenth	Seven (3-4)	1
Fifteenth	Six (2-4)	1
Sixteenth	Five (1-4)	1
Sixteenth	Five (2-3)	1
Seventeenth	Three (1-2)	1

If the highest ranking tile in each hand being compared is of identical rank after the application of (f) above, the hand shall be considered a copy hand, and the hand of the dealer (h) or bank, as applicable, shall be considered the higher ranking hand.

3. Dice; number of dice; pai gow shaker

~~(a)~~

Pai gow shall be played with three dice which shall be maintained at all times inside a pai gow shaker while at the table. The dice used to play pai gow shall meet the requirements of the gaming equipment regulations and the pai gow shaker shall meet the requirements of the (a) gaming equipment regulations.

~~(b)~~

The pai gow shaker and the dice contained therein shall be the responsibility of the dealer (b) and shall never be left unattended while at the table.

~~Ranking Tile In Set Number of Tiles~~

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(e) No dice that have been placed in a pai gow shaker for use in gaming shall remain on a table (c) for more than 24 hours.

4. Opening of the table for gaming; shuffling procedures

(a) After receiving one set of tiles at the table in accordance with the gaming equipment regulations, 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 licensee from cleaning the tiles prior to the inspection required herein. The inspection of tiles at the (a) gaming table shall require the following:

- (1) Each set shall be sorted into pairs in order to assure that the supreme pair and all 15 (1) matched and unmatched pairs as identified in Section 2(b) are in the set.
- (2) Each tile shall be placed side by side in order to determine that all tiles are the same size (2) and shading.
- (3) The back and sides of each tile shall be examined to assure that it is not flawed, scratched (3) or marked in any way.
- (4) If, after checking the tiles, the dealer finds that certain tiles are unsuitable for use, a casino supervisor shall bring a substitute set of tiles to the table from the reserve in (i) the pit stand.
- (5) The unsuitable set of tiles shall be placed in a sealed envelope or container, identified by table number, date and time and shall be signed by the dealer and casino (ii) supervisor.

(b) 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 (b) first player to arrive at the table.

(c) After the first player is afforded an opportunity to visually inspect the tiles, the tiles shall be turned face downward on the table, mixed thoroughly by a "washing" of the tiles and (c) stacked.

(d) The "washing" of the tiles shall be performed by the dealer and be known as the shuffle and shall be performed with the heels of the palms of the hands. The dealer shall shuffle the tiles in a circular motion with one hand moving clockwise and the other hand moving counterclockwise. Each hand shall complete at least eight circular motions in order to provide a random shuffle. The dealer shall then randomly pick up four tiles with each hand and place them side by side in stacks in front of the table inventory container, forming eight (d) stacks of four tiles.

(e) If during the stacking process described in (d) above, a tile is turned over and exposed to the (e) players, the entire set of tiles shall be reshuffled.

(f) After each round of play has been completed, the dealer shall turn all of the tiles face down (f) and shuffle the tiles in accordance with (d) above.

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(e) 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 (g) table, the procedures in (c) and (d) above shall be followed.

5. Wagers

(a) All wagers at pai gow shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the pai gow layout. A verbal wager accompanied by cash shall not be accepted at the game of pai gow.

(b) Only players who are seated at the pai gow table may place a wager at the game. Once a player has placed a wager and received tiles, that player must remain seated until the completion of the round of play.

(c) All wagers at pai gow shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures set forth in Section 6. No wager at pai gow shall be made, increased or withdrawn after the dealer has announced "No more bets."

6. Procedures for dealing the tiles

(a) Once the dealer has completed shuffling the tiles, the dealer shall announce "No More Bets" prior to shaking the pai gow shaker. The dealer shall then shake the pai gow shaker at least (a) three times so as to cause a random mixture of the dice.

(b) The dealer shall then remove the lid covering the pai gow shaker, total the dice and announce (b) the total. The total of the dice shall determine which player receives the first stack of tiles.

(c) To determine the starting position for dealing the tiles, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one and continuing around the table with each betting position, regardless of whether there is a wager at the position, and the dead hand counted in order until the count matches the total of (c) three dice. Examples are as follows:

- (1) (1) If the dice total 9, the dealer would receive the first stack of four tiles; or
- (2) (2) If the dice total 15, the sixth wagering position would receive the first stack of four tiles.

(d) The dealer shall deal the first stack of four tiles, starting from the right side of the eight stacks, to the starting position as determined in (c) above and, moving counterclockwise around the table, deal all other positions including the dead hand and the dealer a stack of tiles, regardless of whether there is a wager at the position. The dealer shall place a marker (d) on top of his or her stack of tiles immediately after they are dealt.

(e) After all the stacks of tiles have been dealt, the dealer shall, without exposing the tiles, collect any stacks dealt to a position where there is no wager and place the stacks with the (e) dead hand on the layout to the left of the dealer in front of the table inventory container.

(f) Once all tiles have been dealt and any tiles dealt to positions with no wagers have been collected, the dealer shall place the cover on the pai gow shaker and shake the shaker once.

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(f) The pai gow shaker shall then be placed to the right of the dealer.

7. Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish

(a)

After the dealing of the tiles has been completed, each player shall set his or her hands by arranging the tiles into a high hand and low hand. After setting the hands the tiles shall be placed face down on the layout immediately behind that player's betting area and separated into two distinct hands.

(b)

Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the tiles of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the gaming licensee requires the hands of the dealer to be set in its Rules of the Games Submission. Each player shall be required to keep the four tiles in full view of the dealer at all times. Once each player has set a high hand and low hand and placed the two hands face down on the layout, the player shall not touch the tiles again.

(c)

After all players have set their hands and placed the tiles on the table, the four tiles of the dealer shall be turned over and the dealer shall set his or her hands by arranging the tiles into a high and low hand. The high hand shall be placed on the layout face up to his or her right and the low hand shall be placed on the layout face up to his or her left. If banking or ~~co-banking~~ co-banking is in effect pursuant to Section 8, after all players have set their hands and placed the tiles on the table, the player banking the game shall turn over his or her four tiles and shall set the two hands by arranging the tiles in a high and low hand on the appropriate area of the layout.

(d)

Except as provided in (e) below, the dealer shall be required to comply with the following rules when setting the hands of the dealer:

(1) If the dealer has the supreme pair, it shall be played as such;

(2) If possible, the dealer shall always play a pair, wong or gong as set forth in Section 2;

(3) If the dealer does not have any combinations described in (d)(1) or (d)(2) above, the dealer shall play any two tiles together which have a value equal to nine, eight or seven;

and

(4) If the dealer does not have a combination listed in (d)(1) through (d)(3) above, the dealer shall play the highest ranking tile with the lowest ranking tile.

(e)

Each gaming licensee shall submit to the Commission in its Rules of the Games Submission the manner in which it proposes to require the hands of the dealer to be set, and shall specifically note any exceptions it proposes to the rules listed in (d) above.

(f)

A player may surrender his or her wager after the hands of the dealer have been set. The player must announce his or her intention to surrender prior to the dealer exposing either of

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the two hands of that player pursuant to (g) below. Once the player has announced his or her (f) intention to surrender, the dealer shall:

- (1) ~~(+)~~ Immediately collect the wager from that player; and
- ~~(2)~~ Collect the four tiles dealt to that player and stack them face down on the right side of the table in front of the table inventory container without exposing the tiles to anyone at the (2) table.

~~(g)~~
Once the dealer has set a high and low hand, the dealer shall expose both hands of each player, starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall always compare the high hand of the player to the high hand of the dealer and the low hand of the player to the low hand of the dealer and shall announce if the wager of that player shall win, lose or be considered a tie (g) ("push").

~~(h)~~
All losing wagers shall be collected immediately by the dealer and put in the table inventory container. All losing hands shall also be collected. A wager made by a player shall lose if the high hand of the player is identical in rank or lower in rank than the high hand of the dealer, and the low hand of the player is identical in rank or lower in rank than the low hand (h) of the dealer or has a value of zero.

~~(i)~~
If a wager is a push, the dealer shall not collect or pay the wager, but shall immediately (i) collect the tiles of that player. A wager made by a player shall be a push if:
~~(+)~~ The high hand of the player is higher in rank than the high hand of the dealer, but the low hand of the player is identical in rank to the low hand of the dealer (copy hand), lower in (1) rank than the low hand of the dealer or has a value of zero; or
~~(2)~~ The high hand of the player is identical in rank to the high hand of the dealer (copy hand) or lower in rank than the high hand of the dealer, but the low hand of the player is higher (2) in rank than the low hand of the dealer.

~~(j)~~
All winning hands shall remain face up on the layout. Winning wagers shall be paid after all hands have been exposed. The dealer shall pay winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. A wager made by a player shall win if the high hand of the player is higher in rank than the high hand (j) of the dealer and the low hand of the player is higher in rank than the low hand of the dealer.

~~(k)~~
A winning pai gow wager shall be paid off by a gaming licensee at odds of 1 to 1, except that the gaming licensee shall extract a commission known as "vigorish" from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the gaming licensee may round off the vigorish to twenty-five cents or the next highest multiple of twenty-five cents. A gaming licensee shall collect the vigorish from a player at the time the winning payout is made. After a winning wager has been paid (k) and the vigorish collected, the dealer shall then collect the tiles from that player.

~~(l)~~
All tiles collected by the dealer shall be picked up in order and in such a way that they can be readily arranged to reconstruct each hand in case of a question or dispute and shall be placed (l) face up to the right of the dealer in front of the table inventory container.

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8. Player bank; co-banking; selection of bank; procedures for dealing

(a)

A gaming licensee may, in its discretion, offer to all players at a pai gow table the opportunity to bank the game. If the gaming licensee elects this option, all the other provisions of this section shall apply except to the extent that they conflict with the provisions of this section, in which case the provisions of this section shall control for any (a) round of play in which a player is the bank.

(b)

A player may not be the bank at the start of the game. For the purposes of this section, the start of the game shall mean the first round of play after the dealer is required to restack and (b) shuffle the tiles in accordance with the procedures set forth in Section 4(b) or (g).

(c)

After the first round of play pursuant to (b) above, each player at the table shall have the option to either be the bank or pass the bank to the next player. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank. The dealer shall place a marker designating the bank in front of the player who accepts the bank. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play. If no player wishes to be the bank, the round of play (c) shall proceed in accordance with the rules of play provided in this section.

(d)

Before a player may be permitted to bank a round of play, the dealer shall determine that:

(1) The player placed a wager against the dealer during the last round of play in which there

(1) was no player banking the game; and

(2) The player has sufficient gaming chips on the table to cover all of the wagers placed by

(2) other players at the table for that round of play.

(e)

A gaming licensee may, in its discretion, offer the bank the option of having the casino cover 50 percent of the wagers made during a round of play. If the gaming licensee offers this option, it shall make it available to all players at the table. If the bank wishes to use this option, the bank must specifically request the dealer to accept responsibility for the payment of one-half of all winning wagers. When the bank covers 50 percent and the casino covers 50 percent of the winning wagers, it shall be known as "co-banking" and the dealer shall place a marker designating the co-bank in front of that player. When the dealer is ~~eobanking~~ co-banking, the dealer shall be responsible for setting the hand of the bank in the manner submitted to the Commission pursuant to Section 7. When co-banking is in effect, the dealer (e) may not place a wager against the bank.

(f)

If a player is the bank, the player may only wager on one betting area.

(g)

Once the tiles have been shuffled and formed into stacks pursuant to Section 4(d), the bank shall have the option to cut the tiles one time. If the bank does not wish to cut the tiles, there (g) shall be no cut. Upon direction from the bank, the dealer may move:

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- (+) One or more adjacent stacks of four tiles to the right or left end of the original eight (1) stacks of tiles; or
- (-) Two or more adjacent stacks of four tiles, of which at least one stack is moved to one end (2) and the other stacks are moved to the opposite end of the original eight stacks of tiles.

(+) Once the dealer has determined that a player may be the bank pursuant to (d) above and the tiles have been shuffled and, if applicable, cut, the dealer shall, unless co-banking is in effect, remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, 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 place no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container. Immediately upon receipt of the four tiles dealt to the dealer pursuant to (k) below, the dealer shall place his or her wager on top of these tiles, instead of the marker otherwise required by Section 6, before dealing the remaining tiles. If co-banking is in effect, the dealer shall not remove any gaming chips from (h) the table inventory container pursuant to this subsection.

(+) Once the dealer has announced "No more bets," the bank may, by issuing a verbal instruction to the dealer, choose to have the dealer deliver the stacks of tiles using any one of the 10 styles of delivery described in (k) below. If the bank does not choose a style of delivery, the dealer shall use house way from the right. After the style of delivery has been determined, the dealer shall indicate in order the style of delivery to be used by verbally repeating the selected style of delivery, taking such other action, approved by the Commission, that identifies the selected delivery style to the gaming licensee's surveillance department, and moving certain stacks of tiles or individual tiles slightly forward, backward or diagonally in the manner described in (k)(1) through (10) below. After the dealer has indicated the style of delivery, the bank shall shake the pai gow shaker. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow shaker, the dealer shall remove the lid covering the pai gow shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow shaker to be covered and reshaken by the (i) bank.

(+) To determine the starting position for dealing the tiles, the dealer shall count counterclockwise around the table, with the position of the bank considered number one and continuing around the table with each betting position, including the dealer, regardless of whether there is a wager at the position, and the dead hand counted in order until the count (j) matches the total of the three dice.

(+) The dealer shall deal the first four tiles, in accordance with the selected style of delivery described in (k)(1) through (10) below, to the starting position as determined in (j) above and, moving counterclockwise around the table, deal all other positions including the dead hand and the dealer four tiles, regardless of whether there is a wager at the position. The dealer shall place his or her wager or marker, as applicable, on top of his or her stack of tiles

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immediately after they are dealt. Each gaming licensee shall set forth in its rules of the games submission the delivery styles offered to the bank. The 10 styles of delivery that may be used to deal the pai gow tiles are as follows:

(1) House way from the right: The dealer shall indicate the use of house way from the right by pushing forward the first stack of tiles on the dealer's right. The dealer shall deliver the stack pushed forward to the starting position. The remaining stacks of tiles shall be

(1) delivered from the dealer's right to left.

(2) House way from the left: The dealer shall indicate the use of house way from the left by pushing forward the first stack of tiles on the dealer's left. The dealer shall deliver the stack pushed forward to the starting position. The remaining stacks of tiles shall be

(2) delivered from the dealer's left to right.

(3) Cup say (pick four) from the right: The dealer shall indicate the use of cup say from the right by pushing forward the first two stacks of tiles on the dealer's right. The dealer shall deliver the top two tiles from each of the two stacks pushed forward to the starting position. The four remaining tiles pushed forward shall be delivered to the next position.

The remaining stacks of tiles shall be delivered from the dealer's right to left in the same

(3) manner as the first two stacks.

(4) Cup say (pick four) from the left: The dealer shall indicate the use of cup say from the left by pushing forward the first two stacks of tiles on the dealer's left. The dealer shall deliver the top two tiles from each of the two stacks pushed forward to the starting position. The four remaining tiles pushed forward shall be delivered to the next position.

The remaining stacks of tiles shall be delivered from the dealer's left to right in the same

(4) manner as the first two stacks.

(5) Jung quat (take the heart): The dealer shall indicate the use of jung quat by pushing forward the fourth stack of tiles from the dealer's right and the fourth stack of tiles from the dealer's left (the two center stacks of the eight). The dealer shall deliver the top two tiles from each of the two stacks pushed forward to the starting position. The four remaining tiles pushed forward shall be delivered to the next position. The remaining stacks shall be pushed together and the two new center stacks shall be pushed forward and delivered in the same manner as the first two stacks. This procedure shall be

(5) repeated until all eight stacks of tiles have been delivered.

(6) Chee yee (chop the ears): The dealer shall indicate the use of chee yee by pushing forward the first stack of tiles on the dealer's right and the first stack of tiles on the dealer's left. To deliver the tiles, the dealer shall center the two stacks pushed forward in front of the remaining stacks. The dealer shall deliver the top two tiles from each of the two centered stacks to the starting position. The four remaining tiles from the two centered stacks shall be delivered to the next position. The dealer shall then center and deliver the first stack remaining on the dealer's right and the first stack remaining on the dealer's left in the same manner. This procedure shall be repeated until all eight stacks of

(6) tiles have been delivered.

(7) Pin say (slice four) from the right: The dealer shall indicate the use of pin say from the right by removing the top tile of the first stack of tiles on the dealer's right and placing it diagonally across the top of the second, third and fourth stacks of tiles from the dealer's right. The dealer shall deliver the top tile from each of the first four stacks on the dealer's right to the starting position (the diagonal tile plus the three tiles it covers). The top tile from each of the first four stacks on the dealer's left shall be delivered to the next

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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

(7) repeated until four tiles have been delivered to all eight positions.

(8) Pin say (slice four) from the left: The dealer shall indicate the use of pin say from the left by removing the top tile of the first stack of tiles on the dealer's left and placing it diagonally across the top of the second, third and fourth stacks of tiles from the dealer's left. The dealer shall deliver the top tile from each of the first four stacks on the dealer's left to the starting position (the diagonal tile plus the three tiles it covers). The top tile from each of the first four stacks on the dealer's right shall be delivered to the next position. The top tile remaining on each of the first four stacks on the dealer's left shall be delivered to the third position and the top tile remaining on each of the first four stacks on the dealer's right shall be delivered to the fourth position. This procedure shall be

(8) repeated until four tiles have been delivered to all eight positions.

(9) Dragon head and phoenix tail from the right: The dealer shall indicate the use of dragon head and phoenix tail from the right by placing all four tiles in the first and second stacks from the dealer's right directly on top of the four tiles in the third and fourth stacks from the dealer's right and then pushing forward the top two tiles in each of the eight tile stacks that are created (forming the "dragon head"). The dealer shall deliver the four tiles pushed forward to the starting position. The top tile from each of the four stacks of four tiles to the dealer's left (the "phoenix tail") shall be delivered to the next position. The dealer shall deliver the top two tiles from each of the two stacks on the dealer's right to the third position and the top tile from each of the four stacks on the dealer's left to the fourth position. This procedure shall be repeated until four tiles have been delivered to

(9) all eight positions.

(10) Dragon head and phoenix tail from the left: The dealer shall indicate the use of dragon head and phoenix tail from the left by placing all four tiles in the first and second stacks from the dealer's left directly on top of the four tiles in the third and fourth stacks from the dealer's left and then pushing forward the top two tiles in each of the eight tile stacks that are created (forming the "dragon head"). The dealer shall deliver the four tiles pushed forward to the starting position. The top tile from each of the four stacks of four tiles to the dealer's right (the "phoenix tail") shall be delivered to the next position. The dealer shall deliver the top two tiles from each of the two stacks on the dealer's left to the third position and the top tile from each of the four stacks on the dealer's right to the fourth position. This procedure shall be repeated until four tiles have

(10) been delivered to all eight positions.

(+)

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 (1) dead hand on the layout to the left of the dealer in front of the table inventory container.

(+)

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.

(m) The pai gow shaker shall then be placed to the right of the dealer.

(+)

If the tiles dealt to the dealer have not been previously collected, after each player has set his

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or her two hands and placed them on the layout, the two hands of the dealer shall then be set. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the bank and determine if the hands of the dealer are higher in rank than the hands of the bank. If the dealer wins, the tiles of the dealer shall be stacked face up to the right of the table inventory container with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the table inventory container. If the dealer loses, the amount wagered by the dealer against (n) the bank shall be moved to the center of the layout.

(e) If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank an amount equal to the remaining winning wagers and place that amount in the center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a 5 percent vigorish in accordance with Section 7. Once the vigorish has been paid, the remaining amount shall (o) be given to the bank.

(e) If co-banking is in effect, once the dealer has set the co-bank hand pursuant to (e) above, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the co-bank, an amount equal to one-half of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount will be counted and the dealer shall place one-half of this amount into the table inventory container. The dealer shall collect a five percent vigorish in accordance with Section 7 on the remaining amount and place the vigorish amount in the table inventory container. The (p) remaining amount shall then be given to the co-bank.

(e) Immediately after a winning wager of the dealer is paid, this amount and the original wager (q) shall be returned to the table inventory container.

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(+) Each player who has a winning wager against the bank shall pay a five percent vigorish on (r) the amount won to the dealer, in accordance with Section 7.

9. Irregularities: invalid roll of the dice

(a) If the dealer uncovers the pai gow shaker and all three dice do not land flat on the bottom of (a) the shaker, the dealer shall call a "No roll" and reshake the dice.

(b) If the dealer uncovers the pai gow shaker and a die or dice fall out of the shaker, the dealer (b) shall call a "No roll" and reshake the dice.

(c) If the dealer incorrectly totals the dice and deals the tiles to the wrong positions, all hands (c) shall be void and the dealer shall reshuffle the tiles.

(d) If the dealer exposes any of the tiles dealt to a player, the player has the option of voiding the (d) hand. Without looking at the unexposed tiles, the player shall make the decision either to (d) play out the hand or to void the hand.

(e) If a tile dealt to the dealer, bank, the dead hand or any position where there is no wager is (e) exposed, all hands shall be void and the tiles shall be reshuffled.

(f) If the dealer does not set his or her hands in the manner submitted to the Commission (f) pursuant to Section 7, the hands must be reset in accordance with such submission and the (f) round of play completed.

10. A player wagering on more than one betting area

(a) Except as provided in Section 8(f), a gaming licensee may, in its discretion, permit a player (a) to wager on no more than two betting areas at a pai gow table, which areas must be adjacent (a) to each other.

(b) If a gaming licensee permits a player to wager on two adjacent betting areas, the tiles dealt to (b) each betting area shall be played separately. If the two wagers are not equal, the player shall (b) be required to rank and set the hand with the larger wager before ranking and setting the (b) other hand. If the amounts wagered are equal, each hand shall be played separately in a (b) counterclockwise rotation with the first hand being ranked and set before the player proceeds (b) to rank and set the second hand. Once a hand has been ranked and set and placed face down (b) on the layout, the hand may not be changed.

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PAI GOW POKER

Rules

1. Definitions

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

Bank - shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.

Bonus wager - shall mean an optional wager that the player's seven cards will form a qualifying poker hand, regardless of the manner in which the player set the high hand and the low hand. All bonus wagers shall be banked by the house.

Co-banking - is defined in Section 10.

Copy hand - shall mean either a two card hand or a five card hand of a player which is identical in rank to the corresponding two card hand or five card hand of the dealer or bank.

EZ Pai Gow Poker - *gow poker* - A variation of ~~Pai Gow Poker~~ *pai gow poker*, in which vigorish is not collected.

Envy bonus - shall mean an additional fixed sum payoff made to a player who placed a bonus wager of at least \$5.00 when another player at the pai gow poker table is the holder of a premium qualifying poker hand. A player is entitled to multiple envy bonuses if more than one other player is the holder of a premium qualifying poker hand; provided, however, that a player is not entitled to an envy bonus for ~~his or her~~ *their* own cards or the cards of the dealer.

Envy Bonus Qualifying Hand - *bonus qualifying hand* - A player's ~~Pai Gow Poker~~ *pai gow poker* hand with a rank of a four-of-a-kind or better formed from the seven cards dealt to a player.

High hand - shall mean the five-card hand which is formed from the seven cards dealt at the game of pai gow poker so as to rank equal to or higher than the two card low hand.

Low hand - The two-card hand that is formed from the seven cards dealt so as to rank equal to or lower than the five-card high hand.

Marker - shall mean an object or objects used to designate the bank and the co-bank, as approved by the Commission.

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Pai gow insurance wager - shall mean an optional wager as authorized by Section 15, that the player's seven cards will form a seven card hand with a rank of ace or lower (a "pai gow"), for which a payout will be awarded pursuant to Section 16(c), 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.

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Premium qualifying poker hand - shall mean a five-card or seven-card poker hand with a rank of four-of-a-kind or higher formed from the seven cards dealt to a player.

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Push - is a tie as defined in Section 9(h).

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Qualifying poker hand - shall mean a five-card or seven-card poker hand with a rank of straight or higher formed from the seven cards dealt to a player.

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Qualifying Wager - An Emperor's Treasure Wager, Fortune Bonus Wager or a Dynasty Bonus Wager of at least \$5 which may entitle a player to an Envy Bonus.

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Queen's Dragon - The dealer's seven cards of different ranks which do not form a straight, a flush, a straight flush or a royal flush but contain a queen high card.

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Rank or ranking - shall mean the relative position of a card or group of cards as set forth in Section 3.

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Second highest or low hand - shall mean the two-card hand which is formed from the seven cards dealt at the game of pai gow poker so as to rank equal to or lower than the five-card high hand.

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Set or setting the hands - shall mean the process of forming a high hand and low hand from the seven cards dealt.

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Seven-card bonus wager - shall mean an optional wager, as authorized by Section 17, that the player's seven card hand will form a five-card poker hand (best five cards out of seven cards) for which a payout is awarded pursuant to Section 18, regardless of the manner in which the player sets the high hand and the low hand and regardless of the outcome of the player's pai gow poker wager.

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Suit - shall mean one of the four categories of cards, i.e., diamond, spade, club or heart.

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Three-card bonus wager - shall mean an optional wager, as authorized by Section 17, that the player's first three cards will form a three-card poker hand that contains a straight flush with no joker, three-of-a-kind, a straight flush, a straight, a flush or one pair.

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2. Cards; number of decks

~~(a)~~

Except as provided in (b) below, pai gow poker shall be played with one deck of cards with backs of the same color and design, on additional cutting card and one additional cover card to be used in accordance with the procedures set forth in Section 6. The cut card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards used to play pai gow poker shall meet the requirements of 205 CMR 146.48 and shall include one joker. Nothing in this section shall prohibit a gaming licensee from using decks which are (a) manufactured with two jokers provided that only one joker is used for gaming at pai gow

poker.

~~poker.~~

~~(b)~~

If an automated card shuffling device is used for pai gow poker, a gaming licensee shall be (b) permitted to use a second deck of cards to play the game, provided that:

(1) ~~(1)~~ Each deck of cards complies with the requirements of (a) above;

(2) ~~(2)~~ The backs of the cards in the two decks are of a different color;

(3) One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;

(4) Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and

(5) ~~(5)~~ The cards from one deck only shall be placed in the discard rack at any given time.

3. Pai gow poker rankings; cards; poker hands

~~(a)~~

The rank of the cards used in pai gow poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5. Except as otherwise provided in (c) below, the joker shall be used and ranked as (a) an ace.

~~(b)~~

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

~~shall be:~~

(1) ~~(1)~~ "Five aces" is a high hand consisting of four aces and a joker;

(2) "Royal flush" is a high hand consisting of an ace, king, queen, jack and ten of the same suit; however, for purposes of the progressive payout wager, a "natural royal flush" is a (2) royal flush which does not use a joker;

(3) "Straight flush" is a high hand consisting of five cards of the same suit in consecutive ranking, with ace, 2, 3, 4 and 5 being the highest ranking straight flush; king, queen, jack, 10, and 9 being the second highest ranking straight flush, and 6, 5, 4, 3 and 2 being the (3) lowest ranking straight flush;

(4) "Four-of-a-kind" is a high hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four twos being the (4) lowest ranking four-of-a-kind;

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(5) "Full house" is a high hand consisting of a "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;

(6) "Flush" is a high hand consisting of five cards of the same suit. When comparing two flushes the provisions of (e) below shall be applied;

(7) "Straight" is a high hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight; an ace, 2, 3, 4 and 5 being the second highest ranking straight, and a 6, 5, 4, 3 and 2 being the lowest ranking straight;

(8) "Three-of-a-kind" is a high hand containing three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

(9) "Two pairs" is a high hand containing two "pairs," with two aces and two kings being the highest ranking two pair hand and two threes and two twos being the lowest ranking two pair hand; and

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

(c) For purposes of setting the hands, a joker may be used as any card to complete a "straight," a "flush," a "straight flush" or a "royal flush."

(d) Notwithstanding the provisions of (b) above, a gaming licensee may, in its discretion, determine that a straight flush formed with an ace, 2, 3, 4 and 5 of the same suit shall be the lowest ranking straight flush and that a straight formed with an ace, 2, 3, 4 and 5, regardless of suit, shall be the lowest ranking straight. If a gaming licensee chooses to exercise this option, it shall so indicate in its Rules of the Games Submission.

(e) When comparing two high hands or two low hands which are of identical poker hand rank pursuant to the provisions of this section, or which contain none of the poker hands authorized herein, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the hands shall be considered a copy hand.

(f) If a gaming licensee offers the optional bonus wager authorized by Section 15, the following seven card hands, each of which shall have a rank higher than a five-card poker hand of five aces, shall be used to determine the amount of the bonus wager payout or envy bonus payment to which a winning patron is entitled pursuant to Section 16:

(1) "Seven-card straight flush with no joker" is a seven-card hand consisting of seven cards of the same suit in consecutive ranking, with no joker being used to complete the straight flush;

(2) "Royal flush plus royal match" is a seven card hand consisting of an ace, a king, a queen, a jack and a ten of the same suit, with or without a joker, with one of the following preselected/pre-selected by the gaming licensee:

(i) An additional king and queen of a same suit; or

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(ii) ~~(ii)~~ An additional ace and king of the same suit, without a joker (natural); and
(3) ~~(3)~~ “Seven-card straight flush with joker” is a seven-card hand consisting of seven cards of the same suit in consecutive ranking with a joker being used to complete the straight flush.

(4) ~~(4)~~
For purposes of pay table “B” for the seven-card bonus wager at Section 18(c), a “straight flush with joker” is a hand consisting of five cards of the same suit in consecutive ranking, one of which is the joker, and a “straight flush without joker” is a hand consisting of five cards of the same suit in consecutive ranking, none of which is the joker.

(5) ~~(5)~~
If a gaming licensee offers the insurance wager authorized by Section 15, a joker is ranked as an ace for purposes of determining this wager.

(6) ~~(6)~~
If the licensee offers the optional Emperor’s Treasure Wager under Section 7(e)(2), the following seven-card hands shall have a rank higher than a hand of five aces, as described in (b)(1) above, and shall be used to determine the amount of the Emperor’s Treasure Wager payout or Envy Bonus payout to a winning player:

(7) ~~(7)~~ A seven-card straight flush with no joker, which is a hand consisting of seven cards of the same suit in consecutive ranking, with no joker used to complete the straight flush.

(8) ~~(8)~~ A royal flush plus ace and king suited, which is a seven-card hand consisting of an ace, king, queen, jack and a 10 of the same suit, with or without a joker, and an additional ace and king of the same suit without a joker.

(9) ~~(9)~~ A seven-card straight flush with joker, which is a hand consisting of seven cards of the same suit in consecutive ranking with a joker being used to complete the straight flush.

(10) ~~(10)~~
If a licensee offers the optional Progressive Payout Wager under Section 7(e)(4), the following seven-card hands shall be used to determine the amount of the progressive payout to a winning player:

(11) ~~(11)~~ Seven-card straight flush is a hand consisting of seven cards of the same suit in consecutive ranking, with or without a joker.

(12) ~~(12)~~ Five aces, which is a hand consisting of four aces and a joker.

(13) ~~(13)~~ A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit or a king, queen, jack and 10 of the same suit and a joker.

(14) ~~(14)~~ A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

(15) ~~(15)~~ A four-of-a-kind, which is a hand consisting of four cards of the same rank.

(16) ~~(16)~~ A full house, which is a hand consisting of a three-of-a-kind and a pair.

(17) ~~(17)~~
If the licensee offers the optional Dynasty Bonus Wager under Section 7(e)(5)(ii), in addition to the hands described in (b) above, the following hands shall also be used to determine the amount of the Dynasty Bonus or Envy Bonus payout to a winning player:

(18) ~~(18)~~ An ace/five natural straight flush and a natural ace/queen suited, which is a hand consisting of an ace, 2, 3, 4 and 5, without a joker, and an additional ace and queen of the same suit without a joker.

(19) ~~(19)~~ A seven-card natural straight flush, which is a hand consisting of seven cards of the same

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- (2) suit in consecutive ranking, without a joker used to complete the straight flush.
- (3) A natural royal flush and a natural ace/king suited, which is a hand consisting of an ace, king, queen, jack and a 10 of the same suit, without a joker, and an additional ace and queen of the same suit without a joker.
- (4) A seven-card straight flush, which is a hand consisting of seven cards of the same suit in consecutive ranking, with a joker used to complete the straight flush.
- (5) An ace/five natural straight flush, which is a hand consisting of an ace, 2, 3, 4 and 5, without a joker.
- (4) The licensee has the option to allow for the Fortune Pai Gow wager on their **Pai Gow Poker** (1) **pai gow poker** tables.
- (4) A Fortune Pai Gow **Pokerpoker** wager may be an amount no less than \$5 to no more than \$200.
- (1) The Player determines the amount he wishes to wager. ____
- (2) A Fortune Pai Gow **Pokerpoker** wager of \$5.00 automatically qualifies as an ENVY BONUS wager. When a Player qualifies for the Envy Bonus they will be entitled to receive an (2) additional bonus on any Player's hand of four-of-a kind or higher. _
- (3) (3) The BANKER'S HAND NEVER qualifies for an ENVY BONUS PAYOUT.
- (4) A Fortune **PaiPai** Gow Poker wager must be placed prior to commencement of that round of play. The Player will place ~~his/her~~**their** BONUS wager in the designed area of the layout for (4) BONUS wager.
- (5) The Dealer will place a specially designed ENVY BUTTON on top of any bonus wager (5) of \$5.00 or more.
- (6) (6) All (7) seven cards qualify for all bonuses. ____
- (7) Due to the ENVY BONUS FEATURE of this game, **ALLHANDS ALL HANDS MUST BE (7) EXPOSED.**

Pay table:

Hand	FORTUNE BONUS PAYOUTS	
	FORTUNE BONUS	ENVY BONUS
7 - Card Straight Flush (NO JOKER)	8000 to 1	\$5,000
Royal Flush Plus Royal Match*	2000 to 1	\$1,000
7 -Card Straight Flush (WITH JOKER)	1000 to 1	\$500
Five Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
Four of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
Three of a Kind	3 to 1	
Straight	2 to 1	

* Royal Flush (with or without ~~Joker~~**joker**), with an additional two cards of a suited King and Queen

4. Pai gow poker shaker and dice; computerized random number generator; button

(4)

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Unless a gaming licensee offers the optional bonus wagers authorized by Section 17 and follows the dealing procedures set forth therein, the starting position for the deal or delivery (a) of cards in pai gow poker shall be determined by using one of the following methods: (1) Three dice and a pai gow poker shaker, which shall meet the requirements of 205 CMR 146.45 and 205 CMR 146.21, respectively, and be used in accordance with 205 CMR (1) 146.21 and Section 8b(b).

- (i) The three dice shall be maintained at all times within the pai gow poker shaker.
- (ii) The pai gow poker shaker and the dice contained therein shall be the responsibility of (ii) the dealer and shall never be left unattended while at the table.
- (iii) No dice that have been placed in a pai gow poker shaker for use in gaming shall (iii) remain on a table for more than 24 hours.
- (2) A computerized random number generator that, in accordance with 205 CMR 146.21 and Section 8c(c), shall automatically select and display a number from 1 through 7 (2) inclusive.
- (3) If an automated card shuffling device and dealing shoe is used pursuant to Sections 8b and 8c(d), a button that is moved by the dealer clockwise around the table as each round (3) of play is completed.

FORTUNE BONUS PAYOUTS

Hand FORTUNE BONUS ENVY BONUS

7 Card Straight Flush (NO JOKER) 8000 to 1 \$
5,000

Royal Flush Plus Royal Match* 2000 to 1 \$1,000

7 Card Straight Flush (WITH JOKER) 1000 to 1 \$500

Five Aces 400 to 1 \$250

Royal Flush 150 to 1 \$50

Straight Flush 50 to 1 \$20

Four of a Kind 25 to 1 \$5

Full House 5 to 1

Flush 4 to 1

Three of a Kind 3 to 1

Straight 2 to 1

5. Opening of the table for gaming

(a)

After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (a) (d) below or the requirements of 205 CMR 146.49.

(b)

If the deck of cards used by the gaming licensee contains two jokers, the dealer and a casino supervisor shall ensure that only one joker is utilized, and that the other joker is ~~orn in half and discarded~~ removed from play. Following the inspection of the cards by the dealer and the verification by the

floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to (b) suit and in sequence and shall include one joker.

(c)

After the first player is afforded an opportunity to visually inspect the cards, the cards shall

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be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 6.

(d)

If a gaming licensee uses an automated card shuffling device to play the game of pai gow poker and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) (d) above immediately prior to the commencement of play.

6. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50~~, and after each round of play has been completed, the dealer shall shuffle the cards ~~either manually or~~ by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit an automated card shuffling device which, upon completion of the shuffling of the (a) cards, inserts the cards directly into an automated or manual dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

After the cards have been shuffled and stacked, the dealer shall:

(1) ~~If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the

(b) cards in accordance with the procedures set forth in Sections 8; ~~or 8a or 8b; or,~~

(2) ~~If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50,~~

~~If a cut the cards in accordance with the procedures set forth in (c) through (e) below.~~

(e) ~~Upon completion of a manual shuffle, the dealer shall place the stack of cards on top of the cover card. Thereafter, the dealer shall offer the stack of cards to be cut, with the backs facing up and faces facing the layout, to the player determined pursuant to (d) below. If no player accepts the cut, the dealer shall cut the cards.~~

(c) (d) ~~The cut of the cards shall be of the cards is~~ offered ~~to players~~ it will be done so in the following order:

(1) ~~(1)~~ The first player to the table, if the game is just beginning;

(2) ~~(2)~~ The player who accepts the bank pursuant to Section 10; provided, however, if the bank refuses the cut, the cards shall be offered to each player moving counterclockwise around

(2) the table from the bank until a player accepts the cut; or

(3) ~~(3)~~ The player at the farthest position to the right of the dealer, if there is no bank during a round of play; provided, however, if there are two or more consecutive rounds of play where there is no bank, the offer to cut the cards shall rotate in a counterclockwise

(3) manner after the player to the far right of the dealer has been offered the cut.

(e)

The player or dealer making the cut shall place the cutting card in the stack at least 10 cards in from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack.

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The dealer shall then remove the cover card and place it on the bottom of the stack. Thereafter, the dealer shall remove the cutting card and, at the discretion of the gaming licensee, either place it in the discard rack or use it as an additional cutting card to be inserted four cards from the bottom of the deck. The dealer shall then deal or deliver the cards in (e) accordance with the procedures set forth in Sections 8, or 8a, or 8b.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (f) by the next person entitled to cut the cards, as determined by sections (c) and (d) above.

(g) Whenever there is no gaming activity at a pai gow poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 5(c) (g) shall be completed.

7. Wagers

(a) All wagers at pai gow poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the pai gow poker layout. (a) A verbal wager accompanied by cash shall not be accepted at the game of pai gow poker.

(b) Only players who are seated at the pai gow poker table may place a wager at the game. Once (b) a player has placed a wager and received cards, that player must remain seated until the completion of the round of play. completion of the round of play.

(c) All wagers at pai gow poker shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures set forth in Sections 8, or 8a, or 8b. No wager at pai gow poker shall be made, increased or withdrawn after the dealer has announced "No more (c) bets."

(d) Upon placing a pai gow poker wager, a player may, if a progressive payout wager is offered by the gaming licensee pursuant to the provisions of Section 14, place a progressive payout wager by depositing a gaming chip into the acceptor device designated for that player or by redeeming a progressive payout wager coupon in accordance with the provisions of 205 CMR 146.09. Each player shall be responsible for verifying that the acceptor light for his or her/their betting position has been properly illuminated upon placement of the progressive payout (d) wager.

(e) A licensee may, if specified in its Rules Submissions submission, offer to each player who placed a Pai Gow Poker Wager/pai gow poker wager, in accordance with (d) above, the option of placing the following

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(e) additional wagers:

(+)

A Fortune Bonus Wager that the seven cards dealt to the player will form a seven-card

(1) ~~Poker poker~~ hand with a rank of a straight or better as described in Section 3(f) (relating to ~~Pai pai gow poker rankings~~).

~~Gow Poker rankings~~:

(2) ~~(2)~~ An Emperor's Treasure Wager that the seven cards dealt to the player will form a ~~seven-card Poker seven-card poker~~ hand with a rank of a straight or better as described in Section 3(e).

(3) ~~A Pai Gow Insurance Wager pai gow insurance wager~~ that the seven cards dealt to the player will form a ~~seven-card Poker seven-card poker~~ hand that does not contain a pair or better, as described in Section 3(b), but

(3) will contain a card ranked a nine-high or better.

(4) ~~(4)~~ A Progressive Payout Wager that the seven cards dealt to the player will form a ~~seven-card Poker seven-card poker~~ hand with a rank of a full house or better as described in Section 3(f).

(5) If EZ Pai Gow ~~Poker poker~~ is being played, a licensee may offer the following additional (5) wagers:

(i) ~~(i)~~ The Queen's Dragon Wager that the dealer's hand will create a Queen's Dragon.

(ii) ~~(ii)~~ The Dynasty Bonus Wager that the seven cards dealt to the player will form a hand (ii) with a rank of a three-of-a-kind or better as described in Section 3(b) and (g).

(iii) ~~(iii)~~ The Protection Wager that the seven cards dealt to the player will form a hand that does not contain a pair or better, as described in Section 3(b), but contain a high card (iii) of a 9, 10, jack, queen, king or ace.

(iv) ~~(iv)~~ The Red/Black Wager that four or more of the cards in the player's hand will be of the (iv) player's chosen color.

(+)

If a gaming licensee offers the optional bonus wagers authorized by Section 17, upon placing a pai gow poker wager and prior to any cards being dealt for the round of play, a player may (f) place a three-card bonus wager and/or a seven-card bonus wager.

8. Procedures for dealing the cards from a manual dealing shoe

(+)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51. Once the procedures required by Section 6 have been completed, the cards shall be placed in the manual dealing shoe and the (a) dealer shall announce "No more bets."

(+)

The dealer shall then, using one of the procedures authorized by Section ~~8e8a~~, determine the starting position for dealing the cards. If the gaming licensee offers the additional wager authorized by Section 13, all such additional wagers shall be determined and paid and the (b) procedures in Section 13 shall be completed, before any card is dealt to any player at the table.

table:

(e)

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After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position as determined in (b) above and, moving clockwise around the table, deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the (c) dealer, has seven cards.

(d)

After seven cards have been dealt to each position, including the dealer, the dealer shall (d) remove the remaining cards from the shoe and determine whether exactly four cards are left.

(1) If four cards remain, the four cards shall not be exposed to anyone and shall be placed in the discard rack. The dealer shall then collect any cards dealt to a position where there is no wager and place them in the discard rack without

(1) exposing the cards.

(2) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a player or the dealer has more or less than seven cards, all hands shall be void pursuant to Section 11. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205-CMR-146.49.

8a. Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision of 205-CMR-146 or this section, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play pai gow poker from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

(1) Once the procedures required by Section 6 have been completed, the dealer shall place the deck of cards in either hand.

(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

(2) The dealer shall then announce "No more bets" prior to dealing seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall deal the first seven cards moving from left to right and the second seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of seven cards.

(d) After seven stacks of seven cards have been dealt, the dealer shall determine whether exactly four cards are left by spreading them face down on the layout.

(1) If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.

(2) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt,

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~~(2) the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.~~

~~(e) Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by Section 8e, determine the starting position for delivering the stacks of cards. If the gaming licensee offers the additional wager authorized by Section 13, all such additional wagers shall be determined and paid and the procedures in Section 13 shall be completed, before any stack of cards is dealt to any player at the table.~~

~~(f) After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position as determined in (e) above and, moving clockwise around the table, deliver the remaining stacks in order to all other positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the left of the dealer shall be considered the first stack, and the stack farthest to the right of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.~~

~~(g) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.~~

~~8b.~~

8a. Procedures for dealing the cards from an automated dealing shoe

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this section, a gaming licensee may, in its discretion, choose to have the cards used to play pai gow ~~poker dealt~~pokerdealt from an automated

dealing shoe which dispenses cards in stacks of seven cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

~~(b)~~

~~(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.~~

~~following requirements shall be observed.~~

~~(1) Once the procedures required by Section 6 have been completed, the cards shall be~~

~~(1) placed in the automated dealing shoe.~~

~~(2) (2) The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of~~

~~cards.~~

~~(e)~~

The dealer shall then, using one of the procedures authorized by Section ~~8e~~8b, determine the starting position for delivering the stacks of cards. If the gaming licensee offers the additional wager authorized by Section 13, all such additional wagers shall be determined and paid and the procedures in Section 13 shall be completed, before any stack of cards is dealt to any player at the table.

~~(d)~~

Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As

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the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer

~~(d)~~ shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

~~clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.~~

~~(e)~~

After the seven stacks of seven cards have been dispensed and delivered to each position, ~~(e)~~ including the dealer, the dealer shall remove the remaining cards from the shoe ~~and machine~~ and determine whether exactly four cards are left by spreading them face down on the layout. ~~determine whether exactly four cards are left by spreading them face down on the layout.~~

~~(1)~~ If four cards remain, the cards shall not be exposed to anyone at the table and shall be (1) placed in the discard rack.

~~(2)~~ If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, (2) the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

~~from the table pursuant to 205 CMR 146.49.~~

~~(f)~~

~~(f)~~ If the dealer determines the cards were dealt properly, the dealer shall then collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

~~dealt to a position where there is no wager and place them in the discard rack without exposing the cards.~~

~~8e.~~

8b. Procedure for determining the starting position for dealing cards or delivering stacks of cards,

~~of cards~~

~~(a)~~

In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of pai gow poker, a gaming licensee may, in its discretion, use the (a) procedure authorized in (b), (c) or (d) below.

~~(b)~~

The dealer shall shake the pai gow poker shaker and dice described in Section 4 at least three (b) times so as to cause a random mixture of the dice.

~~(1)~~ The dealer shall then remove the lid covering the pai gow poker shaker, total the dice and (1) announce the total.

~~(2)~~ To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of (2) whether there is a wager at the position, until the count matches the total of the three dice.

~~(3)~~ Examples are as follows:

~~(i)~~ ~~(1)~~ If the dice total 8, the dealer would receive the first card or stack of cards; or

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(ii) ~~(#)~~ If the dice total 14, the sixth betting position would receive the first card or stack of cards.

~~cards.~~

(4) After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in Section 8, ~~8a~~ or ~~8b8a~~, the dealer shall place the cover on the pai gow (4) poker shaker and shake the shaker once. The pai gow poker shaker shall then be placed to the right of the dealer.

~~to the right of the dealer.~~

~~(e)~~

The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random (c) number generator.

~~(d)~~

If an automated card shuffling device and dealing shoe/machine is used pursuant to Section ~~8B8a~~, the

dealer may use a flat disk button approved by the Commission to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer.

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

~~play.~~

~~(e)~~

After the starting position for a round of play has been determined, a gaming licensee may, in (e) its discretion, mark that position by the use of an additional cut card or similar object.

9. Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish

~~(a)~~

After the dealing of the cards has been completed, each player shall set ~~his or her~~ their hands by arranging the cards into a high hand and low hand. When setting the two hands, the five-card high hand must be equal to or higher in rank than the two card low hand. For example, if the two-card hand contains a pair of sevens, the five card hand must contain at least a pair of (a) sevens and the three remaining cards.

~~(b)~~

Each player at the table shall be responsible for setting ~~his or her~~ their own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of ~~his or her~~ their hands, the dealer may inform the requesting player of the manner in which the gaming licensee requires the hands of the dealer to be set in its Rules of the Games ~~Submission~~. Each player shall be required to keep the

seven cards in full view of the dealer at all times. Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player (b) shall not touch the cards again.

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(e)

After all players have set their hands and placed the cards on the table, the seven cards of the dealer shall be turned over and the dealer shall set ~~his or her~~their hands by arranging the cards into a high and low hand. The dealer shall then place the two hands face up on the appropriate area of the layout. If banking or co-banking is in effect pursuant to Section 10, after all players have set their hands and placed the cards on the table, the player banking the game shall turn over ~~his or her~~their seven cards and shall set the two hands by arranging the cards

(c) in a high and low hand on the appropriate area of the layout.

(d)

Each gaming licensee shall submit to the Commission in its Rules of the Games ~~Submission~~ (d) s ubmission the manner in which it will require the hands of the dealer to be set.

(e)

Unless a player has placed a progressive payout wager pursuant to Section (l)(4) or a ~~seven-card~~seven-card bonus wager pursuant to Section 17, a player may announce that he or she wishes to

surrender ~~his or her~~their wager prior to the dealer exposing either of the two hands of that player (e) pursuant to (f) below. Once the player has announced ~~his or her~~their intention to surrender, the dealer shall:

dealer shall:

(1) ~~(1)~~ Immediately collect the wager from that player; and

~~(2)~~ Collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face

~~(2)~~ down on the layout prior to placing them in the discard rack.

(f)

Once the dealer has set a high hand and a low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the dealer and shall announce if the pai gow poker wager of that player shall win, lose or be considered a tie ("push"). If the player has placed a progressive payout wager pursuant to Section 14, the dealer shall also examine the seven cards of the player and announce if the progressive payout wager of that player shall win or lose. If the player has placed a ~~seven-card~~seven-card bonus wager pursuant to Section 17, the dealer shall also examine the seven cards of the

(f) player and announce if the seven-card bonus wager of that player shall win or lose.

(g)

All losing pai gow poker wagers, seven-card bonus wagers and progressive payout wagers shall be immediately collected by the dealer and put in the table inventory container. Unless the player has a winning progressive payout wager or winning seven-card bonus wager, all (g) losing pai gow poker hands shall also be collected. A Pai Gow Poker Wager A pai gow poker wager will:

(1) ~~(1)~~ Lose and will immediately be collected if:

~~(i)~~ The high hand of the player is lower in rank than the high hand of the dealer and the (i) 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 and the other

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~~(ii)~~ hand of the player is identical in rank or lower in rank than the other hand of the dealer.

~~(iii)(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.

~~(iv)~~The two hands of the player were not otherwise set correctly in accordance with this chapter.

~~(v)~~Notwithstanding subparagraphs (i)—(iv) above, if the table is designated for play as an EZ Pai Gow ~~Pokerpoker~~ table in which vigorish is not collected and if the dealer has a Queen's Dragon, the player's ~~Pai Gow Poker Wagerpai gow poker wager~~ shall push and be returned to the player.

~~(2)~~ Tie and will be returned to the player 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.

~~(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.

~~(iii)~~The dealer has a Queen's Dragon and the table is designated for play as an EZ Pai Gow ~~Pokerpoker~~ table in which vigorish is not collected.

~~(3)~~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 provided that if the table is designated for play as an EZ Pai Gow ~~Pokerpoker~~ table and the dealer has a Queen's Dragon, the player's ~~Pai Gow Poker Wagerpai gow poker wager~~ shall push and be returned to the

player. The dealer shall pay the winning ~~Pai Gow Poker Wagerpai gow poker wager~~ in accordance with the

payout odds in Section 16(a) (relating to payout odds; Envy Bonus; rate of progression; payout limitation).

~~(4)~~All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in case of a question or dispute.

~~(5)~~If a player has won a progressive payout wager that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed pursuant to 205 CMR 138.62. If any player at the table has placed a Qualifying Wager, the dealer shall rearrange the cards of all players regardless of whether the player placed a Fortune Bonus, Emperor's Treasure or Dynasty Bonus Wager. After

rearranging the player's seven cards, the dealer shall:

~~(1)~~ Settle the player's Fortune Bonus Wager as follows:

~~(i)~~ If a player:

a. Does not have a straight or higher, as described in Section 3(d) (relating to Pai Gow ~~Pokerpai gow poker~~ rankings), the dealer shall collect the Fortune Bonus

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Wager and place ~~the cards of the player in the discard rack.~~
~~the cards of the player in the discard rack.~~

~~b-~~ Has a straight or higher, the dealer shall pay the winning Fortune Bonus Wager in accordance with Section 16(b) and shall place the cards of the player in the discard rack. If the player has an Envy ~~Bonus Qualifying Hand~~~~bonus qualifying hand~~ and any player at

~~the table placed a Qualifying Wager, the dealer shall verbally acknowledge the~~
~~b.~~ ~~Envy ~~Bonus Qualifying Hand~~bonus qualifying hand~~ and leave the cards of the player face up on the ~~table.~~

~~table.~~
~~e-~~ Did not place a Fortune Bonus Wager but has an ~~Envy Bonus Qualifying Hand,~~
~~envy bonus qualifying hand.~~ and another player at the table placed a ~~Qualifying Wager~~~~qualifying~~
~~wager,~~ the dealer shall

~~c.~~ verbally acknowledge the ~~Envy Bonus Qualifying Hand~~~~envy bonus qualifying~~
~~hand~~ and leave the cards of the ~~player face up on the table.~~

~~(ii)~~ After all Fortune Bonus Wagers have been settled, if any player is the holder of an ~~Envy Bonus Qualifying Hand~~~~envy bonus qualifying hand,~~ the dealer shall pay an ~~Envy~~
~~Bonus~~~~envy bonus~~ in accordance with
Section 16(b) to each player who has an ~~Envy~~~~envy~~ lammer at the player's betting position.
Players are entitled to multiple ~~Envy Bonuses~~~~envy bonuses~~ when another player at the same ~~Pai~~
~~Gow Poker~~~~pai gow poker~~ table is the holder of an ~~Envy Bonus Qualifying Hand~~~~envy bonus~~
~~qualifying hand.~~ A player is not

~~(ii)~~ entitled to an ~~Envy Bonus~~~~envy bonus~~ for his own hand or the hand of the dealer.
~~(iii)~~ After all ~~Envy Bonuses~~~~envy bonuses~~ have been paid, the dealer shall collect all remaining
cards

~~(iii)~~ and place them in the discard rack.

~~(2)~~ ~~(2)~~ Settle the player's Emperor's Treasure Wager as follows:

~~(i)~~ ~~(i)~~ If a player:

~~a-~~ Does not have a straight or higher as described in Section 3(e), the dealer shall
~~a.~~ collect the Emperor's Treasure Wager and place the cards of the player in the
~~discard rack.~~

~~b-~~ Has a straight or higher, the dealer shall pay the winning Emperor's Treasure
Wager in accordance with Section 16(c) and place the cards of the player in the
discard rack. If the player has an Envy ~~Bonus Qualifying Hand~~~~bonus qualifying hand~~ and any
player at

~~b.~~ the table placed a ~~Qualifying Wager~~~~qualifying wager,~~ the dealer shall verbally
acknowledge the ~~Envy bonus qualifying hand and leave the cards of the player~~
~~face up on the table.~~
~~Envy Bonus Qualifying Hand and leave the cards of the player face up on the~~
~~table.~~

~~e-~~ Did not place an Emperor's Treasure Wager but has an Envy ~~Bonus Qualifying~~
~~Hand~~~~bonus qualifying hand~~ and another player at the table placed a ~~Qualifying Wager~~~~qualifying~~
~~wager,~~ the dealer shall

~~c.~~ verbally acknowledge the ~~Envy Bonus Qualifying Hand~~~~envy bonus qualifying~~

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hand and leave the cards of the player face up on the table.

~~player face up on the table.~~

~~(ii)~~ After all Emperor's Treasure Wagers have been settled, if any player is the holder of ~~an Envy Bonus Qualifying Hand~~ an envy bonus qualifying hand, the dealer shall pay an ~~Envy Bonus~~ envy bonus in accordance with Section 16(c) to each player who has an ~~Envy~~ envy lammer at the player's betting position. ~~Players~~ players are entitled to multiple ~~Envy Bonuses~~ envy bonuses when another player at the same ~~Pai Gow Poker~~ pai gow poker table is the holder of an ~~Envy Bonus Qualifying Hand~~ envy bonus qualifying hand. A player

~~(ii)~~ is not entitled to an ~~Envy Bonus~~ envy bonus for his own hand or the hand of the dealer.

~~(iii)~~ After all ~~Envy Bonuses~~ envy bonuses have been paid, the dealer shall collect all remaining cards ~~(iii)~~ and place them in the discard rack.

~~(3)~~ ~~(3)~~ Settle the player's ~~Pai Gow Insurance Wager~~ pai gow insurance wager. If a player:

~~(i)~~ Has a pair or better as described in ~~Section~~ Section 3(ii), the dealer shall collect the ~~Pai Gow Insurance Wager~~ pai gow insurance wager and place the cards of the player in the discard rack.

~~(ii)~~ Does not have a pair or better, but has a card ranked a nine-high or better, the dealer ~~(ii)~~ shall pay the winning ~~Pai Gow Insurance Wager~~ pai gow insurance wager in accordance with Section 16(d). ~~The dealer shall then place the cards of the player in the discard rack.~~

~~The dealer shall then place the cards of the player in the discard rack.~~

~~(4)~~ ~~(4)~~ Settle the player's Progressive Payout Wager. If a player:

~~(i)~~ Does not have a full house or better, as described in Section 3(f), the dealer shall ~~(i)~~ collect the Progressive Payout Wager and place the cards of the player in the discard ~~rack.~~

~~(ii)~~ ~~(ii)~~ Has a full house or better, the dealer shall:

~~a.~~ ~~a.~~ Verify that the hand is a winning hand.

~~b.~~ Verify that the appropriate light on the progressive table game system has been ~~b.~~ illuminated.

~~c.~~ Have a floorperson or above validate the progressive payout in accordance with ~~c.~~ the licensee's approved internal control procedures.

~~d.~~ Pay the winning Progressive Payout Wager in accordance with the payout odds in ~~d.~~ Section 16(e). If a player has won a progressive payout that is a percentage of the progressive meter, the progressive payout may not be paid from the table ~~d.~~ inventory container. If a player has won a progressive payout that is not being ~~d.~~ paid from the table inventory, the cards of that player shall remain on the table ~~d.~~ until the necessary documentation has been completed.

~~(5)~~ Settle the player's Queen's Dragon Wager. If the dealer does not have Queen's Dragon, ~~(5)~~ the dealer shall collect the Queen's Dragon Wager and place the cards of the player in the ~~(5)~~ discard rack. If the dealer has a Queen's Dragon, the dealer shall pay the winning wager ~~(5)~~ in accordance with Section 16(f).

~~(6)~~ ~~(6)~~ Settle the player's Dynasty Bonus Wager as follows:

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- (i) ~~(i)~~ If a player:
- a. Does not have a three-of-a-kind or better as described in Section 3(b) and (g), the a. dealer shall collect the Dynasty Wager and place the cards of the player in the discard rack.
- ~~discard rack.~~
- b. Has a three-of-a-kind or better, the dealer shall pay the winning Dynasty Wager in accordance with Section 16(g). If the player has an Envy Bonus Qualifying Hand envy bonus qualifying hand and any player at the table placed a Qualifying Wager qualifying wager, the dealer shall verbally b. acknowledge the Envy Bonus Qualifying Hand bonus qualifying hand and leave the cards of the player face up on the table.
- ~~face up on the table.~~
- c. Did not place a Dynasty Wager but has an Envy Bonus Qualifying Hand envy bonus qualifying hand and another player at the table placed a Qualifying Wager qualifying wager, the dealer shall verbally c. acknowledge the Envy Bonus Qualifying Hand envy bonus qualifying hand and leave the cards of the player face up on the table.
- ~~face up on the table.~~
- ~~(ii)~~ After all Dynasty Bonus Wagers have been settled, if any player is the holder of an Envy Bonus Qualifying Hand bonus qualifying hand, the dealer shall pay an Envy Bonus in accordance with Section 16(g) to each player who has an Envy envy lammer at the player's betting position. Players are entitled to multiple Envy Bonuses envy bonuses when another player at the same Pai Gow Poker pai gow poker table is the holder of an Envy Bonus Qualifying Hand envy bonus qualifying hand. A player is not (ii) entitled to an Envy Bonus envy bonus for his own hand or the hand of the dealer.
- ~~(7)~~ Settle the player's Protection Wager. If the player's hand does not contain a high card of a 9, 10, jack, queen, king or ace, or the hand contains a pair or better, as described in Section 3(b), the dealer shall collect the Protection Wager and place the cards of the player in the discard rack. If the player's hand does not contain a pair or better but contains a high card of a 9, 10, jack, queen, king or ace, the dealer shall pay the winning (7) wager in accordance with Section 16(h).
- ~~(8)~~ Settle the player's Red/Black Wager. If the player wagered on red and the player's hand does not contain four or more red cards, or if the player wagered on black and the player's hand does not contain four or more black cards, the dealer shall collect the Red/Black Wager and place the cards of the player in the discard rack. If a player's hand does contain four or more of the cards of the player's chosen color, the dealer shall pay the (8) winning Red/Black Wager in accordance with Section 16(i).
- ~~(i)~~ Notwithstanding the requirements in subsection (h) above, if the licensee offers more than one optional wager, the dealer shall settle all of the player's optional wagers (i) before placing the player's cards in the discard rack.

10. Player bank; co-banking; selection of bank; procedures for dealing

- ~~(a)~~ A gaming licensee may, in its discretion, offer to all players at a pai gow poker table the opportunity to bank the game. If the gaming licensee elects this option, all the other

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provisions of this section shall apply except to the extent that they conflict with the provisions of this section, in which case the provisions of this section shall control for any (a) round of play in which a player is the bank.

(b)

A player may not be the bank at the start of the game. For the purposes of this section, the (b) start of the game shall mean the first round of play after the dealer is required to shuffle the cards in accordance with the procedures set forth in Section 5(c).
~~cards in accordance with the procedures set forth in Section 5(c).~~

(c)

After the first round of play pursuant to (b) above, each player at the table shall have the option to either be the bank or pass the bank to the next player. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank. The dealer shall place a marker designating the bank in front of the player who accepts the bank. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play. If no player wishes to be the bank, the round of play (c) shall proceed in accordance with the rules of play provided in this section.

(d)

Before a player may be permitted to bank a round of play, the dealer shall determine that:

(1) The player placed a wager against the dealer during the last round of play in which there

(1) was no player banking the game; and

(2) The player has sufficient gaming chips on the table to cover all of the wagers placed by

(2) other players at the table for that round of play.

(e)

A gaming licensee may, in its discretion, offer the bank the option of having the casino cover 50 percent of the wagers made during a round of play. If the gaming licensee offers this option, it shall make it available to all players at the table. If the bank wishes to use this option, the bank must specifically request the dealer to accept responsibility for the payment of one-half of all winning wagers. When the bank covers 50 percent and the casino covers 50 percent of the winning wagers, it shall be known as "co-banking" and the dealer shall place a marker designating the co-bank in front of that player. When the dealer is ~~co-banking~~ co-banking, the dealer shall be responsible for setting the hand of the bank in the manner submitted to the Commission pursuant to Section 9. When co-banking is in effect, the dealer (e) may not place a wager against the bank.

(f)

If a player is the bank, the player may only wager on one betting area.

(g)

Once the dealer has determined that a player may be the bank pursuant to (d) above and after the cards have been shuffled, the dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, the calculation of which has been approved by the 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 place no wager during that round of play.

(g) Any amount wagered by the dealer shall be placed in front of the table inventory container.

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(h)

If the cards are to be dealt from a manual dealing shoe, the procedures set forth in Sections 8 (h) and 8c shall apply, except as follows:

(1) If a pai gow poker shaker and dice are being used to determine the starting position for the dealing of the cards, the bank shall shake the pai gow poker shaker three times pursuant to Section 8c(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow poker shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow poker shaker, the dealer shall remove the lid covering the pai gow poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow poker shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow (1) poker shaker to be covered and reshaken by the bank.

(2) If a computerized random number generator is used to determine the starting position for the dealing of the cards, the device shall be operated in accordance with procedures (2) approved by the Commission.

(3) When counting the betting positions, including the dealer, to determine the starting (3) position for dealing the cards, the position of the banker, instead of the dealer, shall be considered number one.

(i)

If the cards are to be dealt from the hand, the procedures set forth in Section 8a and 8c shall (a) apply, except as follows:

(1) Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack pursuant to Section 8a, the bank shall select the first stack to be delivered by the dealer. This stack shall be designated as the first stack by the dealer (1) moving it toward the players.

(2) If a pai gow poker shaker and dice are being used to determine the starting position for the delivery of the first stack, the bank shall shake the pai gow poker shaker three times pursuant to Section 8c(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow poker shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow poker shaker, the dealer shall remove the lid covering the pai gow poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow poker shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow (2) poker shaker to be covered and reshaken by the bank.

(3) If a computerized random number generator is used to determine the starting position for the delivery of the first stack, the device shall be operated in accordance with procedures (3) approved by the Commission.

(4) When counting the betting positions, including the dealer, to determine the starting (4) position for delivering the seven stacks of cards, the position of the bank, instead of the dealer, shall be considered number one.

~~dealer, shall be considered number one.~~

(5) The dealer shall deliver the first stack as determined in (i)(1) above to the starting position as determined in Section 8b and (i)(2) through (4) above to the starting position as determined in Section 8c and (i)(2) through (4) above. Thereafter, the dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest

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to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right. If there are no stacks to the right of the first stack, the dealer will

(5) 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.

~~each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.~~

(b)

If the cards are to be dealt from an automated dealing shoe, the procedures set forth in (b) Sections 8b8a and 8e8b shall apply, except as follows:

(1) If a pai gow poker shaker and dice are being used to determine the starting position for the delivery of the first stack of cards dispensed by the automated dealing shoe, the bank shall shake the pai gow poker shaker three times pursuant to Section 8e8b(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow poker shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow poker shaker, the dealer shall remove the lid covering the pai gow poker shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow poker shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow poker shaker to be covered and

(1) reshaken by the bank.

(2) If a computerized random number generator is used to determine the starting position, the (2) device shall be operated in accordance with procedures approved by the Commission.

(3) When counting the betting positions, including the dealer, to determine the starting position for delivering the stacks of cards as they are dispensed by the shoe, the position (3) of the bank, instead of the dealer shall be considered number one.

(c)

If the cards dealt to the dealer have not been previously collected, after each player has set his or her their two hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the bank and determine if the hands of the dealer are higher in rank than the hands of the bank. If the dealer wins, the cards of the dealer shall be stacked face up to the right of the table inventory container with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the table inventory container. If the dealer loses, the amount (c) wagered by the dealer against the bank shall be moved to the center of the layout.

(d)

If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table.

The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table.

After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from

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the bank, an amount equal to the remaining winning wagers and place that amount in the center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a 5 percent vigorish in accordance with Section 9. Once the vigorish has been paid, the remaining amount shall (d) be given to the bank.

~~(e)~~

If co-banking is in effect, once the dealer has set the co-bank hand pursuant to paragraph (e) above, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the co-bank, an amount equal to one-half of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount will be counted and the dealer shall place half of this amount into the table inventory container. The dealer shall collect a 5 percent vigorish in accordance with Section 9 on the remaining amount and place the vigorish amount in the table inventory (e) container. The remaining amount shall then be given to the co-bank.

~~(f)~~

Immediately after a winning wager of the dealer is paid, this amount and the original wager (f) shall be returned to the table inventory container.

~~(g)~~

Each player who has a winning wager against the bank shall pay a five percent vigorish on (g) the amount won to the dealer, in accordance with Section 9.

~~(h)~~

If a gaming licensee offers the progressive payout wager pursuant to Section 14 or the optional bonus wagers pursuant to Section 17, the processing and resolution of such wagers (h) shall be governed by the rules applicable to such wagers throughout this section.

11. Irregularities; invalid roll of dice

~~(a)~~

If the dealer uncovers the pai gow poker shaker and all three dice do not land flat on the (a) bottom of the shaker, the dealer shall call a "No roll" and reshake the dice.

~~(b)~~

(b) If the dealer uncovers the pai gow poker shaker and a die or dice fall out of the shaker, the dealer shall call a "No roll" and reshake the dice.

~~dealer shall call a "No roll" and reshake the dice.~~

~~(c)~~

(c) If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the

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~~wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.~~
~~wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.~~

(d)

If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either (d) to play out the hand or to void the hand.

(e)

If a card or cards in the hand of the dealer or bank is exposed, all hands shall be void and the (e) cards shall be reshuffled.

(f)

A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be (f) void and the cards shall be reshuffled.

(g)

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

(h)

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and (h) the cards reshuffled.

(i)

If the dealer does not set ~~his or her~~their hands in the manner submitted to the Commission pursuant to Section 9, the hands must be reset in accordance with this submission and the (i) round of play completed.

(j)

If the bank does not set ~~his or her~~their own hands correctly, the wager shall not be lost pursuant to Section 9, and the dealer shall be required to reset the bank's hands in the manner submitted (j) to the Commission pursuant to Section 9 so that the round of play may be completed.

(k)

If a card is exposed while the dealer is dealing the seven stacks in accordance with Section (k) 8a, the cards shall be reshuffled.

~~(l) If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with Section 8a(e), the cards shall be reshuffled.~~

(m)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (l) accordance with procedures approved by the Commission.

(n)

If an automated dealing shoe/machine 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 (m) removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

~~procedures approved by the Commission.~~

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

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12. A player wagering on more than one betting area

~~(a)~~

Except as provided in Section 10(f), a gaming licensee may, in its discretion, permit a player to wager on no more than two betting areas at a pai gow poker table, which areas must be (a) adjacent to each other.

~~(b)~~

If a gaming licensee permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down (b) on the appropriate area of the layout, the hand may not be changed.

13. Permissible additional wager

~~(a)~~

If a gaming licensee, pursuant to Section 8c, uses a random number generator to determine the starting position for the dealing of cards or the delivery of stacks of cards, the gaming licensee may in its discretion offer to every player at the pai gow poker table the option to make an additional wager as to which one of the numbers 1 through 7 will be selected and (a) displayed by the random number generator at the beginning of a round of play.

~~(b)~~

The following procedures shall be observed by any gaming licensee offering the additional (b) wager authorized by this section:

~~(1)~~ Prior to the activation of the random number generator at the beginning of a round of play, any player who has made a pai gow poker wager pursuant to Section 7 may, at the same time, make the additional wager authorized by this section. A player may make an (1) additional wager on more than one number during each round of play.

~~(2)~~ A player shall make an additional wager by placing gaming chips, and if permitted by the gaming licensee, a match play coupon, on the number selected by the player in the area designated for additional wagers on the pai gow poker table layout. No verbal additional (2) wagers or cash additional wagers shall be permitted.

~~(3)~~ An additional wager shall win if the number selected by the player in (b)(2) above is the same number selected and displayed by the random number generator as the first player position to receive cards during that round of pai gow poker. All other additional wagers (3) shall lose.

~~(4)~~ After the dealer announces "No more bets" and the random number generator selects and displays the position number for that round of play, any losing additional wagers shall be (4) immediately collected by the dealer.

~~(5)~~ Any winning additional wagers shall be paid immediately after collection of any losing (5) additional wagers, and prior to any card being dealt to any player at the table.

~~(6)~~ A gaming licensee shall pay off winning additional wagers at odds of no less than 5 1/2 to 1 and no more than 6 to 1, and in accordance with the payout odds imprinted on the pai gow poker table layout; provided however, that payouts for any additional winning (6) wagers shall be rounded down to the nearest whole dollar.

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(e) Any additional wager made pursuant to this section shall have no bearing upon any other (c) wager made by a player at the game of pai gow poker.

14. Progressive payout wager

(a) A gaming licensee may, in its discretion, offer to every player at a pai gow poker table who has placed a pai gow poker wager the option to make a progressive payout wager on whether the player will be dealt a hand type as set forth in (d) below. The progressive payout wager (a) shall, in the discretion of the gaming licensee, be either a \$1.00 or \$5.00 wager.

(b) Prior to the first card or stack of cards of a round being dealt and once all wagers including progressive payout wagers have been placed, the dealer shall announce "No more bets" and press the lock-out button on the table controller panel. The dealer shall then remove any wagers placed on the progressive payout from the table inventory return device, verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of lights illuminated on the acceptor devices and place the gaming chips (b) into the table inventory container.

(c) A winning progressive payout wager shall be paid in accordance with the payout table listed in (d) below and the provisions of Section 9. A winning progressive payout wager shall be paid irrespective of the outcome of the player's pai gow poker wager. Prior to paying a (c) winning progressive payout wager, the dealer shall:

- (1) (1) Verify that the light on the correct acceptor device has been illuminated;
- (2) (2) Verify that the hand is a winning hand; and
- (3) (3) Require a casino supervisor to validate any payouts to be deducted from the progressive (3) meter pursuant to (e) below and the gaming licensee's approved internal controls.

(d) A gaming licensee shall pay winning \$1.00 and \$5.00 progressive payout wagers at no less (d) than the amounts listed below:

Hand Type Payout

~~Natural Royal Flush and Pair 100 percent of meter~~

~~Five Aces and Pair 100 percent of meter~~

~~Natural Royal Flush 10 percent of meter~~

~~Five Aces 10 percent of meter~~

~~Royal Flush and Pair \$200.00~~

~~Royal Flush \$100.00~~

~~Straight Flush and Pair \$50.00~~

~~Straight Flush \$25.00~~

~~Four of a Kind and Pair \$40.00~~

~~Four of a Kind \$20.00~~

~~Full House and Pair \$10.00~~

~~Full House \$5.00~~

~~Flush and Pair \$6.00~~

~~Flush \$3.00~~

~~Straight and Pair \$4.00~~

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Straight \$2.00

Three of a Kind \$2.00

(e)

Hand Type	Payout
Natural Royal Flush and Pair	100 percent of meter
Five Aces and Pair	100 percent of meter
Natural Royal Flush	10 percent of meter
Five Aces	10 percent of meter
Royal Flush and Pair	\$200.00
Royal Flush	\$100.00
Straight Flush and Pair	\$50.00
Straight Flush	\$25.00
Four-of-a-Kind and Pair	\$40.00
Four-of-a-Kind	\$20.00
Full House and Pair	\$10.00
Full House	\$5.00
Flush and Pair	\$6.00
Flush	\$3.00
Straight and Pair	\$4.00
Straight	\$2.00
Three-of-a-Kind	\$2.00

Hand Type	Payout
Natural Royal Flush and Pair	100 percent of meter
Five Aces and Pair	100 percent of meter
Natural Royal Flush	10 percent of meter
Five Aces	10 percent of meter
Royal Flush and Pair	\$1,000.00
Royal Flush	\$500.00
Straight Flush and Pair	\$250.00
Straight Flush	\$125.00
Four-of-a-Kind and Pair	\$200.00
Four-of-a-Kind	\$1,000.00
Full House and Pair	\$50.00
Full House	\$25.00
Flush and Pair	\$30.00
Flush	\$15.00
Straight and Pair	\$20.00
Straight	\$10.00
Three-of-a-Kind	\$10.00

The rate of progression of the progressive meter used to determine the progressive payouts required by (d) above shall be no less than 21 percent of the amount wagered for the \$1.00 progressive wager and 27 percent of the amount wagered for the \$5.00 progressive wager. Any progressive wager payout of \$50.00 or more or for a straight flush for a \$1.00 progressive wager, and any progressive wager payout of \$250.00 or more or for a straight flush for a \$5.00 progressive wager, shall be deducted from the progressive meter.

(f)

The initial and reset amounts for the progressive meter shall be established by each gaming licensee and approved pursuant to 205 CMR 138.62. In no instance shall the initial or reset amount on the progressive meter that is funded by the gaming licensee be less than \$10,000.

(g)

Any payout determined by 205 CMR 138.62 the amount on the progressive meter shall be based upon the amount that is on the meter at the time the player's progressive payout wager is paid, irrespective of the amount that was on the meter when the player placed the wager or when the dealer dealt the player's cards.

14.Aa Fortune Pai Gow Poker Progressive wager

(a)

A gaming licensee may, in its discretion, offer to every player at a pai gow poker table who has placed a pai gow poker wager the option to make a Fortune Pai Gow progressive wager on whether the player will be dealt a hand type as set forth in (d) below. The progressive payout wager shall, in the discretion of the gaming licensee, be at a minimum of \$5.00 up to \$200.00.

~~\$200.00.~~

~~Hand Type Payout~~

~~Natural Royal Flush and Pair 100 percent of meter~~

~~Five Aces and Pair 100 percent of meter~~

~~Natural Royal Flush 10 percent of meter~~

~~Five Aces 10 percent of meter~~

~~Royal Flush and Pair \$1,000.00~~

~~Royal Flush \$500.00~~

~~Straight Flush and Pair \$250.00~~

~~Straight Flush \$125.00~~

~~Four of a Kind and Pair \$200.00~~

~~Four of a Kind \$1,000.00~~

~~Full House and Pair \$50.00~~

~~Full House \$25.00~~

~~Flush and Pair \$30.00~~

~~Flush \$15.00~~

~~Straight and Pair \$20.00~~

~~Straight \$10.00~~

~~Three of a Kind \$10.00~~

(b)

Prior to the first card or stack of cards of a round being dealt and once all wagers including the Fortune Pai Gow progressive wagers have been placed, the dealer shall announce "No

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more bets” and press the lock-out button on the table controller panel. The Dealer will place (b) a specially designed ENVY BUTTON on top of any bonus wager of \$5.00 or more.

(e)

A winning progressive payout wager shall be paid in accordance with the payout table listed in (d) below and the provisions of Section 9. A winning Fortune Pai Gow progressive wager shall be paid irrespective of the outcome of the player’s pai gow poker wager. If a Fortune Bonus wager has been placed, the Dealer will act on the bonus wager first after exposing the Player's player's hand. Prior to paying a Fortune Pai Gow progressive wager, the dealer shall (c) determine:

(1)

If the Fortune Bonus wager loses, the Dealer will place the wager in the rack immediately. Leaving the Envyenvy button in the circle. Proceed with the Pai Gowpai gow wager. If the Pai Gowpai gow hand loses. The wager will be collected and the cards will be gathered and placed in the discard rack. If the Pai Gowpai gow hand pushes, leave the wager, and the cards will be gathered and placed in the discard rack. If the Pai Gowpai gow hand wins leave the cards (1) spread and leave the Envyenvy button in the circle.

(2)

If the Fortune Bonus wager wins, the Dealer will cut out the payout in front of the rack, stack up the payout, and slide the payoff to the Player. Leaving the Envyenvy button in the circle. Proceed to the Pai Gowpai gow wager. If the Pai Gowpai gow hand loses the wager will be collected and the cards will be gathered and placed in the discard rack. If the Pai Gowpai gow hand pushes leave the wager, and the cards will be gathered and placed in the discard rack. If the Pai Gowpai gow hand wins leave the cards spread and leave the Envyenvy button in the (2) circle.

(3)

Envy Bonusesbonuses will be paid as they are hit in order. If more than one Playerplayer has at least

(3) Four-of-a kind, then all Playersplayers with a "Envy" button will win multiple payouts.

(4)

(4) After all hands have been acted on the Dealerdealer will collect all Envyenvy buttons.

(5)

(5) Players cannot win an Envyenvy bonus on their own hand.

(6)

The Jokerjoker may be used to replace any card in a straight or flush or as an Ace for the Bonus hand. The value for the Bonus hand of the Jokerjoker may be different than in the (6) regular hand.

(4)

A gaming licensee shall pay winning Fortune Pai Gow progressive wagers at no less than the (d) amounts listed in section 16(b) payable.

(e)

(e) Each betting position will also have a sensor for players to make a progressive wager.

(1)

(1) Players must make wager prior to cards being delivered to the first player.

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(2) (2) Wagers are \$5.00

(+)

Prior to delivering the first hand the dealer will press the start game icon on the keypad and (f) then collect any wagers that have been made.

(+)

(g) All winning progressive wagers will pay at odds from the payable below:

+4B

Hand	Odds	Payout
Seven Card Straight Flush		100% Mega
Five Aces		100% Major
Royal Flush		100% Minor
Straight Flush	100 For 1	
Four of a Kind	75 For 1	
Full House	4 For 1	

14b. Commission Free Fortune Pai Gow Poker version

(+)

This is a variation of Fortune Pai Gow ~~Poker~~ game that it is ~~Commission Free~~ commission free and offers two

optional bonus bets: Fortune Bonus and Tiger 9. Commission Free Fortune Pai Gow ~~Poker~~ features head-to-head play against the dealer where the winning bets do not pay 5%

commission. Instead, all players push when the dealer plays 9-high in his two-card hand

(a) (low).

(+)

If the player wishes to play the optional Tiger 9 bet, the Tiger 9 bet wins if the dealer plays 9- (b) high in his two-card hand (low).

(+)

If the dealer has a Tiger 9 hand, or a hand with a 9-high two-card front hand, then all main (c) wagers push, and all Tiger 9 optional side bets are paid 30 to 1.

(+)

If the dealer does not have a Tiger 9 hand, any optional Tiger 9 wagers are collected, and the player versus dealer hands are resolved following standard ~~Pai Gow Poker~~ pai gow poker

procedures. All

(d) winning player's hands are paid 1 to 1 with no commission paid.

(+)

While reconciling the main wager and the Tiger 9 wager, the Fortune bonus wager is also resolved. The Fortune bonus wager is paid according to a payable based on the highest ~~five card~~ five-card hand available from the player's seven cards, regardless of how the hands are set. There

are seven non-progressive paytables for Fortune Pai Gow, and two progressive paytables for Fortune Pai Gow Progressive. These are given in Table 1 through Table 3 below. All

paytables are available at a minimum of \$1 per wager, but only wagers of \$5 or more are (e) eligible for ~~Envy~~ bonus pays, if applicable.

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Table 1. Fortune Pai Gow Bonus Paytables

Hand	Paytable 1	Paytable 2	Paytable 3	Paytable 4	Paytable 6	Paytable 7	Paytable 9
7 Card Straight Flush	5000 to 1	8000 to 1	5000 to 1	2500 to 1	5000 to 1	5000 to 1	1000 to 1
Royal Flush + Royal Match*	1000 to 1	2000 to 1	2000 to 1	1000 to 1	1000 to 1	2000 to 1	750 to 1
7 Card Straight Flush with Joker	750 to 1	1000 to 1	1000 to 1	750 to 1	500 to 1	1000 to 1	500 to 1
5 Aces	250 to 1	400 to 1	400 to 1	250 to 1	300 to 1	400 to 1	250 to 1
Royal Flush	100 to 1	150 to 1	150 to 1	125 to 1	110 to 1	150 to 1	150 to 1
Straight Flush	50 to 1	50 to 1	50 to 1	50 to 1	45 to 1	50 to 1	50 to 1
4 of a Kind	20 to 1	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1
Full House	5 to 1	5 to 1	5 to 1	5 to 1	5 to 1	5 to 1	5 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1
3 of a Kind	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Straight	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
Three Pair	Push	-1 to 1	-1 to 1	-1 to 1	-1 to 1	-1 to 1	Push
Others	-1 to 1	-1 to 1	-1 to 1	-1 to 1	-1 to 1	-1 to 1	-1 to 1

Table 2. Fortune Pai Gow Bonus Envy Paytables

Hand	Paytable 1	Paytable 2	Paytable 3	Paytable 4	Paytable 6	Paytable 7	Paytable 9
7 Card Straight Flush	\$1,000	\$5,000	\$3,000	\$1,000	\$2,500	\$2,500	\$500
Royal Flush + Royal Match*	\$250	\$1,000	\$1,000	\$750	\$500	\$500	\$250
7 Card Straight Flush with Joker	\$100	\$500	\$500	\$250	\$250	\$250	\$150
5 Aces	\$50	\$250	\$250	\$100	\$150	\$150	\$100
Royal Flush	\$25	\$50	\$50	\$50	\$55	\$55	\$50
Straight Flush	\$10	\$20	\$20	\$20	\$25	\$25	\$20
4 of a Kind	\$5	\$5	\$5	\$5	\$6	\$6	\$5

Table 3. Fortune Pai Gow Progressive Bonus Paytables

Hand	Paytable 1	Paytable 3
7 Card Straight Flush	100%	100%
5 Aces	10%	10%
Royal Flush	500 for 1	500 for 1
Straight Flush	100 for 1	100 for 1
Four of a Kind	75 for 1	75 for 1
Full House	4 for 1	4 for 1
Seed amount	\$10,000	\$2,000

15. Pai gow insurance wager; optional bonus wager; payment of envy bonus

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(a) A gaming licensee may, in its discretion, 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 section. The optional bonus wager authorized by this section may not be offered by a gaming licensee on any pai gow poker table which offers the optional three-card bonus wager and the seven-card bonus wager authorized by Section 17.

(b) Any player who has made a pai gow poker wager pursuant to Section 7 may, at the same time, make a pai gow insurance wager and/or a bonus wager by placing gaming chips in the area designated for a bonus wager at ~~his or her~~their betting position. A bonus wager shall be no less than \$1.00.

(c) Any player who makes a bonus wager of at least \$5.00 shall qualify to receive an envy bonus payment. The dealer shall place an envy bonus marker immediately in front any bonus wager of \$5.00 or more.

(d) If a pai gow insurance wager and/or a bonus wager has been made by one or more players, the dealer shall observe the procedures set forth in Section 9 but with the following modifications.

(1) The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the pai gow poker wager of each player and collect any vigorish that is due; provided, however, that:

(i) The cards of any player who has placed a bonus wager shall remain on the layout regardless of the outcome of ~~his or her~~their pai gow poker wager until removed in accordance with the provisions of (d)(2) or (3) below; and

(ii) If any player has placed a pai gow insurance wager or a bonus wager of at least \$5.00, the cards of each player shall remain on the layout regardless of the outcome of ~~his or her~~their pai gow poker wager until removed in accordance with the provisions of (d)(2) or (3) below.

(2) After settling the pai gow poker wager of a player who has placed a 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 shall be ultimately 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 \$5.00, the dealer shall rearrange the cards of each player at the table regardless whether that player has placed a bonus wager.

(3) 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.

~~cards of the player in the discard rack.~~

(4) If the player has a qualifying poker hand or a pai gow, the dealer shall, if and as applicable, pay the winning bonus wager in accordance with Section 16(a) and/or the winning pai gow insurance wager in accordance with Section 16(c) and place the cards of the player in the discard rack.

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(iii) If the player has a premium qualifying poker hand, the dealer shall verbally acknowledge the premium qualifying poker hand and leave the bonus wager, if (iii) applicable, and the cards of the player face up on the table.

(3) After all other bonus wagers and pai gow insurance wagers have been settled, the dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle with each player who has an envy bonus marker at his or her their betting position or (3) who has a bonus wager and a premium qualifying poker hand.

(+) If the player has an envy bonus marker, the dealer shall pay the player the appropriate (i) envy bonus payment set forth at Section 16(b) and collect the envy bonus marker.

(ii) If the player has a bonus wager and a premium qualifying poker hand, the dealer shall (ii) pay the winning bonus wager in accordance with Section 16(a) and place the cards of the player in the discard rack.

~~the player in the discard rack.~~

(iii) After all envy bonuses and premium qualifying poker hands are paid, the dealer shall collect the cards of any player who had a premium qualifying poker hand but did not (iii) place a bonus wager and place the cards of the player in the discard rack.

16. Payout odds for bonus wagers; envy bonus payments; pai gow insurance wagers

(+)

A licensee shall pay each winning ~~Pai Gow Poker Wager~~ pai gow poker wager at odds of 1 to 1, except that the

licensee shall extract a vigorish from the winning players in an amount equal to 5% of the amount won. When collecting the vigorish, the licensee may round off the vigorish to 25¢ or the next highest multiple of 25¢. A licensee shall collect the vigorish from a player at the (a) time the winning payout is made.

(b)

The licensee shall pay out winning Fortune Bonus Wagers and Envy Bonus payouts at the odds and amounts in one of the following paytables selected by the licensee in its Rules

(b) Submission filed:

Hand Paytable A Envy Bonus

~~Seven card straight flush 8000 to 1 \$5,000.00~~

~~Royal flush and Royal Match 2000 to 1 \$1,000.00~~

~~Seven card straight flush with joker 1000 to 1 \$500.00~~

~~Five aces 400 to 1 \$250.00~~

~~Royal flush 150 to 1 \$50.00~~

~~Straight flush 50 to 1 \$20.00~~

~~Four of a kind 25 to 1 \$5.00~~

~~Full house 5 to 1~~

~~Flush 4 to 1~~

~~Three of a kind 3 to 1~~

~~Straight 2 to 1~~

Hand Paytable B Envy Bonus

~~Seven card straight flush 5000 to 1 \$3,000.00~~

~~Royal flush and Royal Match 2000 to 1 \$1,000.00~~

~~Seven card straight flush with joker 1000 to 1 \$500.00~~

~~Five aces 400 to 1 \$250.00~~

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Royal flush 150 to 1 \$50.00
Straight flush 50 to 1 \$20.00
Four of a kind 25 to 1 \$5.00
Full house 5 to 1
Flush 4 to 1
Three of a kind 3 to 1
Straight 2 to 1
Hand Paytable C Envy Bonus
Seven card straight flush 5000 to 1 \$1,000.00
Royal flush and Royal Match 1000 to 1 \$250.00
Seven card straight flush with joker 750 to 1 \$100.00
Five aces 250 to 1 \$50.00
Royal flush 100 to 1 \$25.00
Straight flush 50 to 1 \$10.00
Four of a kind 20 to 1 \$5.00
Full house 5 to 1
Flush 4 to 1
Three of a kind 3 to 1
Straight 2 to 1
Three pair Push
Hand Paytable D Envy Bonus
Seven card straight flush 2500 to 1 \$1,000.00
Royal flush and Royal Match 1000 to 1 \$750.00
Seven card straight flush with joker 750 to 1 \$250.00
Five aces 250 to 1 \$100.00
Royal flush 125 to 1 \$50.00
Straight flush 50 to 1 \$20.00
Four of a kind 25 to 1 \$5.00
Full house 5 to 1
Flush 4 to 1
Three of a kind 3 to 1
Straight 2 to 1
(e)

Hand	Paytable A	Envy Bonus
Seven card straight flush	8000 to 1	\$5,000.00
Royal flush and Royal Match	2000 to 1	\$1,000.00
Seven-card straight flush with joker	1000 to 1	\$500.00
Five aces	400 to 1	\$250.00
Royal flush	150 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

Hand	Paytable B	Envy Bonus
Seven card straight flush	5000 to 1	\$3,000.00
Royal flush and Royal Match	2000 to 1	\$1,000.00
Seven-card straight flush with joker	1000 to 1	\$500.00
Five aces	400 to 1	\$250.00
Royal flush	150 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

Hand	Paytable C	Envy Bonus
Seven card straight flush	5000 to 1	\$1,000.00
Royal flush and Royal Match	1000 to 1	\$250.00
Seven-card straight flush with joker	750 to 1	\$100.00
Five aces	250 to 1	\$50.00
Royal flush	100 to 1	\$25.00
Straight flush	50 to 1	\$10.00
Four-of-a-kind	20 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	
Three pair	Push	

Hand	Paytable D	Envy Bonus
Seven card straight flush	2500 to 1	\$1,000.00
Royal flush and Royal Match	1000 to 1	\$750.00
Seven-card straight flush with joker	750 to 1	\$250.00
Five aces	250 to 1	\$100.00
Royal flush	125 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

The licensee shall pay out winning Emperor's Treasure Wagers and ~~Envy Bonus~~envy bonus payouts at (c) the odds and amounts in one of the following paytables selected by the licensee in its Rules submission:

Submission:

Hand Paytable A Envy Bonus

Seven-card straight flush 8000 to 1 \$5,000.00
Royal flush and ace king suited 2000 to 1 \$1,000.00
Seven-card straight flush with joker 1000 to 1 \$500.00
Five aces 400 to 1 \$250.00
Royal flush 150 to 1 \$50.00
Straight flush 50 to 1 \$20.00
Four of a kind 25 to 1 \$5.00
Full house 5 to 1
Flush 4 to 1
Three of a kind 3 to 1
Straight 2 to 1

Hand Paytable B Envy Bonus

Seven-card straight flush 5000 to 1 \$3,000.00
Royal flush and ace king suited 2000 to 1 \$1,000.00
Seven-card straight flush with joker 1000 to 1 \$500.00
Five aces 400 to 1 \$250.00
Royal flush 150 to 1 \$50.00
Straight flush 50 to 1 \$20.00
Four of a kind 25 to 1 \$5.00
Full house 5 to 1
Flush 4 to 1
Three of a kind 3 to 1
Straight 2 to 1

Hand Paytable C Envy Bonus

Seven-card straight flush 5000 to 1 \$1,000.00
Royal flush and ace king suited 1000 to 1 \$250.00
Seven-card straight flush with joker 750 to 1 \$100.00
Five aces 250 to 1 \$50.00
Royal flush 100 to 1 \$25.00
Straight flush 50 to 1 \$10.00
Four of a kind 20 to 1 \$5.00
Full house 5 to 1
Flush 4 to 1
Three of a kind 3 to 1
Straight 2 to 1

(d)

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Hand	Paytable A	Envy Bonus
Seven card straight flush	8000 to 1	\$5,000.00
Royal flush and ace king suited	2000 to 1	\$1,000.00
Seven-card straight flush with joker	1000 to 1	\$500.00
Five aces	400 to 1	\$250.00
Royal flush	150 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

Hand	Paytable B	Envy Bonus
Seven card straight flush	5000 to 1	\$3,000.00
Royal flush and ace king suited	2000 to 1	\$1,000.00
Seven-card straight flush with joker	1000 to 1	\$500.00
Five aces	400 to 1	\$250.00
Royal flush	150 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

Hand	Paytable C	Envy Bonus
Seven card straight flush	5000 to 1	\$1,000.00
Royal flush and ace king suited	1000 to 1	\$250.00
Seven-card straight flush with joker	750 to 1	\$100.00
Five aces	250 to 1	\$50.00
Royal flush	100 to 1	\$25.00
Straight flush	50 to 1	\$10.00
Four-of-a-kind	20 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

Hand	Paytable D	Envy Bonus
Seven card straight flush	2500 to 1	\$1,000.00
Royal flush and ace king suited	1000 to 1	\$750.00
Seven-card straight flush with joker	750 to 1	\$250.00
Five aces	250 to 1	\$100.00
Royal flush	125 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

The licensee shall pay out winning ~~Pai Gow Insurance Wagers~~ pai gow insurance wagers at the odds in one of the following paytables selected by the licensee in its Rules ~~Submissions~~ submission provided that if the

licensee is offering Emperor's Challenge Pai Gow ~~Poker~~ poker, the licensee may select from paytables a or b or if the licensee is offering Fortune Pai Gow ~~Poker~~ poker, the licensee may select

(d) from paytables C, D or E:

(e)

Hand	Paytable A	Paytable B	Paytable C	Paytable D	Paytable E
Nine-high	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1
Ten-high	25 to 1	25 to 1	40 to 1	50 to 1	40 to 1
Jack-high	15 to 1	15 to 1	10 to 1	10 to 1	10 to 1
Queen-high	6 to 1	7 to 1	7 to 1	7 to 1	7 to 1
King-high	5 to 1	5 to 1	6 to 1	5 to 1	5 to 1
Ace-high	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1

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(e) If the licensee offers the Progressive Payout Wager:

(1) The licensee shall pay out winning Progressive Payout Wagers at the odds in the

(1) following payable:

~~Hand Paytable D Envy Bonus~~

~~Seven card straight flush 2500 to 1 \$1,000.00~~

~~Royal flush and ace king suited 1000 to 1 \$750.00~~

~~Seven card straight flush with joker 750 to 1 \$250.00~~

~~Five aces 250 to 1 \$100.00~~

~~Royal flush 125 to 1 \$50.00~~

~~Straight flush 50 to 1 \$20.00~~

~~Four of a kind 25 to 1 \$5.00~~

~~Full house 5 to 1~~

~~Flush 4 to 1~~

~~Three of a kind 3 to 1~~

~~Straight 2 to 1~~

~~Hand Paytable A Paytable B Paytable C Paytable D Paytable E~~

~~Nine high 100 to 1 100 to 1 100 to 1 100 to 1 100 to 1~~

~~Ten high 25 to 1 25 to 1 40 to 1 50 to 1 40 to 1~~

~~Jack high 15 to 1 15 to 1 10 to 1 10 to 1 10 to 1~~

~~Queen high 6 to 1 7 to 1 7 to 1 7 to 1 7 to 1~~

~~King high 5 to 1 5 to 1 6 to 1 5 to 1 5 to 1~~

~~Ace high 3 to 1 3 to 1 3 to 1 3 to 1 3 to 1~~

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Hand	Payout
Seven-card straight flush	100%
Five aces	10%
Royal flush	500 for 1
Straight flush	100 for 1
Four-of-a-kind	75 for 1
Full house	4 for 1

The initial and reset amount must be in the licensee's Rules Submission and be at

(2) least \$2,000.

(3) Winning Progressive Payout Wagers shall be paid the amount on the meter when it is the player's turn to be paid in accordance with Section 9(1)(4) irrespective of

(3) the amount that was on the meter when the player placed the wager or when the dealer dealt the player's cards.

~~dealer dealt the player's cards.~~

(4)

(f) The licensee shall pay out winning Queen's Dragon Wagers at odds of 50 to 1.

(g)

The licensee shall pay out winning Dynasty Bonus Wagers and ~~Envy Bonus~~ envy bonus payouts at the

(g) odds and amounts in the following paytable:

~~Hand Payout~~

~~Seven-card straight flush 100%~~

~~Five aces 10%~~

~~Royal flush 500 for 1~~

~~Straight flush 100 for 1~~

~~Four of a kind 75 for 1~~

~~Full house 4 for 1~~

(h)

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Hand	Payout	Envy Bonus
Ace/five natural straight flush and a natural ace/queen suited	2000 to 1	\$500.00
Seven-card natural straight flush	2000 to 1	\$400.00
Natural royal flush and natural ace/queen suited	1000 to 1	\$300.00
Seven-card straight flush	1000 to 1	\$200.00
Five aces	500 to 1	\$100.00
Ace/five natural straight flush	120 to 1	\$75.00
Royal flush	120 to 1	\$50.00
Straight flush	50 to 1	\$20.00
Four-of-a-kind	25 to 1	\$5.00
Full house	5 to 1	
Flush	4 to 1	
Three-of-a-kind	3 to 1	
Straight	2 to 1	

(h) The licensee shall pay out winning Protection Wagers at the odds in the following payable:
 (±)

Hand	Payout
Ace/five natural straight flush	120 to 1
Nine-high	100 to 1
Ten-high	25 to 1
Jack-high	15 to 1
Queen-high	7 to 1
King-high	5 to 1
Ace-high	3 to 1

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(i) The licensee shall pay out winning Red/Black Wagers at the odds in the following payable:

~~Hand Payout Envy Bonus~~
~~Ace/five natural straight flush and a natural ace/queen suited 2000 to 1 \$500.00~~
~~Seven-card natural straight flush 2000 to 1 \$400.00~~
~~Natural royal flush and natural ace/queen suited 1000 to 1 \$300.00~~

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~~Seven-card straight flush 1000 to 1 \$200.00~~
~~Five aces 500 to 1 \$100.00~~
~~Ace/five natural straight flush 120 to 1 \$75.00~~
~~Royal flush 120 to 1 \$50.00~~
~~Straight flush 50 to 1 \$20.00~~
~~Four of a kind 25 to 1 \$5.00~~
~~Full house 5 to 1~~
~~Flush 4 to 1~~
~~Three of a kind 3 to 1~~
~~Straight 2 to 1~~
~~Hand Payout~~
~~Ace/five natural straight flush 120 to 1~~
~~Nine high 100 to 1~~
~~Ten high 25 to 1~~
~~Jack high 15 to 1~~
~~Queen high 7 to 1~~
~~King high 5 to 1~~
~~Ace high 3 to 1~~
 (+)

Hand	Payout
Seven cards of the chosen color	5 to 1
Six cards of the chosen color	1 to 1
Five cards of the chosen color	1 to 1
Four cards of the chosen color	1 to 1

Notwithstanding the payout odds in (b) - (i) above, a licensee may, in its Rules Submission, establish a maximum amount that is payable to a player on a single hand. The maximum payout 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. Any (j) maximum payout limit established by a licensee may not apply to Envy Bonus payouts.

17. Dealing procedures for three-card bonus wager and seven-card bonus wager.

(+)

A gaming licensee may, in its discretion, offer to each player at a pai gow poker table the opportunity to place an optional three-card bonus wager and/or a seven-card bonus wager and to receive payouts on such winning wagers as set forth in Section 18. The bonus wagers authorized by this section may not be offered by a gaming licensee on any pai gow poker table which offers the optional bonus wager authorized by Section 15. The three-card bonus wager and the seven-card bonus wager shall have no bearing on any other wager made by a (a) player at the game of pai gow poker.

(+)

Notwithstanding any other provision of 205 CMR 146 or this section, the dealing procedures

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set forth in this section shall apply to any pai gow poker game that offers the optional bonus wagers authorized by this section. The first three cards dealt to each player shall be dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that (b) the shoe, its location and the procedures for its use are approved by the Commission.

(c)

Once the procedures required by Sections 5 and 6 have been completed, the cards shall be (c) placed in the automated dealing shoe. The dealer shall then announce "No more bets."

(d)

The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player at the starting position. The starting position shall be the player (d) position farthest to the left of the dealer at which a pai gow poker wager has been placed in accordance with Section 7

(e)

As the remaining stacks of three cards are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a pai gow poker wager. The dealer shall then deliver a (e) stack of three cards face down to the area designated for the dealer's hand.

(f)

Each player who has placed a three-card bonus wager shall, after examining his or her their cards, Hand Payout

Seven cards of the chosen color 5 to 1

Six cards of the chosen color 1 to 1

Five cards of the chosen color 1 to 1

Four cards of the chosen color 1 to 1

determine whether the three-card hand qualifies for a three-card bonus wager payout as defined in Section 18 and as displayed on the sign required by 205 CMR 146.21. Each player who has placed a three-card bonus wager and who has a winning hand shall place his or her their cards face up on the layout. The dealer shall collect all three-card bonus wagers from players with losing three-card hands and then pay all winning three-card bonus wagers in (f) accordance with the payouts set forth at Section 18.

(g)

After each stack of three cards has been dispensed and delivered and each three-card bonus wager has been resolved in accordance with this section, the dealer shall complete the (g) dealing of the cards by observing one of the following procedures procedure.

(1) The dealer shall remove the stub from the automated dealing shoe, place the stub on top of a cover card and, following the relevant dealing procedures in Section 8a(b), deal from his or her hand four additional cards face down to each player and the dealer. The dealer shall deal the first four consecutive cards to the player farthest to his or her left who has placed a pai gow poker wager in accordance with Section 7 and, moving clockwise around the table, continue to deal four consecutive cards to each player who has placed a pai gow poker wager. The dealer shall then deal four consecutive cards to the area designated for the dealer's hand. After each player who has placed a pai gow poker wager and the dealer have been dealt a total of seven cards, the dealer shall place the stub in the discard rack without exposing the cards and the round of play shall proceed in accordance with the procedures set forth in Sections 9 and 18.

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~~(2)~~ The dealer shall deliver the first stack of four additional cards dispensed by the automated dealing shoe face down to the player farthest to ~~his or her~~ their left who has placed a pai gow poker wager in accordance with Section 7. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, 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

(1) poker wager. The dealer shall then deliver a stack of four additional cards face down to the area designated for the dealer's hand. The round of play shall then proceed in accordance with the procedures set forth in Sections 9 and 18.

~~the area designated for the dealer's hand. The round of play shall then proceed in accordance with the procedures set forth in Sections 9 and 18.~~

~~(h)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine whether the correct number of cards are still in the deck. The dealer shall

(h) determine the number of cards in the stub by counting the cards face down on the layout.

(1) ~~(+)~~ If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

~~(2)~~ If the count of the stub indicates that the number of the cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than seven cards) but 53 cards remain in the deck, all hands shall be void pursuant to Section 11(h). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the

(2) table pursuant to 205 CMR 146.49.

~~(+)~~

Notwithstanding the provisions of (h) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards, plus the joker, are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 (i) CMR 146.49.

18. Payout odds for optional three-card bonus wager and seven-card bonus wager

~~(+)~~

The payout odds for winning the optional bonus wagers authorized by Section 17 when printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through (a) the use of the word "for."

~~(+)~~

A gaming licensee shall pay off winning three-card bonus wagers at no less than the (b) following odds:

~~(+)~~

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Hand Type	Payout Odds
Three-card straight flush, with no joker	40 to 1
Three-of-a-kind	25 to 1
Three-card straight flush	5 to 1
Three-card straight	4 to 1
Three-card flush	3 to 1
One pair	1 to 1

A gaming licensee shall pay winning seven-card bonus wagers at no less than the odds in (c) accordance with one of the following payout tables:

Hand Type Payout Odds

~~Three-card straight flush, 40 to 1
with no joker~~

~~Three of a kind 25 to 1~~

~~Three-card straight flush 5 to 1~~

~~Three-card straight 4 to 1~~

~~Three-card flush 3 to 1~~

~~One pair 1 to 1~~

Hand Type Table A

~~Five aces 500 to 1~~

~~Royal flush 250 to 1~~

~~Straight flush 50 to 1~~

~~Four of a kind 25 to 1~~

~~Full house 5 to 1~~

~~Flush 4 to 1~~

~~Three of a kind 3 to 1~~

~~Straight 2 to 1~~

Hand Type Table B

~~Five aces 500 to 1~~

~~Royal flush 200 to 1~~

~~Straight flush without joker 50 to 1~~

~~Straight flush with joker 30 to 1~~

~~Four of a kind 25 to 1~~

~~Full house 5 to 1~~

~~Flush 4 to 1~~

~~Three of a kind 3 to 1~~

~~Straight 2 to 1~~

~~(d)~~

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Hand Type	Table A
Five aces	500 to 1
Royal flush	250 to 1
Straight flush	50 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

Hand Type	Table B
Five aces	500 to 1
Royal flush	200 to 1
Straight flush without joker	50 to 1
Straight flush with joker	30 to 1
Four-of-a-kind	25 to 1
Full house	5 to 1
Flush	4 to 1
Three-of-a-kind	3 to 1
Straight	2 to 1

Notwithstanding the minimum payout odds required in (c) above, a gaming licensee 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 licensee shall provide notice of any decrease in the payout limit in accordance with 205 CMR 147.03. Any maximum payout limit established by a gaming licensee shall apply (d) only to payouts of the seven-card bonus wager placed pursuant to Section 17.

19. Face up Fortune Pai Gow Poker Variation; Progressive

(a) Game play begins with players placing the Main Hand wager, as well as the Ace-High wager which may be optional or mandatory at the sole discretion of the operator. Any other optional wagers are also placed at this time. After all wagers have been placed, each player and the dealer receive seven cards. After all cards are dealt, the dealer will turn over their cards and set their hand according to a predefined house-way. Players then set two hands – a two-card low/front hand and a five-card high/back hand. The only restriction on the player hand setting is that the five-card back hand must be of a higher Poker ranking than the two-card front hand.

(b) If the dealer has an Ace-High Pai Gow hand (a 7-card hand with Ace High, no pairs, straights, or flushes), then all Main wagers push.

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(c) If the dealer does not have an Ace High Pai Gow hand, the players versus dealer hands are resolved following standard Pai Gow Poker procedures. All winning players' hands are paid 1 to 1 with no commission paid.

(d) If the dealer has an Ace High Pai Gow hand (a 7-card hand with Ace High, no pairs, straights, or flushes), all side wagers are paid according to one of the paytables below in Table 1.

(e)

Table 1. Ace-High Paytables

Result	Paytable 1	Paytable 2	Paytable 3	Paytable 4	Paytable 5
Both dealer and player have Ace High	20 to 1	40 to 1	30 to 1	25 to 1	40 to 1
Only dealer has Ace High, with Joker	10 to 1	15 to 1	15 to 1	10 to 1	12 to 1
Only dealer has Ace High, no Joker	8 to 1	5 to 1	6 to 1	7 to 1	5 to 1
All others	Loss	Loss	Loss	Loss	Loss

The licensee may offer the optional Fortune Bonus as well as the Ace-High Bonus wager.

(e) Table 2 has the optional paytables for this wager.

Table 2 Fortune Bonus Paytables

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Hand	Pays	Envy	Hand	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$1,000	7 Card Straight Flush	8,000 to 1	\$5,000
Royal Flush + Royal Match*	1,000 to 1	\$250	Royal Flush + Royal Match*	2,000 to 1	\$1,000
7 Card Straight Flush w/Joker	750 to 1	\$100	7 Card Straight Flush w/Joker	1,000 to 1	\$500
5 Aces	250 to 1	\$50	5 Aces	400 to 1	\$250
Royal Flush	100 to 1	\$25	Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$10	Straight Flush	50 to 1	\$20
4 of a Kind	20 to 1	\$5	4 of a Kind	25 to 1	\$5
Full House	5 to 1		Full House	5 to 1	
Flush	4 to 1		Flush	4 to 1	
3 of a Kind	3 to 1		3 of a Kind	3 to 1	
Straight	2 to 1		Straight	2 to 1	
Three Pair	Push				

3			4		
Hand	Pays	Envy	Hand	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$3,000	7 Card Straight Flush	2,500 to 1	\$1,000
Royal Flush + Royal Match*	2,000 to 1	\$1,000	Royal Flush + Royal Match*	1,000 to 1	\$750
7 Card Straight Flush w/Joker	1,000 to 1	\$500	7 Card Straight Flush w/Joker	750 to 1	\$250
5 Aces	400 to 1	\$250	5 Aces	250 to 1	\$100
Royal Flush	150 to 1	\$50	Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$20	Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5	4 of a Kind	25 to 1	\$5
Full House	5 to 1		Full House	5 to 1	
Flush	4 to 1		Flush	4 to 1	
3 of a Kind	3 to 1		3 of a Kind	3 to 1	
Straight	2 to 1		Straight	2 to 1	

5			6		
Hand	Pays	Envy	Hand	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$2,500	7 Card Straight Flush	5,000 to 1	\$2,500
Royal Flush + Royal Match*	1,000 to 1	\$500	Royal Flush + Royal Match*	2,000 to 1	\$500
7 Card Straight Flush w/Joker	500 to 1	\$250	7 Card Straight Flush w/Joker	1,000 to 1	\$250
5 Aces	300 to 1	\$150	5 Aces	400 to 1	\$150
Royal Flush	110 to 1	\$55	Royal Flush	150 to 1	\$55
Straight Flush	45 to 1	\$25	Straight Flush	50 to 1	\$25
4 of a Kind	25 to 1	\$6	4 of a Kind	25 to 1	\$6
Full House	5 to 1		Full House	5 to 1	
Flush	4 to 1		Flush	4 to 1	
3 of a Kind	3 to 1		3 of a Kind	3 to 1	
Straight	2 to 1		Straight	2 to 1	

(f) If the dealer does not have an Ace High Pai Gow hand, any optional Ace-High wagers are collected.

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(g) Each player that placed a progressive wager is paid according to a payable based on the best hand possible among all the player's cards. The Joker is considered Semi Wild. If a Joker is present in the player's hand, it can only be used as an Ace or to complete a Straight Flush, straight flush or straight flush.

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(h) The available paytables for *Face Up Pai Gow Pokergow poker Progressive* are in Table 1 below. A wager size of \$1 is used for the seed amount for Paytable 1 and \$5 for Paytable 3.

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Table 1. Face Up Pai Gow Poker Progressive Paytables

Hand	Paytable 1	Paytable 3
7 Card Straight Flush	100% of Progressive	100% of Progressive
5 Aces	10% of Progressive	10% of Progressive
Royal Flush	500 for 1	500 for 1
Straight Flush	100 for 1	100 for 1
Four of a Kind	75 for 1	75 for 1
Full House	4 for 1	4 for 1
Contribution Percent	28%	29%
Seed Amount	\$10,000	\$10,000

RED DOG Rules

1. Cards; number of decks; value of cards; dealing shoe

(a) Red dog shall be played with at least one deck of cards with backs of the same color and design and two additional cut cards. The cut cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as (a) approved by the Commission.

(b) The "value" (from lowest to highest) of the cards in each deck shall be as follows:

- (1) ~~(1)~~ Any card from 2 to 10 shall have its face value;
- (2) ~~(2)~~ Any jack shall have a value of 11;
- (3) ~~(3)~~ Any queen shall have a value of 12;
- (4) ~~(4)~~ Any king shall have a value of 13; and
- (5) ~~(5)~~ Any ace shall have a value of 14.

(c) All cards used to game at red dog shall be dealt from a dealing shoe specifically designed for (c) such purpose.

2. Opening of table for gaming

(a) After receiving the one or more decks of cards at the table in accordance with 205 CMR 146, (a) the dealer shall, as applicable, comply with the requirements of 205 CMR 146.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out by deck according to (b) suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the (c) cards and stacked.

(d) If an automated card shuffling device is utilized, red dog shall be played with at least two decks of cards in accordance with the following requirements:

- (1) The cards shall be separated into two batches, with an equal number of decks included in each batch;
- (2) The cards in each batch shall be identical in appearance, but the backs of the cards in each batch shall be of a different color than the cards included in the other batch;
- (3) One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
- (4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
- (5) The cards from only one batch shall be placed in the discard rack at any given time.

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3. Shuffle and cut of the cards

(a)

Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed. A gaming licensee may also shuffle (a) the cards at the completion of any round of play.

(b)

After the cards have been shuffled, the dealer shall perform one of the following options. The dealer will offer the stack of cards to be cut, with the (b) backs facing away from the dealer, them to the players to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table.

The dealer will offer the cut to the player at the farthest point to the right of the dealer; provided, however, if the game is just beginning, the cards shall be offered to the first player at the table. If the first player offered the cards 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

(c) player accepts the cut, the dealer shall cut the cards.

(d)

The person making the cut shall place the cut card in the stack at least a deck from either end. Once the cut card has been inserted, the dealer shall take all the cards in front of the cut card and place them on the back of the stack. The dealer shall then insert the cut card in a position approximately one-quarter of the way from the back of the stack. The stack of cards shall (d) then be inserted into the dealing shoe for commencement of play.

(e)

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines they determine that the cut was performed improperly or

in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (e) by the next person entitled to cut the cards, as determined by section (bc) above.

(f)

When the licensee is using a manual shuffle the following steps will be incorporated into (f) their shuffle procedure.

(1) The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

(2) The "riffle" is when the cards are divided into two piles and interlaced.

(3) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffling the stacks together.

(4) The "strip" also known as running cuts. The strip should not occur before at least two (4) riffles have taken place.

(5) The "cut" is the final step before the cards are put back into the shoe. This insures ensures that the

(5) top card cannot be identified if it was accidentally exposed during the other steps.

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4. Procedures for dealing cards

(a)

After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face down and place it in the discard rack. Each new dealer who comes to the table shall also discard ("burn") one card as described herein before the new dealer deals any (a) card in a round of play. The burn card shall be disclosed if requested by a player.

(b)

The dealer shall remove a card from the shoe with ~~his or her~~their left hand, turn it face up, and (b) then place it on the appropriate area of the layout with ~~his or her~~their right hand.

5. Procedures for each round of play; wagers; payouts

(a)

Except as otherwise provided in this section, all wagers shall be made prior to the first card (a) being dealt for each round of play.

(b)

All wagers at red dog shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the red dog layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously (b) converted into gaming chips or plaques in accordance with internal control regulations.

(c)

To begin each round of play, the dealer shall place the first card, face up, on the box farthest to the dealer's left. The dealer shall then place the second card, face up, on the box farthest to (c) the dealer's right.

(d)

Once the first card of each round has been removed from the shoe by the dealer, no participant in the game shall handle, remove or alter any wager until a decision has been (d) rendered and implemented with respect to that wager.

(e)

If the initial two cards dealt have values that are consecutive, the dealer shall announce "The cards are Consecutive - tie hand," all wagers shall be void and the round of play shall be (e) concluded.

(f)

If the initial two cards dealt are of identical value, the dealer shall announce "We have a pair" (f) and shall immediately draw a third card and place it face up in the middle box.

(+) If the third card dealt is identical in value to the initial two cards, the dealer shall announce "Three of a kind," the players shall win and all wagers shall be paid at odds of (1) 11 to ~~one~~1.

(-) If the third card dealt is not identical in value to the initial two cards, the dealer shall announce "No three of a kind - tie hand," all wagers shall be void and the round of play (2) shall be concluded.

(g)

If the initial two cards dealt are neither consecutive nor a pair, the dealer shall announce the "spread" and place a marker on the corresponding spread on the layout. The spread for each round of play shall be a number from one (1) to 11 inclusive and shall be determined by the number of cards whose value can fall between the values of the initial two cards dealt.

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(g) Examples of this rule are as follows:

(+) If the initial two cards dealt are a 4 and a 7, then the spread shall be two (that is, two (1) cards, the 5 and 6, have a value that falls between 4 and 7);

(+) If the initial two cards dealt are a 9 and a king, then the spread shall be three (that is, three (2) cards, the ten, jack and queen, have a value that falls between the 9 and king).

(+)

If there is a spread after the initial two cards are dealt, a player shall have the option to make a raise wager in support of the player's original wager by placing on the designated raise area of the layout an amount not in excess of the player's original wager. All raise wagers shall be

(h) made immediately after the initial two cards have been dealt and prior to the third card being dealt.

dealt.

(+)

After all raise wagers have been made and prior to dealing the third card, the dealer shall announce "Raises closed." The dealer shall then draw a third card, place it face up on the box between the initial two cards and announce the value of the third card. Thereafter, the (i) dealer shall collect all losing wagers or pay all winning wagers as follows:

(+) The player shall win if the value of the third card dealt is between the values of the initial two cards dealt and shall lose if the value of the third card dealt is not between the values

(1) of the initial two cards dealt;

(+) All winning wagers and raise wagers shall be paid at payout odds determined by the (2) spread for that round of play, as listed below:

(+)

Spread	Payout Odds
1	5 to 1
2	4 to 1
3	2 to 1
4 through 11	1 to 1

A gaming licensee may, in its discretion, offer to all patrons at a red dog table higher payout odds than those listed in (i)(2) above, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03 prior to any decrease in the payout odds. In no event may a gaming licensee decrease the payout odds below those

(3) required by paragraph (i)(2) above.

(+)

At the conclusion of each round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack in order and in such a way they can be readily arranged (j) to reconstruct the hand in case of a question or dispute.

(+)

Whenever the cut card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed. The dealer shall then reshuffle the cards in (k) accordance with Section 3.

6. Irregularities

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(a) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack.
~~the discard rack.~~

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(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
~~card from the shoe.~~

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(c) If a third card is drawn and exposed to the players prior to the dealer announcing "Raises closed," the card shall be discarded and each player shall be given the option of playing out the round or voiding the round of play. Prior to dealing another third card, the dealer shall return the original wager and any raise wager to each player who has chosen to void the (c) round of play.

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(d) If the dealer mistakenly forgets to burn a card the hand will continue as if no mistake had been made.

7. A player wagering on more than one betting area

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A player may only wager on one betting area at a red dog table unless the gaming licensee, in its discretion, permits the player to wager on additional betting areas.

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8. Continuous shuffling shoe or device

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In lieu of the dealing and shuffling requirements set forth in Sections 3 and 4, a gaming licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards, provided that such shoe or device and the procedures for dealing and shuffling the cards through Spread Payout Odds

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1-5 to 1

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2-4 to 1

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3-2 to 1

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4 through 11 1 to 1

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the use of this device are approved by the Commission.

ROULETTE

Rules

1. Placement of wagers; permissible and optional wagers

(a)

All wagers at roulette shall be made by placing gaming chips or plaques and if applicable, a match play coupon, on the appropriate areas of the roulette layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(b)

No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at that same table. Additionally, no person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are being accepted.

(c)

Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each player must ensure that any instructions he or she gives to the dealer regarding the placement of a wager are correctly carried out.

(d)

Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

(e)

The permissible wagers in the game of roulette shall be:

(1) "Straight" is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.

(2) A gaming licensee may, in its discretion, offer to every player at a roulette table the option to make five simultaneous straight wagers by selecting five adjacent numbers on the roulette wheel.

a. Any gaming licensee offering this "five adjacent number" option shall use an approved roulette table layout that includes a replica of the roulette wheel on the layout.

b.

A player shall make a "five adjacent number" wager by placing five gaming chips or plaques, or a multiple thereof, on the number indicated on the roulette wheel replica that is the center number of the five adjacent numbers being selected. A player making a "five adjacent number" wager shall be deemed to have made a separate "straight" wager of equal value on each of the five numbers selected.

(3) "Split" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette

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layout that contain the two selected numbers, except that a split wager on "0" and "00" (2) may also be placed on the line between the "2nd 12" box and the "3rd 12" box.

(3) "Three numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout that contains the first (3) number in the selected row.

(4) "Three numbers" shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: "0", "1" and "2"; "0", "2" and (i) "00"; or "00", "2" and "3".

(5) The player shall select one of the "three numbers" wagers identified in (e)(3)(i) above by placing a wager on the common corner of the three boxes containing the (ii) selected numbers.

(6) "Four numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout selected by the player. The player shall select the four numbers by placing (4) a wager on the common corner of the four boxes containing the selected numbers.

(7) "First five numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0", "00", "1", "2" or "3". The player shall bet on the "first five numbers" by placing a wager on the common corner of the boxes on the roulette layout that contains the label "1st 12" and the numbers (5) "0" and "1".

(8) "Six numbers" is a wager that the roulette ball will come to rest in a compartment of the (6) roulette wheel that corresponds to:

(9) Any one of six consecutive numbers contained in two contiguous rows of numbers on the roulette layout selected by the player, who shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout (i) that contain the first number in each of the rows being selected; or

(10) If the gaming licensee, in its discretion, offers the six numbers color wager, the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the (ii) roulette layout designated for the color wager being selected.

(11) "Seven numbers color wager" is a wager on a single-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within (7) the area on the roulette layout designated for the seven numbers color wager being selected.

(12) "Eight numbers color wager" is a wager on a double-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment, the double-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a

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(8) color by placing a wager within the area on the roulette layout designated for the eight (8) numbers color wager being selected.

~~(9)~~ "Column" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column (9) being selected.

~~(10)~~ "Dozen" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24" or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st (10) 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").

~~(11)~~ "Red" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel.

(11) The player shall bet on "red" by placing a wager within the red box on the roulette layout used for such wagers.

used for such wagers:

~~(12)~~ "Black" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette (12) wheel. The player shall bet on "black" by placing a wager within the black box on the roulette layout used for such wagers.

roulette layout used for such wagers:

~~(13)~~ "Odd" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "odd" by

(13) placing a wager within the box on the roulette layout that is labeled "Odd".

~~(14)~~ "Even" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "even" by (14) placing a wager within the box on the roulette layout that is labeled "Even".

~~(15)~~ "1 to 18" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette (15) layout that is labeled "1 to 18".

~~(16)~~ "19 to 36" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on (16) the roulette layout that is labeled "19 to 36".

~~(f)~~

Notwithstanding (e) above, a gaming licensee may, in its discretion, offer to every player at a roulette table the option to make a "seven numbers" wager. "Seven numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "10", "11", "12", "13", "14", "15" or "33". The player shall bet on "seven numbers" by placing a wager within the area on the roulette layout that is designated (f) for such wager and approved by the Commission.

~~(g)~~

A gaming licensee that offers the six numbers color wager in (e)(6)(ii) above, the seven

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numbers color wager in (e)7 above, or the eight numbers color wager in (e)(8) above shall not offer the red and black wagers in (e)11 and 12 above, respectively, at the same roulette table.

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A gaming licensee that offers the seven numbers color wager in (e)(7) above or the eight numbers color wager in (e) 8 above shall not offer the dozen wager in (e)(10) above at the same roulette table. A gaming licensee that offers the six numbers color wager in (e)(6)(ii) above may offer the dozen wager in (e)(10) above at the same roulette table provided that neither the seven numbers color wager in (e)(7) above nor the eight numbers color wager in (g) (e)8 above are offered at that roulette table.

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2. Payout odds

(a)

No gaming licensee, its employees or agents shall pay off winning wagers at the game or (a) roulette at less than the odds listed below:

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Bets	Payout Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Eight Numbers	3 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

(b) _____

Bets	Payout Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Eight Numbers	3 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked zero (0) or double zero (00), a player shall lose, at the gaming licensee's option, either one-half of each wager on red, black, odd, even, 1 to 18, and 19 to 36 or the entire wager. If the former option is chosen by a gaming licensee, the remaining half of each such wager shall be returned to the player by the dealer. Each gaming licensee offering double zero roulette shall provide notice of the option in effect at the table in accordance with the provisions of 205 CMR 147.03.

(e)

When roulette is played on a single zero wheel and the roulette ball comes to rest in a compartment marked zero (0), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.

(f)

When roulette is played on a double zero wheel being used as a single zero roulette wheel, as provided in the gaming equipment regulations

(1) Notice shall be provided, in accordance with 205 CMR 147.03;

(2) The dealer shall announce "no spin," declare the spin void and respin the wheel if the roulette ball comes to rest in a compartment marked double zero (00); and

(3) Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

3. Rotation of wheel and ball

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(a) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute (a) a valid spin.

(b) While the ball is still rotating in the track around the wheel, the dealer shall call "No More (b) Bets."

(c) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such (c) compartment and shall place a point marker to be known as a "crown" or "dolly" on that number on the roulette layout. number on the roulette layout.

(d) If a gaming licensee offers the "five adjacent numbers" wagering option authorized by Section 1, the dealer shall then move one-fifth of each winning "five adjacent numbers" wager from the roulette wheel replica on the layout to the box on the main roulette layout that contains the single number corresponding to the compartment in which the roulette ball (d) came to rest.

(e) After placing the crown on the layout and, if applicable, complying with the provisions of (d) (e) above, the dealer shall first collect all losing wagers and then payoff all winning wagers.

4. B2B bonus wager

(a) Players make the optional B2B bonus wager in the marked area for any amount within table limits set by the gaming establishment. This must be done before the dealer calls "No more (a) bets.

(b) B2B payouts are determined by multiplying the random number generator multiplier (b) displayed on the roulette reader board, and a winning B2B wager amount.

(c) The multiplier will be shown on the roulette reader board for everyone to see during the spin, (c) but prior to the ball landing.

Ex. If the random number generator lists the multiplier on the roulette reader board as X10, and the winning B2B wager is \$5.00, the winning B2B amount a. paid to the player that made the B2B wager would be \$50.00.

(d) B2B wins if the winning roulette number is the same as the number that came up in the prior (d) spin.

(e) B2B loses if the winning roulette number is different than the number that came up in the (e) prior spin.

(f) When B2B wins, the dealer will resolve all the traditional bets as well as paying winning B2B wagers based on the amount determined by the multiplier listed on the roulette reader (f) board.

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(e) Paytables will be listed on the table.

5. Irregularities

(a) If the ball is spun in the same direction as the wheel, the dealer shall announce "No Spin" and (a) shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

~~the compartments.~~

(b) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to (b) its coming to rest in one of the compartments.

(c) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in (c) one of the compartments.

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SIC BO
Rules

1. Dice; number of dice; sic bo shaker

Sic bo shall be played with three dice, which shall be sealed inside a sic bo shaker pursuant to the gaming equipment regulations. The sic bo shaker while at the table shall be the responsibility of the dealer at all times. No dice that have been placed in a sic bo shaker for use in gaming shall remain on a table for more than 24 hours.

2. Permissible wagers

- (a) The following shall constitute the definitions of permissible wagers at the game of sic bo:
- (1) "Three of a kind" shall mean a wager which shall win if the same number is showing on all three dice and the player selected that number to appear on all three dice.
 - (2) "Two of a kind" shall mean a wager which shall win if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.
 - (3) "Any three of a kind" shall mean a wager which shall win if the numeric value on all three dice is the same and the player wagered that any of the number 1 through 6 would appear on all of the three dice.
 - (4) "Total Value Bet" shall mean a wager which shall win if the numeric total of all three dice equals the total of the number wagered.
 - (5) "Two Dice Combination" shall mean a wager which shall win when the player wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.
 - (6) "Small Bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 4, 5, 6, 7, 8, 9, or 10 and shall lose if any other numeric total is shown or if three of a kind appears.
 - (7) "Big Bet" shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16 or 17 and shall lose if any numeric total is shown or if three of a kind appears.
 - (8) "One of a kind" shall mean a wager which shall win if one or more of the three dice shows a numeric value equal to the number wagered.

3. Wagers

- (a) All wagers at sic bo shall be made by placing gaming chips or plaques on the appropriate areas of the sic bo layout. No verbal wagers accompanied by cash may be accepted at the game of sic bo.
- (b) Each player shall be responsible for the correct positioning of his wagers on the sic bo layout regardless of whether the player is assisted by the dealer. Each player must ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.
- (c) Each wager shall be settled strictly in accordance with its position on the layout when the dice come to rest and the numeric value showing on each die has been entered into the

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(c) electrical device and illuminated at the table.

4. Payout odds

(a) —

Payout odds on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win" and no odds shall be stated (a) through the use of the word "for."

(b) —

Each gaming licensee shall pay off winning wagers at the game of sic bo at no less than the (b) odds listed below:

Wager	Payout Odds
Three of a kind	150 to 1
Two of a kind	8 to 1
Any three of a kind	24 to 1
Total value of 4	50 to 1
Total value of 5	18 to 1
Total value of 6	14 to 1
Total value of 7	12 to 1
Total value of 8	8 to 1
Total value of 9	6 to 1
Total value of 10	6 to 1
Total value of 11	6 to 1
Total value of 12	6 to 1
Total value of 13	8 to 1
Total value of 14	12 to 1
Total value of 15	14 to 1
Total value of 16	18 to 1
Total value of 17	50 to 1
Any two dice combination	5 to 1
Small Bet	1 to 1
Big Bet	1 to 1
One of a kind	1 to 10

(e) —

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Wager	Payout Odds
Three of a kind	150 to 1
Two of a kind	8 to 1
Any three of a kind	24 to 1
Total value of 4	50 to 1
Total value of 5	18 to 1
Total value of 6	14 to 1
Total value of 7	12 to 1
Total value of 8	8 to 1
Total value of 9	6 to 1
Total value of 10	6 to 1
Total value of 11	6 to 1
Total value of 12	6 to 1
Total value of 13	8 to 1
Total value of 14	12 to 1
Total value of 15	14 to 1
Total value of 16	18 to 1
Total value of 17	50 to 1
Any two dice combination	5 to 1
Small Bet	1 to 1
Big Bet	1 to 1
One of a kind	1 to 10

"One of a kind" shall be paid at 2 to 1, if two of the dice show the same numeric value, and at (c) 3 to 1, if all three dice show the same numeric value.

5. Procedures for opening and dealing the game

(a)

Prior to opening the sic bo table for gaming activity, the floorperson assigned to the sic bo (a) table shall inspect the following items to insure that each is in proper working order:

~~(1)~~ The electrical device; at a minimum, the inspection shall be completed by entering three numeric values into the electrical device and verifying that all winning combinations are

(1) properly illuminated; and

~~(2)~~ The automated dice shaker, if one is in use; at a minimum, the inspection shall be completed by operating the device three times and verifying that the dice are being

(2) properly tossed.

(b)

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At the beginning of each shift, the casino supervisor assigned to the sic bo table shall also inspect the automated dice shaker, if one is in use, to insure that it is in proper working order; at a minimum, the inspection shall be completed by operating the device three times and (b) verifying that the dice are being properly tossed.

(e)

Prior to shaking the manual sic bo shaker or activating the automated dice shaker, the dealer (c) shall announce "No more bets."

(d)

(d) Once "No more bets" has been announced, the dealer shall either:

(+) Place the cover on the manual sic bo shaker, and shake the sic bo shaker at least three

(1) times so as to cause a random mixture of the dice; or

(2) (2) Activate the automated dice shaker to permit and cause a random mixture of the dice.

(e)

The dealer shall then remove the cover from the manual sic bo shaker, announce the numeric value of each die and enter the numeric value of each die into the electrical device on the table. The electrical device shall then cause the winning combinations to be illuminated on (e) the sic bo layout.

(f)

After the winning combinations have been illuminated, the dealer shall first collect all losing wagers and then pay off all winning wagers at the odds currently being offered in accordance with Section 4. A manual sic bo shaker shall remain uncovered until all winning wagers (f) have been paid; an automated sic bo dice shaker shall remain uncovered at all times.

(g)

After all losing wagers have been collected and all winning wagers paid, the dealer shall (g) clear the previously illuminated winning combinations from the table.

6. Irregularities

(a)

If all three dice do not land flat on the bottom of the sic bo shaker after being tossed, the (a) dealer shall call a "No Roll."

(b)

If the electrical device malfunctions after the manual sic bo shaker has been uncovered or the automated sic bo dice shaker has tossed the dice, the dealer shall, in the presence of the casino supervisor, collect all losing wagers and pay all winning wagers. Once the wagers on the layout have been settled, all gaming at sic bo shall cease until the electrical device has (b) been fixed.

(c)

If the automated sic bo shaker fails to operate or malfunctions when activated, the round of (c) play shall be void.

(d)

An automated sic bo shaker shall be removed from a gaming table before a manual sic bo (d) shaker may be utilized at that table.

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SPANISH 21
Rules

1. Definitions

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

Blackjack - shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a 10 point value card dealt to a player who has split pairs.

Hard total - shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as one in value.

Pat hand - shall mean a hand that has a value of 17 or better and does not require a hit.

Push - shall mean a tie between the hand of the player and that of the dealer, except for hands containing a point count of 21 or a blackjack.

Rescue - is defined in Section 9.

Soft total - shall mean the total point count of a hand which contains an ace that is counted as 11 in value.

Suit - shall mean one of the four categories of cards: club, diamond, heart or spade.

2. Cards; number of decks; rank of cards

~~(a)~~
Spanish 21 shall be played with six or eight decks of cards, with backs of the same color and design and one additional cutting card. The decks shall meet the requirements of 205 CMR 146.48 and shall consist of 48 cards, with the 10 of each suit having been removed from each deck during the inspection required by 205 CMR 146.49 and Section 3. The cutting card shall be opaque and a solid color readily distinguishable from the color of the backs and (a) edges of the playing cards, as approved by the Commission.

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

(1) ~~(1)~~ Any card from 2 to 9 shall have its face value;

(2) ~~(2)~~ Any Jack, Queen or King shall have a value of 10;

(3) ~~(3)~~ An ace shall have a value of 11, unless that value would give a player or the dealer a (3) score in excess of 21, in which case it shall have a value of one.

3. Opening of the table for gaming

~~(a)~~

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After receiving the decks of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) (a) through (c) below or the requirements of 205 CMR 146.50.

(b)

If the decks contain the 10 of any suit, the dealer shall remove these cards from the decks, and the floorperson shall verify that all such cards have been removed from each deck. Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. Each deck of cards shall be spread out separately, (b) according to suit and in sequence.

(e)

After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards, and stacked. If during the mixing or the stacking process a card is turned over and exposed to the players, the cards shall be remixed. Once the cards have been (c) stacked, they shall be shuffled in accordance with Section 4.

4. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and after each shoe of cards has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place (a) the deck of cards in a single stack.

(b)

(b) After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using an automated card shuffling device, place the stack of cards in the dealing shoe and deal the cards in accordance with the procedures set forth in Section 7; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards,

(1) inserts the stack of cards directly into a dealing shoe; or

(2) If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, (2) cut the cards in accordance with the procedures set forth in (c) below.

(e)

If a cut of the cards is required, after the cards have been shuffled, the dealer shall perform one of the following options. The dealer will offer the stack of cards to be cut, with the backs facing away from the dealer; them to the player determined pursuant to (d) below. If ~~no~~

(c) player accepts the cut, or at the casino's discretion, the dealer ~~shall will~~ cut the stack of cards for the table.

(d)

(d) The cut of the cards shall be offered to players in the following order:

(1) ~~(1)~~ The first player to the table, if the game is just beginning; or

(2) ~~(2)~~ The player at the farthest position to the right of the dealer; provided, however, that if there are two or more consecutive rounds of play, the offer to cut the cards shall rotate in (2) a counter clockwise manner after the player to the far right of the

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dealer has been offered the cut.

~~the cut.~~

(e)

The player or dealer making the cut shall place the cutting card in the stack at least a deck from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The (e) stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f)

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if ~~he or she determines they determine~~ that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (f) by the next person entitled to cut the cards, as determined by (c) and (d) above.

(g)

A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the (g) shoe as provided for in Section 7(j), provided, however, that the gaming licensee may ~~determinedeter-mine~~ after each round of play that the cards should be reshuffled.

(h)

A gaming licensee may submit to the Massachusetts Gaming Commission for approval the proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (dealing shoes or other dealing devices) and (h) burn card procedures.

(i)

Whenever there is no gaming activity at a Spanish 21 table that is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) (i) shall be completed.

(j)

When the licensee is using a manual shuffle the following steps will be incorporated into (j) their shuffle procedure.

(1) The "plug" is a method for inserting unused cards from behind the cut card into the cards (1) in the discard tray. This is usually the first step.

(2) (2) The "riffle" is when the cards are divided into two piles and interlaced.

(3) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees (3) before riffling the stacks together.

(4) The "strip" also known as running cuts. The strip should not occur before at least two (4) riffles have taken place.

(5) The "cut" is the final step before the cards are put back into the shoe. This ~~insuresensures~~ that the

(5) top card cannot be identified if it was accidentally exposed during the other steps.

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5. Wagers; payout odds

~~(a)~~

Prior to the first card being dealt for each round of play, each player at the game of Spanish 21 shall make a wager against the dealer which shall win if:

~~(1)~~ ~~(+)~~ The score of the player is 21 or less and the score of the dealer is in excess of 21; ~~21~~;

~~(2)~~ ~~(+)~~ The score of the player exceeds that of the dealer without either exceeding 21;

~~(3)~~ The player has achieved a score of 21 in two cards and the dealer has achieved a score of ~~(3)~~ 21 in two or more cards; or

~~(4)~~ The player has achieved a score of 21 in more than two cards and the dealer has achieved ~~(4)~~ a score of 21 in more than two cards.

~~(b)~~

Except as otherwise provided in (a)(3) and (4) above, a wager made in accordance with this section shall be void if the score of the player is the same as the dealer. However, a wager ~~(b)~~ shall lose if the player has 21 in more than two cards and the dealer has a blackjack.

~~(c)~~

All wagers at Spanish 21 shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or plaques ~~(c)~~ in accordance with 205 CMR 146.09.

~~(d)~~

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

~~(e)~~

After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. Except as provided in (f) and (g) below, winning wagers made in accordance with (a)(3) above shall be paid at odds of 3 to 2, and all winning wagers made in ~~(e)~~ accordance with (a)(1), (2) or (4) above shall be paid at odds of 1 to 1.

~~(f)~~

Notwithstanding the provisions of (e) above, a gaming licensee shall pay the following payout odds for winning wagers made in accordance with (a) above unless the player has ~~(f)~~ doubled down, in which case all of the following wagers shall only be paid at odds of 1 to 1:

~~(1)~~ ~~(+)~~ Three cards consisting of the 6, 7 and 8 of mixed suits shall be paid at odds of 3 to 2;

~~(2)~~ Three cards consisting of the 6, 7 and 8 of the same suit shall be paid at odds of 2 to 1, ~~(2)~~ except that three cards consisting of the 6, 7 and 8 of spades shall be paid at odds of 3 to 1;

~~(3)~~ ~~(+)~~ Three cards consisting of three 7's of mixed suits shall be paid at odds of 3 to 2;

~~(4)~~ Three cards consisting of three 7's of the same suit shall be paid at odds of 2 to 1, except ~~(4)~~ that three cards consisting of three 7's of spades shall be paid at odds of 3 to 1;

~~(5)~~ ~~(+)~~ Five cards totaling 21 shall be paid at odds of 3 to 2;

~~(6)~~ ~~(+)~~ Six cards totaling 21 shall be paid at odds of 2 to 1; and

~~(7)~~ ~~(+)~~ Seven or more cards totaling 21 shall be paid at odds of 3 to 1.

~~(g)~~

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In addition to the payouts required by (f)(4) above, a winning hand that consists of three 7's of the same suit when the dealer's exposed card is also a seven of any suit shall be paid an additional fixed payout of \$1,000 if the player's original wager was \$5.00 or more but less than \$25.00, or \$5,000 if the player's original wager was \$25.00 or more. All other players at the table who placed a wager during that round of play shall also be paid an additional fixed payout of \$50.00. Notwithstanding the foregoing, the additional fixed payouts required by this subsection shall not be applicable if the winning hand had been doubled down (g) pursuant to Section 9 or had been split pursuant to Section 10.

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(h) Except as expressly permitted by this section, 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 (h) wager.

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(i) Once an insurance wager, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a (i) decision has been rendered and implemented with respect to that wager, except as expressly permitted by this section.

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(j) After the cards have been shuffled pursuant to Section 4, a gaming licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the gaming licensee chooses to permit (j) the player to begin wagering or until a reshuffle of the cards has occurred.

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6. Match-the-dealer wager

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(a) A player at a Spanish 21 table may make an additional "match-the-dealer" wager that either of the player's initial two cards will match the dealer's up card in the manner required by (e) below. If both of the player's initial two cards match the dealer's up card, the player shall be (a) paid in accordance with (e) below for each matching card.

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(b) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by Section 5 may make an additional match-the-dealer wager, which shall be (b) in an amount not less than \$1.00 and shall not exceed the lesser of:

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- (1) The amount of the wager made by the player pursuant to Section 5(a); or
- (2) A maximum amount established by the gaming licensee, which limit shall be posted in accordance with 205 CMR 147.03.

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(c) A match-the-dealer wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the Spanish 21 layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and (c) that such cash is expeditiously converted into gaming chips or plaques in accordance with 205 CMR 146.09.

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205 CMR 146.09.

(d)

Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, all losing match-the-dealer wagers shall be collected by the dealer, and (d) then all winning match-the-dealer wagers shall be paid by the dealer, in accordance with (e) below.

below.

(e)

(e) All winning match-the-dealer wagers shall be paid at no less than the following odds:

(1) (1) If six decks of cards are being used:

Each matching card of a different suit- 4 to 1

Each matching card of the same suit- 9 to 1

(2) (2) If eight decks of cards are being used:

Each matching card of a different suit- 3 to 1

Each matching card of the same suit- 12 to 1

(f)

A match-the-dealer wager shall have no bearing on any other wager made by a player at the (f) game of Spanish 21.

7. Procedure for dealing the cards

(a)

All cards used in Spanish 21 shall be dealt from a dealing shoe specifically designed for such (a) purpose and located on the table to the left of the dealer.

(b)

The dealer shall remove cards from the shoe with his or her their left hand, turn them face upwards, and then place them on the appropriate area of the layout with his or her their right hand,

except that the dealer has the option to deal hit cards to the first two betting positions with his or her their left hand. Cards will be dealt so as not to expose the hole card or any other face down

(b) cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

(c)

After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face downwards and place it in the discard rack, which shall be located on the table immediately to the right of the dealer. Each new dealer who comes to the table shall also burn one card as described in this section before the new dealer deals any cards to the (c) players. The burn card shall be disclosed if requested by a player.

(d)

At the commencement of each round of play, the dealer shall, starting on his or her their left and (d) continuing around the table, deal the cards in the following order:

(1) (1) One card face upwards to each box on the layout in which a wager is contained;

(2) (2) One card face upwards to the dealer; and

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~~(3)~~ (3) A second card face upwards to each box in which a wager is contained.

~~(e)~~

After two cards have been dealt to each player, the dealer shall, beginning from ~~his or her~~ ~~their~~ left, announce the point total of each player. As each player's point total is announced, such ~~player~~ shall indicate whether ~~hethey~~ wishes to surrender, double down, split pairs, stand or draw,

~~(e)~~ as provided for by this section.

~~(f)~~

As each player indicates ~~his or her~~ ~~their~~ decisions, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decisions consistent with this section and ~~(f)~~ shall announce the new point total of such player after each additional card is dealt.

~~(g)~~

After the decisions of each player have been implemented and all additional cards have been ~~dealt~~, the dealer shall deal a second card face upward to ~~himself or herself~~ ~~themselves~~; provided, ~~however~~, that such card shall not be removed from the dealing shoe until the dealer has first ~~announced~~ "Dealer's Card," which shall be stated by the dealer in a tone of voice calculated ~~to~~ be heard by each person at the table. ~~Any~~ additional cards authorized to be dealt to the ~~hand~~ of the dealer by Section 12 shall be dealt face upwards at this time, after which the ~~dealer~~ shall announce ~~his or her~~ ~~their~~ total point count. ~~In~~ lieu of the requirements of this ~~(g)~~ subsection, one of the procedures set forth in (i) below may be implemented.

~~(h)~~

At the conclusion of a round of play, all cards still remaining on the layout shall be picked up ~~by~~ the dealer in order and in such a way that they can be readily arranged to indicate each ~~player's~~ hand in case of question or dispute. ~~The~~ dealer shall pick up the cards beginning ~~with~~ those of the player to ~~his or her~~ ~~their~~ far right and moving counterclockwise around the table.

~~After~~ all the players' cards have been collected the dealer shall pick up ~~his or her~~ ~~their~~ cards ~~(h)~~ against the bottom of the players' cards and place them in the discard rack.

~~(i)~~

~~In~~ lieu of the procedure set forth in (g) above, a gaming licensee may permit the dealer to ~~deal~~ ~~his or her~~ ~~their~~ hole card face downward after a second card in a manner as to not disclose the ~~value~~ of the card and before additional cards are dealt to the players; provided, however, that ~~the~~ dealer shall not look at the face of the hole card until after all other cards requested by the ~~players~~ pursuant to those regulations are dealt to them. ~~Notwithstanding~~ the foregoing, if a ~~gaming~~ licensee elects to utilize a card reader device and the dealer's first card is an ace, ~~king~~, queen or jack of any suit, the dealer shall determine whether the hole card will give the ~~dealer~~ a blackjack prior to dealing any additional cards to the players at the table, in ~~accordance~~ with procedures approved by the Commission. ~~The~~ dealer shall insert the hole ~~card~~ into the card reader device by moving the card face down on the layout without ~~exposing~~ it to anyone, including the dealer, at the table. ~~If~~ the dealer has a blackjack, no ~~additional~~ cards shall be dealt and each player's wager shall be settled in accordance with ~~Section~~ 5. ~~Any~~ gaming licensee using this alternate dealing procedure shall provide notice ~~(i)~~ thereof in accordance with the requirements set forth in 205 CMR 147.03.

~~(j)~~

Whenever the cutting card is reached in the deal of the cards, the dealer shall continue

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- (j) dealing the cards until that round of play is completed, after which the dealer shall:
- (1) ~~(4)~~ Collect the cards as provided in (h) above;
 - ~~(2)~~ Remove the cards remaining in the shoe and place them in the discard rack to ensure that
 - (2) no cards are missing; and then
 - (3) ~~(3)~~ Shuffle the cards.

No player or spectator shall handle, remove or alter any cards used to game at Spanish 21 except as explicitly permitted by this section and no dealer or other casino employee shall

- (k) ~~(4)~~ permit a player or spectator to engage in such activity.
- Each player at the table shall be responsible for correctly computing the point count of ~~his or her~~ their hand, and no player shall rely on the point counts required to be announced by the dealer
- (l) ~~(1)~~ under this section without checking the accuracy of such announcement ~~himself or herself~~ themselves.

8. Surrender

~~(a)~~ After the first two cards are dealt to a player and the player's point total is announced, the player may elect to discontinue play on ~~his or her~~ their hand for that round by surrendering ~~one-half~~ one-half of ~~his or her~~ their wager. All decisions to surrender shall be made prior to such player indicating as to whether ~~he or she~~ they wishes to double down, split pairs, stand or draw as

- (a) ~~(1)~~ provided in this section.
- ~~(1)~~ If the first card dealt to the dealer was a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer shall
 - (1) immediately collect one-half of the wager and return one-half to the player.
- ~~(2)~~ If the first card dealt to the dealer was an ace, king, queen or jack, the dealer shall place the player's wager on top of the player's cards. When the dealer's second card is revealed, the hand shall be settled by immediately collecting the entire wager if the dealer has blackjack, or by collecting one-half of the wager and returning one-half of the wager to
 - (2) the player if the dealer does not have blackjack.

~~(b)~~ If the player has made an insurance wager and then elects to surrender, each wager shall be

- (b) settled separately, and one wager shall have no bearing on the other.

9. Doubling down; rescue

~~(a)~~ Except for blackjack, a player may elect to double down, that is, make an additional wager not in excess of the amount of ~~his or her~~ their original wager, on the two or more cards dealt to that player, including any hands resulting from a split pair, on the condition that one and only one additional card shall be dealt to each hand on which the player has elected to double down. In such circumstances, the one additional card shall be dealt face upwards and placed

- (a) ~~(1)~~ sideways on the layout.
- ~~(b)~~ A winning wager on a doubled hand shall be paid in accordance with Section 5(e) only, and
- (b) the payouts in Section 5(f) and (g) shall not be applicable to such wagers.

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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 (c) wagered in doubling down.

(d)

After the additional card required by (a) above has been dealt to a doubled hand, a player may "rescue" (take back) the double down wager and forfeit his or her their original wager, as (d) long as the additional card does not result in the hand having a point count in excess of 21.

10. Splitting pairs

(a)

Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands, provided that the player makes a wager on the second (a) hand so formed in an amount equal to his or her their original wager.

(b)

When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any (b) cards to any other hand.

(c)

After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate his or her their decision to stand, draw or double down with respect thereto. A player may also split pairs again if the second card dealt to an incomplete hand is identical in value to the split pair; provided, however, that a player may split pairs a (c) maximum of three times, or a total of four hands.

(d)

If the dealer obtains blackjack after a player splits pairs, the dealer shall collect only the amount of the original wager of such player; and shall not collect the additional amount (d) wagered in splitting pairs.

(e)

The additional payouts provided in Section 5(g) are not applicable to a winning wager on a (e) split hand.

11. Insurance

(a)

Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet, which shall win if the dealer's second card is a King, Queen or Jack and (a) shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.

(b)

An insurance bet shall be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be bet. All insurance bets shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer inserting his or (b) her their hole card into the card reader device.

(c)

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(c) All winning insurance bets shall be paid at odds of 2 to 1.

(d)

All losing insurance bets shall be collected by the dealer immediately after the dealer draws his or her their second face up card or discloses his or her their hole card and before the dealer draws

(d) any additional cards.

(e)

(e) Insurance bets shall not apply to the match-the-dealer wager permitted pursuant to Section 6.

12. Drawing of additional cards by players and dealers

(a)

A player may elect to draw additional cards whenever his or her their point count total is less than (a) 21, except that:

(1) (1) A player having blackjack or a hard total of 21 may not draw additional cards; and

(2) (2) A player electing to double down shall draw one and only one additional card;

(b)

Except as provided in (c) below, a dealer shall draw additional cards to his or her their hand until the dealer has a hard or soft total of 17, 18, 19, 20 or 21, at which point no additional cards (b) shall be drawn.

(c)

A dealer shall draw no additional cards to his or her their hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will (c) have no effect on the outcome of the round of play.

13. More than one player wagering on a box

(a)

Unless otherwise directed by the Commission, a gaming licensee may permit from one to three people to wager on any one box of the Spanish 21 layout, provided that the first person wagering on that box consents to additional players wagering on such box, and provided further that the gaming licensee adheres to such procedures and limitations imposed by the (a) Commission as dictated by the particular circumstances.

(b)

Whenever more than one player wagers on a box, the player seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box. In the case of (b) no seated player, the person with the highest wager in the box shall have such right.

(c)

The player calling the decisions with respect to any box shall place his or her their wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the (c) aforementioned wager.

(d)

Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is (d) subject to the double down decision.

(e)

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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 (e) split pair or designate the split pair to which their initial wager shall apply.

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(f) Whenever more than one player is wagering on a box, each player shall have the right to (f) make an insurance bet, regardless of whether the other players on that box make such a bet.

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(g) The Commission and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the gaming licensee to establish the ability (g) of its dealers to implement this section.

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14. Player wagering on more than one box

(h) A player may only wager on one box at a Spanish 21 table unless the gaming licensee, in its discretion, permits the player to wager on additional boxes.

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15. Irregularities

(a) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe during the (a) dealing of the cards, the round of play shall be void and the cards shall be reshuffled.

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(b) If a 10 card of any suit is found in the shoe, it shall not be used in the game and shall be removed from the shoe by a floorperson in a manner approved by the Commission. If more than one 10 card is found in the shoe during the dealing of the cards, the round of play shall (b) be void and the cards shall be reshuffled.

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(c) A card drawn in error without its face being exposed shall be used as though it were the next (c) card from the shoe.

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(d) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him during such round. If the card is refused by the players and the (d) dealer cannot use the card, the card shall be burned.

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(e) If the dealer has a point count of 17 or higher and accidentally draws a card for ~~himself or~~ (e) ~~herself~~ themselves, such card shall be burned.

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(f) If the dealer misses dealing ~~his or her~~ their first or second card to ~~himself or herself~~ themselves, the dealer

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(f) shall continue dealing the first two cards to each player, and then deal the appropriate number of cards to themselves.

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~~of cards to himself or herself.~~

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(g) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in Section 4, the first card shall be drawn face downwards and burned, and the dealer shall complete the (g) round of play.

(h) If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer (h) shall deal the second card to the player after all other players have received a second card.

(i) If after receiving the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such cards, then, at the player's option, the dealer shall either deal the additional cards after all other players have received their additional cards but prior to the dealer revealing his or her their hole card, or shall call the player's hand dead and return the (i) player's original wager.

(j) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (j) accordance with procedures approved by the Commission.

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

(l) If the dealer inserts his or her their hole card into a card reader device when the value of his or her their first card is not an ace, king, queen or jack, the dealer, after notification to a casino (l) supervisor, shall:

(1) If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each (1) player's wager; or

(2) If the particular card reader device in use does not provide any player with the (2) opportunity to determine the value of the hole card, continue play.

(m) If a card reader device malfunctions the dealer may only continue dealing the game of Spanish 21 at that table using the dealing procedures applicable when a card reader device is (m) not in use.

16. Bonus Spin

(a) The Bonus Spin wager is betting that the player will receive either an Ace or a Blackjack on their first two cards dealt to them. An original standard wager must be made to be eligible to (a) place a Bonus Spin Wager.

(b) Players must place a bonus spin wager of \$5.00 before receiving cards.

(c) If a player receives an Ace in either of their first two cards they are dealt they will be paid (c) \$10.00.

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- (d) If a player receives a natural Blackjack with their first two cards the dealer will
- ~~(1)~~ Will press the corresponding seat button to display that the player was dealt a blackjack.
 - ~~(2)~~ Once the dealer completes the hand, they will activate the Bonus wheel and pay the appropriate
- (2) winning section of the wheel.

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SUPREME PAI GOW

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game for Supreme Pai Gow, shall have the following meanings unless the context clearly indicates otherwise:

Bank - shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.

Bonus wager - shall mean the optional, supplemental wager on whether the four cards dealt to a player form a hand that qualifies for a payout in accordance with a posted pay table.

Co-banking - is defined in Section 4312(e).

High hand - shall mean the two-card hand which is formed from the four cards dealt at the game of supreme pai gow Supreme Pai Gow so as to rank equal to or higher than the two-card low hand.

Low hand - shall mean the two-card hand which is formed from the four cards dealt at the game of supreme pai gow Supreme Pai Gow so as to rank lower than the two-card high hand.

Push - is a tie as defined in Section 4211(h).

Rank or ranking - shall mean the relative position of a card or group of cards as set forth in Section 3.

Set or setting the hands - shall mean the process of forming a high hand and low hand from the four cards dealt.

Suit - shall mean one of the four categories of cards, that is, diamond, spade, club or heart.

Supreme pai gow Pai Gow wager - shall mean the wager required to be made prior to any cards being dealt in order to participate in the round of play.

2. Cards; number of cards

(a) Except as provided in (b) below, supreme pai gow Supreme Pai Gow shall be played with one deck of cards that

meets the requirements of the Rules of the Game of Supreme Pai Gow, including two jokers, one additional cut card and one additional cover card. The cut card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of

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(a) the playing cards, as approved by the Commission.

(b)

If an automated card shuffling device is used for ~~supreme pai gow~~Supreme Pai Gow, a gaming licensee shall be

(b) permitted to use a second deck of cards to play the game, provided that:

(1) ~~(1)~~ Each deck of cards complies with the requirements of (a) above;

(2) ~~(2)~~ The backs of the cards in the two decks are of a different color;

(3) ~~(3)~~ One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;

(4) ~~(4)~~ Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and

(5) ~~(5)~~ The cards from one deck only shall be placed in the discard rack at any given time.

3. ~~Supreme pai gow~~Supreme Pai Gow, rankings; cards; bonus wager poker hands

(a)

(a) The rank of a two-card high hand or low hand, in order from highest to lowest rank, shall be:

(1) ~~(1)~~ A matching pair, subject to the following:

(i) ~~(i)~~ The rank of matching pairs, from highest to lowest rank, shall be jokers, aces, kings,

(i) ~~(i)~~ queens, jacks, 10s, nines, eights, sevens, sixes, fives, fours, threes, and twos; and

(ii) ~~(ii)~~ A joker cannot form a pair with any card except the second joker;

(2) ~~(2)~~ Non-matching face cards, with a king and a queen being the highest ranking ~~nonmatchingnon-matching~~ face cards, a king and a jack being the next highest ranking non-matching face

(2) cards, and a queen and a jack being the lowest ranking non-matching face cards; and

(3) ~~(3)~~ The highest point total of the two cards in the hand, as determined in accordance with the

(3) following requirements:

(i) ~~(i)~~ An ace shall have a point value of 1;

(ii) ~~(ii)~~ A face card or 10 shall have a point value of 0;

(iii) ~~(iii)~~ A two through nine shall have a point value equal to the numerical face value of the (iii) card;

(iv) ~~(iv)~~ A joker shall have a point value of either 3 or 6, the value being determined by whichever value yields the greater point total when added to the point value of the (iv) other card; and

(v) ~~(v)~~ Notwithstanding b3i through iv above, any point total of ten or greater shall be decreased by ten. For example, a two and five would have a point total of 7; a five and nine would have a point total of 4 (5 plus 9 minus 10); and a six and a joker (v) would have a point total of 9 (with the joker being valued as 3).

(b)

If, after application of the ranking rules in (a) above, the low hand or high hand of a player and the corresponding hand of the dealer or banker are equal in rank, the higher ranking low hand or high hand shall be the hand containing the highest ranking card. The rank of the cards used in ~~supreme pai gow~~Supreme Pai Gow, in order of highest to lowest rank, shall be king, queen, jack,

10, 9, 8, 7, 6, 5, 4, 3, 2 and ace, with the joker accorded the same value assigned pursuant to (a)3iv above. If, after the application of this subsection, two hands have an equal rank, the

(b) dealer or banker shall be deemed to hold the higher ranking hand.

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(e) For purposes of the bonus wager, a joker shall only be used as a joker or as a 3 or a 6 (the same value assigned pursuant to (a)3iv above) to form a "straight" or a "straight flush." The (c) permissible four-card hands that qualify for a posted payout shall be:

- (1) (4) "Four aces" is a hand consisting of four aces;
- (2) (2) "Royal flush" is a hand consisting of an ace, king, queen and jack of the same suit;
- (3) (3) "Two jokers and two aces" is a hand consisting of two jokers and two aces;
- (4) (4) "Four-of-a-kind" is a hand consisting of four cards of the same rank other than four aces;
- (5) "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking other than a royal flush;
- (6) (6) "Three-of-a-kind" is a hand containing three cards of the same rank;
- (7) (7) "Flush" is a hand consisting of four cards of the same suit, regardless of rank;
- (8) "Two pair" is a hand consisting of "two jokers" and "any other pair" or two "any other pairs;"
- (9) (9) "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit;
- (10) (10) "Two jokers" is a hand that contains both jokers; and
- (11) "Any other pair" is a hand that contains two cards of the same rank other than two jokers.

(e) Notwithstanding any other provision of this section, the dealer or banker shall be deemed to (d) hold the higher ranking low hand whenever the point value of the player's low hand is zero.

4. Pai gow shaker and dice; computerized random number generator; button

(a) The starting position for the deal or delivery of cards in ~~supreme pai gow~~Supreme Pai Gow shall be determined

- (a) by using one of the following methods:
 - (1) Three dice and a pai gow shaker, which shall meet the requirements of 205 CMR 146.45 and 205 CMR 146.42(4), respectively, and be used in accordance with 205 CMR 146.46 (1) and Section 11(b);
 - (i) (1) The three dice shall be maintained at all times within the pai gow shaker;
 - (ii) The pai gow shaker and the dice contained therein shall be the responsibility of the (ii) dealer and shall never be left unattended while at the table; and
 - (iii) No dice that have been placed in a pai gow shaker for use in gaming shall remain on a (iii) table for more than 24 hours;
 - (2) A computerized random number generator that, in accordance with 205 CMR 146-42(5) and Section 11(c), shall automatically select and display a number from 1 through 7 (2) inclusive; or
 - (3) If an automated card shuffling device and dealing shoe is used pursuant to Section 10 and 11(d), a button that is moved by the dealer clockwise around the table as each round of (3) play is completed.

5. Opening of the table for gaming

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer

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shall, as applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (a) (d) below ~~or the requirements of 205 CMR 146.50.~~

~~(b)~~

Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence and shall include two jokers.

~~(e)~~

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 6.

~~(d)~~

If a gaming licensee uses an automated card shuffling device to play the game of ~~supreme pai~~ ~~gow~~ Supreme Pai Gow and two decks of cards are received at the table pursuant to 205 CMR 146.49 and

Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) (d) above immediately prior to the commencement of play.

6. Shuffle and cut of the cards

~~(a)~~

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards ~~either manually or~~ by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit an automated card shuffling device which, upon completion of the (a) shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

~~The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.~~

~~(b)~~

After the cards have been shuffled and stacked, the dealer shall:

~~(1) If the cards were shuffled using use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 8-10; or~~

~~(2) If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50, (b) cut the cards in accordance with the procedures set forth in (e) through (e) below Sections 8 or 9.~~

~~(c) Upon completion of a manual shuffle, the dealer shall place the stack of cards on top of the cover card. Thereafter, the dealer shall offer the stack of cards to be cut, with the backs facing up and faces facing the layout, to the player determined pursuant to (d) below. If no player accepts the cut, the dealer shall cut the cards.~~

~~(d)~~

(c) The cut of the cards shall be offered to players in the following order:

~~(1) (1)~~ The first player to the table, if the game is just beginning;

~~(2) (2)~~ The player who accepts the bank pursuant to Section 13; provided, however, if the bank

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refuses the cut, the cards shall be offered to each player moving counterclockwise around

(2) the table from the bank until a player accepts the cut; or

(3) The player at the farthest position to the right of the dealer, if there is no bank during a round of play; provided, however, if there are two or more consecutive rounds of play where there is no bank, the offer to cut the cards shall rotate in a counterclockwise

(3) manner after the player to the far right of the dealer has been offered the cut.

(e)

The player or dealer making the cut shall place the cut card in the stack at least 10 cards from either end. Once the cut card has been inserted, the dealer shall take the cut card and all the cards on top of the cut card and place them on the bottom of the stack. The dealer shall remove the cover card and place it on the bottom of the stack. Thereafter, the dealer shall remove the cut card and, at the discretion of the gaming licensee, either place it in the discard rack or use it as an additional cut card to be inserted four cards from the bottom of the deck.

(d) The dealer shall then deal or deliver the cards in accordance with the procedures set forth in

Sections 8 or 9.

Sections 8-10.

(f)

After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or (e) by the next person entitled to cut the cards, as determined by (c) and (d) above.

(g)

Whenever there is no gaming activity at a ~~supreme pai gow~~ Supreme Pai Gow table which is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in (f) Section 5(c) shall be completed.

7. Wagers

(a)

All wagers at ~~supreme pai gow~~ Supreme Pai Gow shall be made by placing gaming chips or plaques and, if

applicable, a match play coupon on the appropriate betting area of the ~~supreme pai gow~~

(a) Supreme Pai Gow layout. A verbal wager accompanied by cash shall not be accepted at the game of ~~supreme~~ Supreme Pai Gow.

~~pai gow.~~

(b)

Only players who are seated at the ~~supreme pai gow~~ Supreme Pai Gow table may place a wager at the game.

(b) Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

~~completion of the round of play.~~

(c)

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All wagers at ~~supreme pai gow~~ Supreme Pai Gow shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedures set forth in Sections ~~8-10~~ and 9. No wager at ~~supreme pai gow~~ Supreme Pai Gow shall be made, increased or withdrawn after the dealer has announced “No more bets.”

(d) Upon placing a ~~supreme pai gow~~ Supreme Pai Gow wager, a player may also place a bonus wager of at least \$1.00 on the designated betting area of the layout. The outcome of the (d) bonus wager shall have no bearing on any other wager made by the player at the game of Supreme Pai Gow.
~~supreme pai gow~~

8. Procedures for dealing the cards from a manual dealing shoe

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51. Once the procedures required by Section 6 have been completed, the cards shall be placed in the manual dealing shoe and the (a) dealer shall announce “No more bets.”

(b) The dealer shall then, using one of the procedures authorized by Section ~~11~~10, determine the (b) starting position for dealing the cards.

(c) After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position as determined in (b) above and, moving clockwise around the table, deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the (c) dealer, has four cards.

(d) 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 are still present in the deck. The dealer (d) shall determine the number of cards in the stub by counting the cards face down on the layout.

- ~~layout~~
- (1) If the count of the stub indicates that 54 cards are in the deck, the dealer shall place the (1) stub in the discard rack without exposing the cards.
 - (2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than four cards), all hands shall be void pursuant to Section 16(h). If the cards have not been misdealt, all hands shall be considered void and (2) the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

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~~(e)~~

Notwithstanding the provisions of (d) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards, plus two jokers, are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 ~~(e)~~ CMR 146.49.

~~(f)~~

After four cards have been dealt to each position, including the dealer, the dealer shall collect any cards dealt to a player position where there is no wager and place them in the discard ~~(f)~~ rack without exposing the cards.

9. Procedures for dealing the cards from ~~the hand~~an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee ~~may, in its discretion, permit a dealer to deal the cards used to play supreme pai gow from his or her hand.~~

~~(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:~~

~~(1) Once the procedures required by Section 6 have been completed, the dealer shall place the deck of cards in either hand:~~

~~(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(2) The dealer shall then announce "No more bets" prior to dealing seven stacks of four cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(e) 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 four cards.~~

~~(d) The dealer shall be required to count the stub as set forth in Section 8(d)-(e):~~

~~(e) Once the dealer has completed dealing the seven stacks and placed the 26 remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for delivering the stacks of cards:~~

~~(f) After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position and moving counterclockwise around the table, deliver the remaining stacks in order to all positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the right of the dealer shall be considered the first stack, and the stack farthest to the left of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.~~

~~(g) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.~~

10. Procedures for dealing the cards from an automated dealing shoe

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~~(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ~~supreme pai gow~~Supreme Pai Gow dealt from an automated dealing shoe/machine which dispenses cards in stacks of four cards, provided that the shoe;~~

~~(a) /machine. its location and the procedures for its use are approved by the Commission.~~

~~(b)~~

~~(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe; the/machine, the following requirements shall be observed.~~

~~(1) Once the procedures required by Section 6 have been completed, the cards shall be~~

~~(1) placed in the automated dealing shoe/machine.~~

~~(2) (2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.~~

~~eards.~~

~~(c)~~

The dealer shall then, using one of the procedures authorized by Section ~~44~~10, determine the (c) starting position for delivering the stacks of cards.

~~(d)~~

Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine to that position. As

the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer

shall deliver a stack in turn to each of the other positions, including the dealer, moving (d) clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

~~deliver each stack face down.~~

~~(e)~~

(e) The dealer shall be required to count the stub as set forth in Section 8(d)-(e).

~~(f)~~

After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in (f) the discard rack without exposing the cards.

~~11.~~

10. Procedure for determining the starting position for dealing cards or delivering stacks of cards

~~of cards~~

~~(a)~~

In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of ~~supreme pai gow~~Supreme Pai Gow, a gaming licensee may, in its discretion, use the

(a) procedure authorized in (b), (c) or (d) below.

~~(b)~~

The dealer shall shake the pai gow shaker and dice described in Section 4 at least three times

(b) so as to cause a random mixture of the dice.

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(+) The dealer shall then remove the lid covering the pai gow shaker, total the dice and (1) announce the total.

(+) To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of

(2) whether there is a wager at the position, until the count matches the total of the three dice.

(3) Examples are as follows:

(i) If the dice total 8, the dealer would receive the first card or stack of cards; or

(ii) If the dice total 14, the sixth betting position would receive the first card or stack of cards.

cards.

(+) After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in Sections 8-10 or 9, the dealer shall place the cover on the pai gow

(4) shaker and shake the shaker once. The pai gow poker shaker shall then be placed to the right of the dealer.

right of the dealer.

(e)

The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random (c) number generator.

(d)

If an automated card shuffling device and/or dealing shoe is used pursuant to Section 109, the dealer may use a flat disc button approved by the Commission to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer.

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

play.

(e)

After the starting position for a round of play has been determined, a gaming licensee may, in (e) its discretion, mark that position by the use of an additional cut card or similar object.

12.

11. Procedures for completion of each round of play; setting of hands; payment and collection of wagers

(+)

After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand and low hand. When setting the two hands, the two-card high hand must be equal to or higher in rank than the two-card low hand. For example, if the (a) low hand contains a pair of sevens, the high hand must contain at least a pair of sevens.

(+)

Each player at the table shall be responsible for setting his or her their own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing,

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if a player requests assistance in the setting of ~~his or her~~their hands, the dealer may inform the requesting player of the manner in which the gaming licensee requires the hands of the dealer to be set in its Rules of the Games ~~Submission~~submission. Each player shall be required to keep the

~~four~~four cards in full view of the dealer at all times. ~~Once~~Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player ~~(b)~~shall not touch the cards again.

~~(e)~~

After all players have set their hands and placed the cards on the table, the four cards of the dealer shall be turned over and the dealer shall set ~~his or her~~their hands by arranging the cards ~~(c)~~into a high and low hand. The dealer shall then place the two hands face up on the ~~appropriate area of the layout.~~appropriate area of the layout.

~~(d)~~

Each gaming licensee shall submit to the Commission in its Rules of the Games ~~Submission~~(d) submission the manner in which it will require the hands of the dealer to be set.

~~(e)~~

A player may announce that ~~he or she~~they wishes to surrender ~~his or her~~supreme pai gowtheir Supreme Pai Gow wager

prior to the dealer exposing either of the two hands of that player pursuant to (f) below.

~~(e)~~Once the player has announced ~~his or her~~their intention to surrender, the dealer shall:

~~(1)~~(1) Immediately collect the ~~supreme pai gow~~Supreme Pai Gow wager from that player;

~~(2)~~If the player has also placed a bonus wager, the player's four cards shall be collected and placed face down on the table underneath the bonus wager pending resolution of the

~~(2)~~bonus wager at the conclusion of the round of play; and

~~(3)~~If no bonus wager has been made by the player, immediately collect the four cards dealt to that player without exposing the cards to anyone at the table and verify that four cards

~~(3)~~were collected by counting them face down on the layout prior to placing them in the ~~discard rack.~~discard rack.

~~(f)~~

Once the dealer has set a high hand and a low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the corresponding hands of the dealer and shall announce if the ~~supreme pai gow~~Supreme Pai Gow wager of that player shall win, lose or be

~~(f)~~considered a tie ("push").

~~(g)~~

~~(g)~~A ~~supreme pai gow~~Supreme Pai Gow wager made by a player shall lose if:

~~(1)~~(1) Both player's hands (high and low) are lower in rank than the corresponding hands of the dealer;

dealer;

~~(2)~~(2) The high hand of the player was not set so as to rank higher than ~~his or her~~their low hand; or

~~(3)~~The two hands of the player were not otherwise set correctly in accordance with the rules ~~(3)~~of the game (for example, a player forms a three-card high hand and a one-card low

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~~hand).~~
~~hand).~~

(h)

All hands that result in a winning ~~supreme pai-gow~~Supreme Pai Gow wager or a winning bonus wager shall be

immediately paid by the dealer from the table inventory container. A ~~supreme pai-gow~~Supreme Pai Gow wager shall win if both player's hands (high and low) are higher in rank than both

corresponding hands of the dealer. If the player and the dealer each win one hand, the player's ~~supreme pai-gow~~Supreme Pai Gow wager shall be deemed a push and it shall not be paid or collected.

A bonus wager shall win if the four cards dealt to a player qualify for a posted payout in accordance with Section 14. All losing ~~supreme pai-gow~~Supreme Pai Gow wagers and bonus wagers shall be

immediately collected by the dealer and put in the table inventory container. The dealer shall pay all winning wagers and collect all losing wagers, in order, beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. Once the (h) wager(s) of a player are settled, the dealer shall collect the player's cards and place them in the discard rack.

~~the discard rack.~~

(i)

A winning ~~supreme pai-gow~~Supreme Pai Gow wager shall be paid by a gaming licensee at odds of 1 to 1,

except that the gaming licensee shall extract a commission known as "vigorish" from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the gaming licensee may round off the vigorish to 25 cents or the next highest multiple of 25 cents. A gaming licensee shall collect the vigorish from a player at the time the winning payout is made. After a winning ~~supreme pai-gow~~Supreme Pai Gow wager has

been paid and the vigorish collected, the dealer shall then, if applicable, settle the player's bonus wager. Before paying a winning bonus wager, the dealer shall, if necessary, reset the player's high hand and low hand to form the four-card hand type yielding the highest (i) qualifying payout to which the player is entitled.

(j)

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

~~13.~~

12. Player bank; co-banking; selection of bank; procedures for dealing

(a)

A gaming licensee may, in its discretion, offer to all players at a ~~supreme pai-gow~~Supreme Pai Gow table the

opportunity to bank the game. If the gaming licensee elects this option, all the other provisions of the Rules of the Game of Supreme Pai ~~Gao~~Gow shall apply except to the extent that

they conflict with the provisions of this section, in which case the provisions of this section

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(a) shall control for any round of play in which a player is the bank.

(b)

A player may not be the bank at the start of the game. For the purposes of this section, the (b) start of the game shall mean the first round of play after the dealer is required to shuffle the cards in accordance with the procedures set forth in Section 5(c).

~~cards in accordance with the procedures set forth in Section 5(e).~~

(c)

After the first round of play pursuant to (b) above, each player at the table shall have the option to either be the bank or pass the bank to the next player. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank. The dealer shall place a marker designating the bank in front of the player who accepts the bank. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play. If no player wishes to be the bank, the round of play (c) shall proceed in accordance with the rules of play provided in the Rules of the Game of

Supreme Pai Gow.

~~Supreme Pai Gow.~~

(d)

(d) Before a player may be permitted to bank a round of play, the dealer shall determine that:

(1) The player placed a wager against the dealer during the last round of play in which there

(1) was no player banking the game; and

(2) The player has sufficient gaming chips on the table to cover all of the wagers placed by

(2) other players at the table for that round of play.

(e)

A gaming licensee may, in its discretion, offer the bank the option of having the casino cover 50 percent of the wagers made during a round of play. If the gaming licensee offers this option, it shall make it available to all players at the table. If the bank wishes to use this option, the bank must specifically request the dealer to accept responsibility for the payment of one-half of all winning wagers. When the bank covers 50 percent and the casino covers 50 percent of the winning wagers, it shall be known as "co-banking" and the dealer shall place a marker designating the co-bank in front of that player. When the dealer is ~~co-banking~~ co-banking, the dealer shall be responsible for setting the hand of the bank in the manner submitted to the Commission pursuant to Section ~~4211~~ 4211(d). When co-banking is in effect, the (e) dealer may not place a wager against the bank.

(f)

(f) If a player is the bank, the player may only wager on one betting area.

(g)

Once the dealer has determined that a player may be the bank pursuant to (d) above and after the cards have been shuffled, the dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, the calculation of which has been approved by the 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.

(g) Any amount wagered by the dealer shall be placed in front of the table inventory container.

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(h)

If the cards are to be dealt from a manual dealing shoe, the procedures set forth in Sections 8 (h) and 11 shall apply, except as follows:

(1) If a pai gow shaker and dice are being used to determine the starting position for the dealing of the cards, the bank shall shake the pai gow shaker three times pursuant to Section 11(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow shaker, the dealer shall remove the lid covering the pai gow shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow shaker to be covered (1) and reshaken by the bank.

(2) If a computerized random number generator is used to determine the starting position for the dealing of the cards, the device shall be operated in accordance with procedures (2) approved by the Commission.

(3) When counting the betting positions, including the dealer, to determine the starting (3) position for dealing the cards, the position of the banker, instead of the dealer, shall be considered number one.

~~considered number one.~~

~~(i) If the cards are to be dealt from the hand, the procedures set forth in Sections 8 and 11 shall apply, except as follows:~~

~~(1) Once the dealer has completed dealing the seven stacks and placed the remaining cards in the discard rack pursuant to Section 9, the bank shall select the first stack to be delivered by the dealer. This stack shall be designated as the first stack by the dealer moving it toward the players.~~

~~(2) If a pai gow shaker and dice are being used to determine the starting position for the delivery of the first stack, the bank shall shake the pai gow shaker three times pursuant to Section 11(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow shaker, the dealer shall remove the lid covering the pai gow shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow shaker to be covered and reshaken by the bank.~~

~~(3) If a computerized random number generator is used to determine the starting position for the delivery of the first stack, the device shall be operated in accordance with procedures approved by the Commission.~~

~~(4) When counting the betting positions, including the dealer, to determine the starting position for delivering the seven stacks of cards, the position of the bank, instead of the dealer, shall be considered number one.~~

~~(5) The dealer shall deliver the first stack as determined in (i)(1) above to the starting position as determined in Section 11 and (i)(2) through (4) above. Thereafter, the dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right. If there are no stacks to the right of the first stack, the dealer will~~

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~~begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.~~

~~(j)~~

~~(i) If the cards are to be dealt from an automated dealing shoe/machine, the procedures set forth in Sections 9 and 10 shall apply, except as follows:~~

~~Sections 10 and 11 shall apply, except as follows:~~

~~(1) If a pai gow shaker and dice are being used to determine the starting position for the delivery of the first stack of cards dispensed by the automated dealing shoe, the bank shall shake the pai gow shaker three times pursuant to Section 10(b) instead of the dealer.~~

~~It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow shaker, the dealer shall remove the lid covering the pai gow shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow shaker and if the bank inadvertently removes the lid, the dealer shall~~

~~(1) require the pai gow shaker to be covered and reshaken by the bank.~~

~~(2) If a computerized random number generator is used to determine the starting position, the device shall be operated in accordance with procedures approved by the Commission.~~

~~(3) When counting the betting positions, including the dealer, to determine the starting~~

~~(3) 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.~~

~~of the bank, instead of the dealer shall be considered number one.~~

~~(k)~~

~~If the cards dealt to the dealer have not been previously collected, after each player has set his or her their two hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set. Once the dealer has formed a high and low hand, the dealer shall~~

~~expose the hands of the bank and determine if the hands of the dealer are higher in rank than the hands of the bank. If the dealer wins, the cards of the dealer shall be stacked face up to~~

~~the right of the table inventory container with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the~~

~~dealer against the bank to the table inventory container. If the dealer loses, the amount~~

~~(j) wagered by the dealer against the bank shall be moved to the center of the layout.~~

~~(l)~~

~~If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table.~~

~~The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table.~~

~~After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table. If this amount~~

~~becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank, an amount equal to the remaining winning wagers and place that amount in the~~

~~center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers,~~

~~there is a surplus in the center of the table, this amount shall be charged a five percent~~

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vigorish in accordance with Section 9. Once the vigorish has been paid, the remaining (k) amount shall be given to the bank.

(m)

If co-banking is in effect, once the dealer has set the co-bank hand pursuant to paragraph (e) above, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the co-bank, an amount equal to one-half of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount will be counted and the dealer shall place half of this amount into the table inventory container. The dealer shall collect a five percent vigorish in accordance with Section 4211 on the remaining amount and place the vigorish amount in the table inventory (l) container. The remaining amount shall then be given to the co-bank.

(n)

Immediately after a winning wager of the dealer is paid, this amount and the original wager (m) shall be returned to the table inventory container.

(o)

Each player who has a winning wager against the bank shall pay a five percent vigorish on (n) the amount won to the dealer, in accordance with Section 4211.

(p)

The bonus wager and resolution of such wager shall be governed by the rules applicable to (o) such wagers throughout the Rules of the Game of Supreme Pai Gow.

13. ~~14~~-Bonus wager payouts; payout limitation

(a)

Each winning bonus wager shall be paid once for the highest ranking qualifying four-card hand (a) that can be formed and at no less than the odds set forth below:

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Hand Type	Payout Odds
Four aces	1000 to 1
Royal Flush	500 to 1
Two jokers and two aces	200 to 1
Four-of-a-kind	100 to 1
Straight Flush	25 to 1
Three-of-a-kind	10 to 1
Flush	8 to 1
Two Pair	7to 1
Straight	6 to 1
Two jokers	4 to 1
Any Pair	1 to 1

(b)

Hand Type	Payout Odds
Four aces	1000 to 1
Royal Flush	500 to 1
Two jokers and two aces	200 to 1
Four-of-a-kind	100 to 1
Straight Flush	25 to 1
Three-of-a-kind	10 to 1
Flush	8 to 1
Two Pair	7to 1
Straight	6 to 1
Two jokers	4 to 1
Any Pair	1 to 1

Notwithstanding the payout odds in (a) above, the payout limit for a player for a winning bonus wager shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater; provided, however, that if two or more players who have placed a bonus wager receive a royal flush, the established maximum payout shall be paid to those players in the same proportion as the amounts of their respective bonus wagers.

(b)

14. A player wagering on more than one betting area

(a)

A gaming licensee may, in its discretion, permit a player to wager on no more than two betting areas at a ~~supreme pai-gow~~Supreme Pai Gow table, which areas must be adjacent to each other.

(b)

If a gaming licensee permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hands at the betting position with the larger wager before ranking and setting the other hands. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the hands at the first betting position

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being ranked and set before the player proceeds to rank and set the hands at the second betting position. Once hands have been ranked and set and placed face down on the (b) appropriate area of the layout, the hands may not be changed.

16.

15. Irregularities; invalid roll of the dice

(a)

If the dealer uncovers the pai gow poker shaker and all three dice do not land flat on the (a) bottom of the shaker, the dealer shall call a "No roll" and reshake the dice.

(b)

If the dealer uncovers the pai gow poker shaker and a die or dice fall out of the shaker, the (b) dealer shall call a "No roll" and reshake the dice.

(c)

If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the (c) wrong position, all hands shall be called dead and the dealer shall reshuffle the cards. wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.

(d)

If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either (d) to play out the hand or to void the hand.

(e)

If a card or cards in the hand of the dealer or bank is exposed, all hands shall be void and the cards shall be reshuffled, except that if a player has placed a bonus wager, it shall be settled (e) in accordance with the payout odds set forth in Section 4413.

(f)

A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be (f) void and the cards shall be reshuffled.

(g)

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

(h)

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and (h) the cards reshuffled.

(i)

If the dealer does not set his or her their hands in the manner submitted to the Commission pursuant to Section 4211(d), the hands must be reset in accordance with this submission and the (i) round of play completed.

(j)

If the bank does not set his or her their own hands correctly, the wager shall not be lost pursuant to Section 4211(g)(3)-(4) and the dealer shall be required to reset the bank's hands in the manner submitted to the Commission pursuant to Section 4211(d) so that the round of play may be (j) completed.

(k)

If a card is exposed while the dealer is dealing the seven stacks in accordance with Section 8, (k) the cards shall be reshuffled.

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~~(l) If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with Section 9(e), the cards shall be reshuffled.~~

~~(m)~~

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (l) accordance with procedures approved by the Commission.

~~(n)~~

If an automated dealing shoe/machine is being used and the device jams, stops dealing cards, or fails

to deal all cards during a round of play, the round of play shall be void, and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

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

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TEXAS HOLD 'EM BONUS POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Texas Hold 'Em Bonus Poker, shall have the following meanings unless the context clearly indicates otherwise:

Ante - or "ante wager" means the initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

Bonus wager - means the optional, supplemental wager on the two cards dealt to a player.

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

Community cards - means any of the five cards dealt face up in the center of the table that are used by each player and the dealer with their own two cards to form the best possible five-card poker hand.

Flop - means the first three community cards dealt face up to the area designated for the placement of the community cards.

Flop wager - means the second wager, equal to twice the amount of the player's ante, that is required to be made prior to the flop being dealt in order to continue participation in the round of play.

Fold - means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing the flop wager.

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

Push - means a tie, as defined in Section 409(h)(3).

Rank - or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

River - or "river card" means the fifth and final community card dealt face up to the designated area of the layout.

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River wager - means the fourth wager, equal to the amount of the player's ante, that the player may place prior to the river card being dealt.

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Round of play - or "round" means one complete cycle of play during which all players playing at

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the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Texas Hold 'Em Bonus Poker.

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

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

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Turn - or "turn card" means the fourth community card dealt face up to the designated area of the layout.

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Turn wager - means the third wager, equal to the amount of the player's ante, that a player may place prior to the turn card being dealt.

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2. Cards; number of decks

Except as provided in (b) below, the game of ~~texas hold 'em bonus poker~~ Texas Hold'em Bonus Poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and two additional (a) solid yellow or green cover cards.

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If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game, provided that:

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- (1) Each deck of cards complies with the requirements of 205 CMR 146.48;
- (2) The backs of the cards in the two decks are of a different color;
- (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- (4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
- (5) The cards from only one deck shall be placed in the discard rack at any given time.

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3. Opening of the table for gaming

After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (d) (a) below ~~or the requirements of 205 CMR 146.50.~~

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Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection

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by the first player 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 (b) laid out in sequence within the suit.

(e)

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

(d)

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

(a)

Immediately prior to commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

After the cards have been shuffled and stacked, the dealer shall:

(1) ~~If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or

(2) ~~If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50,~~ (b) ~~cut the~~ cards in accordance with the procedures set forth in (e) ~~below~~ Sections 7 or 8.

(c)

If a cut of the cards is required, the dealer shall:

(1) ~~(1)~~ Cut the deck, using one hand, by:

(i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

(ii) ~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of (ii) the cover card;

(iii) ~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and (iii) placed on the cover card pursuant to (c)(1)(ii) above; and

(iv) ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

(2) ~~(2)~~ Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d)

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

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(e)

Whenever there is no gaming activity at a ~~texas hold'em bonus~~ **Texas Hold'em Bonus Poker** table that is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in (e) Section 3(c) and, if applicable, (d) shall be completed.

5. Texas ~~hold'em bonus poker~~ Hold'em Bonus Poker, hand rankings

(a)

The rank of the cards used in ~~texas hold'em bonus poker~~ **Texas Hold'em Bonus Poker**, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or (a) "straight" formed with a 2, 3, 4 and 5.

(b)

The permissible five-card poker hands at the game of ~~texas hold'em bonus poker~~ **Texas Hold'em Bonus Poker**, in order of (b) highest to lowest rank, shall be:

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

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

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

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

(5) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the (5) lowest ranking flush;

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

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

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

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

(c)

When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which

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contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

6. Wagers

(a)

All wagers at ~~texas hold 'em bonus poker~~ Texas Hold'em Bonus Poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b)

All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections ~~7-9~~ and 8. Except as provided in Section ~~409~~, no wager shall be

made, increased, or withdrawn after the dealer has announced "No more bets."

(c)

Upon placing an ante wager, a player may also place a bonus wager by placing, at a minimum, a \$1.00 gaming chip on the designated betting area of the layout. The outcome of the bonus wager shall have no bearing on any other wager made by the player at the game of Texas Hold'em Bonus Poker. ~~texas hold 'em bonus poker~~.

(d)

Flop, turn and river wagers shall be made in accordance with the provisions of Section ~~409~~.

(e)

Only players who are seated at the ~~texas hold 'em bonus poker~~ 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 must remain seated until the completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

(a)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b)

The dealer shall announce "No more bets" prior to dealing any cards.

(c)

Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d)

The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face down to each player;

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- ~~(2)~~ ~~(2)~~ One card face down to the area designated for the dealer's hand under a cover card;
~~(3)~~ ~~(3)~~ A second card face down to each player; and
~~(4)~~ ~~(4)~~ A second card face down to the area designated for the dealer's hand under a cover card.

~~(e)~~

After two cards have been dealt to each player and to the area designated for the hand of the dealer, and after all community cards have been dealt in accordance with the provisions of Section ~~109~~, the dealer shall remove the stub from the manual dealing shoe and, except as ~~(e)~~ provided in (f) below, place the stub in the discard rack without exposing the cards.

~~(f)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine ~~(f)~~ the number of cards in the stub by counting the cards face down on the layout.

~~(1)~~ If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the ~~(1)~~ stub in the discard rack without exposing the cards.

~~(2)~~ If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's cards has more or less than two cards) but 52 cards remain in the deck, all hands are void pursuant to Section ~~132-12~~. If the cards have not been misdealt, all hands shall be considered void and the entire deck of ~~(2)~~ cards shall be removed from the table pursuant to 205 CMR 146.49.

~~(g)~~

Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the ~~(g)~~ deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

~~8. Procedure for dealing the cards from the hand~~

~~(a)~~ Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play texas hold-em bonus poker from his or her hand.

~~(b)~~ If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

~~(1)~~ The gaming licensee shall use an automated shuffling device to shuffle the cards.

~~(2)~~ Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.

~~(i)~~ Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

~~(ii)~~ The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

~~(3)~~ The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

~~(c)~~ The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

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- (1) One card face down to each player;
- (2) One card face down to the area designated for the dealer's hand under a cover card;
- (3) A second card face down to each player; and
- (4) A second card face down to the area designated for the dealer's hand under a cover card.
- (d) After two cards have been dealt to each player and to the area designated for the hand of the dealer and after all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).
- (f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49-9.

8. Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ~~texas hold 'em bonus poker~~ Texas Hold'em Bonus Poker dealt

from an automated dealing shoe /machine which dispenses cards in stacks of two cards, provided that

(1) the shoe/machine, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, ~~the /machine, the following requirements shall be observed:~~ the following requirements shall be observed:

(1) Once the procedures required by Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

(2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.

(c)

The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe /machine face down to the player farthest to ~~his or her~~ their left who has placed a wager in accordance with

Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

of the other players who has placed a wager in accordance with Section 6. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing

(c) shoe/machine and deliver the stack face down with the cover card on top to the area designated for the dealer's hand.

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~~dealer's hand.~~

~~(d)~~

After each stack of two cards has been dispensed and delivered in accordance with this ~~(d)~~ subsection, the dealer shall remove the remaining cards from the automated dealing shoe ~~and, machine and, following the procedures set forth and deal the five community cards in accordance with the provisions of Section 9. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~following the procedures set forth in Section 8(b)(2) (3), deal from his or hand the five community cards in accordance with the provisions of Section 10. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the ~~(e)~~ stub in accordance with the provisions of Section 7(f).

~~(f)~~

Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the ~~(f)~~ deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

~~10.~~

9. Procedure for completion of each round of play; collection and payment of wagers

~~(a)~~

After the dealing procedures required by Sections 7-9 or 8 have been completed, each player shall examine ~~his or her~~their cards without exposing them to any person, replace the cards face down ~~(a)~~ on the layout and either place a flop wager or fold and forfeit the ante wager.

~~(1)~~ If a player chooses to place a flop wager, the wager shall be placed in the designated flop ~~(1)~~ betting area.

~~(2)~~ If a player folds, the player's ante shall be collected by the dealer and placed in the table ~~inventory container.~~

~~inventory container.~~

~~(i)~~ If the player has also placed a bonus wager, the player's cards shall remain on the ~~(i)~~ table pending resolution of the bonus wager at the conclusion of the round of play.

~~(ii)~~ If no bonus wager has been made, the dealer shall immediately spread the cards of the ~~(ii)~~ folded hand face down, collect the cards and place them in the discard rack.

~~(b)~~

Once all players have either placed a flop wager or folded, the dealer shall burn the next card face down. The dealer shall then turn face up the next three cards in the deck (the flop) and ~~(b)~~ place them in the designated area for the community cards.

~~(c)~~

Prior to revealing the turn card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player who has placed a flop wager if he or she wishes to place a turn

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wager or check (not place a turn wager). If a player wishes to place a turn wager, the wager (c) shall be placed in the designated turn betting area.

~~(d)~~

Once all remaining players have either placed a turn wager or checked, the dealer shall burn the next card face down. The dealer shall then turn face up the next card in the deck (the (d) turn) and place it in the designated area for the community cards.

~~(e)~~

Prior to revealing the river card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player if ~~he or she desires~~ they desire to place a river wager or check (not place a river

wager). If a player wishes to place a river wager, the wager shall be placed in the designated (e) river betting area.

~~(f)~~

Once all remaining players have either placed a river wager or checked, the dealer shall burn (f) the next card face down. The dealer shall then turn the next card in the deck (the river) face up and place it in the designated area for the community cards.

~~(g)~~

~~The dealer shall remove the cover card on top of the dealer's cards and place it in the designated area for the community cards.~~

~~(g) The dealer shall remove the cover card on top of the dealer's cards and place it on the table layout. The dealer shall then turn the dealer's two cards face up, and announce and place the (g) cards to indicate the best possible five-card poker hand that can be formed using the dealer's two cards and the five community cards.~~

~~two cards and the five community cards.~~

~~(h)~~

Starting with the player farthest to the dealer's right who has placed a flop wager and proceeding in a counterclockwise manner around the table, the dealer shall turn face up the two cards of each player who has placed a flop wager and announce the best possible ~~five-card~~ five-card poker hand that can be formed using the two player cards and the five community cards.

The wagers of each player shall be resolved one player at a time regardless of outcome.

~~(h) Unless a player has placed a bonus wager, the hand of the player shall then be immediately collected by the dealer and placed in the discard rack.~~

~~(1) If the player's five-card poker hand has a lower rank than the dealer's five-card poker hand, the player shall lose and the dealer shall immediately collect any ante, flop, turn (1) and river wagers made by the player and place the wagers in the table inventory~~

~~container.~~

~~(2) If the player's five-card poker hand has a higher rank than the dealer's five-card poker hand, the player shall win and the dealer shall pay any ante, flop, turn and river wagers made by the player in accordance with the payout odds set forth in Section 11,~~

~~10, provided, however, that the ante wager shall not be paid unless the player's winning hand has a rank, at the election of the gaming licensee, of straight or higher or flush or (2) higher.~~

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

(3) the player's wagers.

(4) After settling a player's ante, flop, turn and river wagers, the dealer shall settle any bonus wager made by the player by determining whether the player's two cards qualify for a payout in accordance with Section 10(c). 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 that

(4) player and place them in the discard rack.

(4)

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

(i)

10. Payout odds

(a)

The payout odds for winning wagers at ~~texas hold 'em bonus poker~~ **Texas Hold'em Bonus Poker** printed on any sign or in

any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(a)

(b) A gaming licensee shall pay each winning ante, flop, turn and river wager at odds of 1 to 1.

(b)

A gaming licensee shall pay each winning bonus wager at the game of ~~texas hold 'em bonus poker~~ **Texas Hold'em Bonus Poker** at no less than the odds set forth below:

Player's Two Cards Payout Odds

~~Ace ace 30 to 1~~

~~Ace king (same suit) 25 to 1~~

~~Ace queen or ace jack (same suit) 20 to 1~~

~~Ace king (different suits) 15 to 1~~

~~King king, queen queen or jack jack 10 to 1~~

~~Ace queen or ace jack (different suits) 5 to 1~~

~~10-10 through two-two (pair) 3 to 1~~

(c)

Player's Two Cards	Payout Odds
Ace-ace	30 to 1
Ace-king (same suit)	25 to 1
Ace-queen or ace-jack (same suit)	20 to 1
Ace-king (different suits)	15 to 1
King-king, queen-queen or jack-jack	10 to 1
Ace-queen or ace-jack (different suits)	5 to 1
10-10 through two-two (pair)	3 to 1

A gaming licensee may, in its discretion, supplement the pay table set forth in (c) above to include a payout for when both a player and the dealer have a pair of aces. In such case, the player shall be paid at odds of no less than 1000 to 1.

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(e)

Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, flop, turn, river and bonus wagers for any hand shall be \$50,000.00 or the maximum amount that one patron could win per round when betting the minimum (e) wager, whichever is greater.

12.

11. Progressive Wager; Multi Game Link Progressive

(a) To begin each round, players must place their standard Texas Hold'em Bonus wagers and may also place the \$1 progressive wager.

(b) Any wagers on the progressive side bet are paid house odds or a percentage of the progressive meter according to Table 1 based on the best five-card hand the player has from the combination of their two hole cards and five community cards. To win on the side bet, a player must have at least a Full House.

(c) A player qualifies for a non-communal Royal Flush if at least one of their pocket cards is a part of the five-card Royal Flush. If the five community cards form a Royal Flush, then each player that placed a wager on the progressive side bet is paid house odds for a community Royal Flush according to Table 1.

Table 1

OUTCOME	Progressive Paytable
Royal After 5	100% (from meter)
Royal After 6	25% (from meter)
Royal After 7	5% (from meter)
Community Royal	\$3000 (not from meter)
Straight Flush	\$250 (not from meter)
4 of a Kind	\$100 (not from meter)
Full House	\$10 (not from meter)

Table 1

OUTCOME	Progressive Paytable
Royal After 5	100% (from meter)
Royal After 6	25% (from meter)
Royal After 7	5% (from meter)
Community Royal	\$3000 (not from meter)
Straight Flush	\$250 (not from meter)
4 of a Kind	\$100 (not from meter)
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(d) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

			changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		
PTMGLML02			PTMGLML03		
Hand	Pays*	Envy**	Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000	Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300	Straight Flush	100% Major	\$300
4 of a Kind	100% Minor		4 of a Kind	100% Minor	
Full House	50 For 1		Full House	50 For 1	
Flush	40 For 1		Flush	40 For 1	
Straight	30 For 1		Straight	30 For 1	
3 of a Kind	10 For 1		3 of a Kind	9 For 1	
*Original Wager is NOT Returned			*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000	Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000	Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250	Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.			**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

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(e)

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

Patrons on the game of Texas Hold Em Bonus Poker will use the two (2) cards original dealt to them for their hand in the Multi Game Link and the three (3) cards for the Flop in (e) front of the dealer as their five (5) card hand.

(f) When the different game titles are linked to a single progressive jackpot the payable, wager (f) amount and number of decks must be the same between all linked Poker games.

12. ~~13~~ Irregularities

(a) If any card dealt to the dealer in ~~texas hold 'em bonus poker~~ Texas Hold'em Bonus Poker is exposed prior to each player

having either folded or placed a flop, turn or river wager pursuant to Section ~~409~~, all hands shall be void. Notwithstanding the foregoing, if a player has placed a bonus wager, such (a) wager shall be settled in accordance with the payout odds set forth in Section ~~44~~10(c).

(b)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up (b) after each player and the dealer has received their initial two cards, any bonus wager shall be settled in accordance with the payout odds set forth in Section 10(c).

~~settled in accordance with the payout odds set forth in Section 11(e).~~

(c)

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

(d)

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

(e)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

(f)

If an automated dealing shoe/machine is being used and the device jams, stops dealing cards, or fails

to deal cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with (f) procedures approved by the Commission.

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

13. Prohibition against a player wagering on more than one player position

_____ A player shall not be permitted to wager on more than one player position at a ~~texas hold 'em bonus poker~~ Texas Hold'em Bonus Poker table.

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THREE CARD POKER

Rules

1. Definitions

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

Ante wager - means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

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

Pair plus wager - means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.

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

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

Stub - means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

Suit - means one of the four categories of cards: club, diamond, heart or spade.

2. Cards; number of decks

~~(a)~~
Except as provided in (b) and (c) below, ~~three card poker~~ Three Card Poker shall be played with one deck of

cards with backs of the same color and design and one cover card to use in accordance with the procedures set forth in Section 5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards shall meet the requirements of 205 CMR ~~(a)~~ 146.48.

~~(b)~~

If an automated card shuffling device is used, a gaming licensee shall be permitted to use a ~~(b)~~ second deck of cards to play the game, provided that:

~~(1)~~ ~~(+)~~ Each deck of cards complies with the requirements of (a) above;

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- ~~(2)~~ (2) The backs of the cards in the two decks are of different color;
- ~~(3)~~ (3) One deck is being shuffled by the automated card shuffling device while the other deck is ~~(3)~~ being dealt or used to play the game;
- ~~(4)~~ (4) Both decks are continuously alternated in and out of play, with each deck being used for ~~(4)~~ every other round of play; and
- ~~(5)~~ (5) The cards from only one deck shall be placed in the discard rack at any given time.

If an automated dealing shoe/machine is used to deal the cards pursuant to Section 9, a gaming licensee shall be required to use a cover card with the same attributes described in (a) above ~~(c)~~ in accordance with the procedures set forth in Section 9(c).

3. ~~Three card poker~~Card Poker rankings

~~(a)~~ (a) The rank of the cards used in three card poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a ~~(a)~~ "straight" with a two and three.

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

- ~~(1)~~ (1) "Straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest ranking straight flush and three, two and ace being the lowest ranking straight flush.
- ~~(2)~~ (2) "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
- ~~(3)~~ (3) "Straight" is a hand consisting of three cards of consecutive rank, regardless of suit, with ace, king and queen being the highest ranking straight and three, two and ace being the lowest ranking straight.
- ~~(4)~~ (4) "Flush" is a hand consisting of three cards of the same suit, regardless of rank.
- ~~(5)~~ (5) "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

When comparing two hands that are of identical poker hand rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application ~~(c)~~ of this subsection, the hands shall be considered a draw.

4. Opening of the table for gaming

~~(a)~~ (a) After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through ~~(a)~~ (d) below ~~or the requirements of 205 CMR 146.50~~.

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Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in (b) sequence.

(e)

After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 5.

(d)

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

5. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play, ~~unless the cards were pre shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the (a) shuffling of the cards, inserts the stack of cards directly into a dealing shoe. ~~The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.~~

(b)

After the cards have been shuffled and stacked, the dealer shall:

~~(1) If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7, 8 or 9; or

~~(2) If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50,~~

(b) ~~cut the~~ cards in accordance with the procedures set forth in ~~(e) below~~ Sections 7 or 8.

(e)

(c) If a cut of the cards is required, the dealer shall:

(1) ~~(1)~~ Cut the deck, using one hand, by:

(i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of

(ii) the cover card;

~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and

(iii) placed on the cover card pursuant to section (c)(1)(ii) above; and

(iv) ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

(2) ~~(2)~~ Deal the cards in accordance with the procedures set forth in Sections 7, or 8 or 9.

(d)

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

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(d) game.

(e)

Whenever there is no gaming activity at a ~~three card poker~~ Three Card Poker table which is open for gaming,

~~the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in (e) Section 4(c) shall be completed.

6. Wagers

(a)

(a) The following wagers may be placed in the game of ~~three card poker~~ Three Card Poker:

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

(1) equal amount; or

(2) A player may compete solely against a posted payout ledger by placing a pair plus wager,

(2) which wager may be in any amount within the posted minimum and maximum wagers; or

(3) A player may compete against both the dealer and the posted payout ledger by placing

(3) wagers in accordance with the requirements of (a)(1) and (2) above.

(b)

All wagers at ~~three card poker~~ Three Card Poker shall be made by placing gaming chips or plaques and, if

applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal (b) wager accompanied by cash shall not be accepted.

(c)

Only players who are seated at a ~~three card poker~~ Three Card Poker table may wager at the game. Once a

player has placed a wager and received cards, that player must remain seated until the

(c) completion of the round of play.

(d)

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 Section 7, ~~or 8 or 9.~~ No wager shall be

made, increased, or withdrawn after the dealer has announced "No more bets." All play (d) wagers shall be placed in accordance with Section ~~10~~ (b).

(e)

A gaming licensee may, in its discretion, permit a player to place wagers at two or three betting positions during a round of play provided that all of the betting positions are adjacent

(e) to each other.

(f)

Notwithstanding (a) above, a gaming licensee may offer a version of the game of ~~three card (f) poker~~ Three Card Poker requiring:

(1) As a precondition to the placement of a pair plus wager, the placement of an ante wager (1) in an amount at least equal to the pair plus wager;

(2) As a precondition to the placement of a pair plus wager, the placement of an ante wager (2) in an amount at least equal to one-half the pair plus wager; or

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~~(3)~~ The compulsory placement of an ante wager and a pair plus wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the (3) other wager without regard to which wager is the greater of the two.

~~(g)~~

A gaming licensee may, in its discretion, permit a player to place wagers on the 6 Card (g) Bonus wager.

~~(1)~~ The player will make the best 5 card hand from the 3 cards dealt to ~~him~~them and the 3 cards (1) dealt to the dealer.

~~(2)~~ Player is eligible to win the wager even if they fold their Ante wager.

~~(3)~~ The player must make their standard wager to be able to place the 6 card bonus wager.

~~(4)~~ If the player's hand qualifies for 6 Card Bonus payouts, the dealer pays them according to the posted payable (below). If the player's hand doesn't qualify for payouts, the 6 Card

(4) Bonus wager loses

Hand	TCP-6B1	TCP-6B2	TCP-6B3	TCP-6B4
Royal Flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight Flush	200 to 1	200 to 1	200 to 1	200 to 1
Four of a Kind	50 to 1	50 to 1	100 to 1	100 to 1
Full House	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three of a Kind	5 to 1	5 to 1	8 to 1	7 to 1

7. Procedures for dealing the cards from a manual dealing shoe

~~(a)~~

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by an automated card shuffling device.

~~(b)~~

The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe (b) and placed on the appropriate area of the layout with the opposite hand.

~~(c)~~

The dealer shall, starting with the player farthest to ~~his or her~~their left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager or pair plus wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down in a manner as to not (c) disclose the value of the cards.

~~(d)~~

After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the (d) discard rack without exposing the cards.

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(e)

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall

(e) determine the number of cards in the stub by counting the cards face down on the layout.

(1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the

(1) stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the

dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table

(2) pursuant to 205 CMR 146.49.

Royal Flush 1,000 to 1 1,000 to 1 1,000 to 1 1,000 to 1

Straight Flush 200 to 1 200 to 1 200 to 1 200 to 1

Four of a Kind 50 to 1 50 to 1 100 to 1 100 to 1

Full House 25 to 1 25 to 1 20 to 1 20 to 1

Flush 20 to 1 15 to 1 15 to 1 15 to 1

Straight 10 to 1 10 to 1 9 to 1 10 to 1

Three of a Kind 5 to 1 5 to 1 8 to 1 7 to 1

Hand TCP 6B1 TCP 6B2 TCP 6B3 TCP 6B4

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the

automated card shuffling device reveals that an incorrect number of cards are present, the

(f) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of 205 CMR 146 or this section, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play three card poker from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.

(2) Once the procedures required by Section 5 have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

(3) The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager or pair plus wager and to the dealer until each player who placed a wager and

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~~the dealer each has three cards. All cards shall be dealt face down in a manner as to not disclose the value of the cards.~~

~~(d) After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e) and (f).~~

~~9.~~

8. Procedures for dealing the cards from an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this section, a gaming licensee may, in its discretion, choose to have the cards used to play ~~three card poker~~Three Card Poker dealt from an automated dealing shoe/machine which dispenses cards in stacks of three cards, provided that the

shoe/machine, its location and the procedures for its use are approved by the Commission.

~~(b)~~

~~(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the/machine, the following requirements shall be observed.~~

~~(1) Once the procedures required by Section 5 have been completed, the cards shall be~~

~~(1) placed in the automated dealing shoe/machine.~~

~~(2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.~~

~~eards.~~

~~(e)~~

The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face

down to the player farthest to ~~his or her~~their left who has placed a wager in accordance with

Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

of the other players who has placed a wager in accordance with Section 6. The dealer shall

then place a cover card on top of the dealer's stack of three cards in the automated dealing shoe and either:

~~(1) Deliver the stack face down with the cover card on top to the area designated for the~~

~~(1) placement of the dealer's cards in a manner as to not disclose the value of the cards; or~~

~~(2) Deliver the stack face down after each player has made a play wager or forfeited ~~his or her~~their ante wager, the dealer has collected all forfeited wagers and associated cards, and the dealer has placed the cards of forfeited hands in the discard rack pursuant to Section~~

~~9(b).~~

~~10(b).~~

~~(d)~~

After each stack of three cards has been dispensed and delivered in accordance with this

subsection, the dealer shall remove the stub from the automated dealing shoe ~~and, except as/machine and, except as provided in (e) below, place the cards in the discard rack without~~

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exposing the cards.

~~provided in (e) below, place the cards in the discard rack without exposing the cards.~~

~~(e)~~

The dealer shall be required to count the stub at least once every five rounds of play in order ~~(e)~~ to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e) and (f). ~~count the stub in accordance with the provisions of Section 7(e) and (f).~~

~~10.~~

9. Procedures for completion of each round of play

~~(a)~~

After the dealing procedures required by Sections 7, ~~8~~ or 98 have been completed, each player shall examine ~~his or her~~their cards. Each player who wagers at ~~three card poker~~Three Card Poker shall be responsible for ~~his or her~~their own hand and no person other than the dealer and the player to ~~(a)~~ whom the cards were dealt may touch the cards of that player.

~~(b)~~

After examination of ~~his or her~~their cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end ~~his or her~~their participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order. If a player has placed an ante wager and a pair plus wager but does not make a play wager, the player shall forfeit his ante wager. The pairs plus wager will need to be checked to determine if it is a winning wager. (A player will have the option to forfeit ~~his~~their hand entirely and ask the dealer not to expose the hand. With this option the dealer must still make sure the correct amount of cards are collected from said hand.) After each player has either placed a wager on the table in the play wager area or forfeited ~~his or her~~their wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand. If an automated dealing shoe/machine is used to deal the cards pursuant to Section 98 and a cover card is used on top of the dealer's stack removed from the shoe/machine, the cover card shall be removed from the stack and

~~(b)~~ placed on the table layout immediately next to the automated dealing shoe/machine.

~~(c)~~The dealer shall then settle the wagers remaining on the table by complying with either (c)(1) or (2) below. A gaming licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack after all ~~(c)~~ players' cards have been collected.

~~(1)~~The dealer shall, for each of the following procedures, start with the player farthest to the dealer's right and continue counterclockwise around the table until the procedure has

~~(1)~~ been completed as to all players:

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

~~(ii)~~ ~~(ii)~~ Collect all losing wagers;

~~(iii)~~ ~~(iii)~~ Pay each winning wager in accordance with the payout odds listed in Section ~~10~~ 10; and

~~(iv)~~ ~~(iv)~~ Collect all player hands and place them in the discard rack.

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(2) The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each

(2) remaining player in succession:

- (i) (i) Reveal the three card hand of the player;
- (ii) (ii) Collect losing wagers or pay winning wagers in accordance with the payout odds listed in Section 10; and
- (iii) (iii) Collect the player's cards and place them in the discard rack.

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

11.

10. Payout odds

(a)

(a) There are three payout types as follows:

(1) A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's hand is ranked higher than the dealer's hand.

Notwithstanding the foregoing, if the dealer does not hold a hand with a "queen high or better" rank, the ante wager shall automatically be paid 1 to 1 and the play wager shall be returned to the player.

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

(3) _____

Pair	1 to 1
Flush	3 to 1
Straight	5 to 1
Three-of-a-kind	25 to 1
Straight flush	35 to 1
Mini royal flush (ace, king, queen)	35 to 1

A player placing an ante wager and a play wager shall be paid a bonus if the player's

(3) hand consists of the following:

(i)

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

In the event that a gaming licensee offers a version of ~~three card poker~~ Three Card Poker pursuant to

Section 6(f), a player placing an ante wager and play wager shall be paid an ante

(i) bonus in accordance with one of the following pay tables pre-selected by the gaming licensee:

licensee:

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Hand	Table A	Table B	Table C
Straight	1 to 1		
Three-of-a-kind	3 to 1	6 to 1	3 to 1
Straight flush	4 to 1	8 to 1	4 to 1
Mini royal flush (ace, king, queen)	5 to 1	50 to 1	10 to 1
Mini royal flush of spades (ace, king, queen)	50 to 1	N/A	50 to 1

11. ~~12~~ Cover All Bonus Wager

(a)

(a) If players make the Cover All bonus, they must do so before the start of the round.

(b)

The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is (b) three-of-a-kind or better.

(c)

(c) Payouts are dynamic: they change depending on the number of players in the round.

(d)

(d) Casinos must set the i-Deal Plus shuffler to the “Three Card Poker Cover All” mode.

(e)

After the dealer removes ~~his~~their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front (e) screen.

(f)

(f) Below is the payable for seven players:

Pair 1 to 1

Flush 3 to 1

Straight 5 to 1

Three-of-a-kind 25 to 1

Straight flush 35 to 1

Mini royal flush (ace, king, queen) 35 to 1

Straight 1 to 1

Three-of-a-kind 4 to 1

Straight flush 5 to 1

Hand Table A Table B Table C

Straight 1 to 1

Three-of-a-kind 3 to 1 6 to 1 3 to 1

Straight flush 4 to 1 8 to 1 4 to 1

Mini royal flush (ace, king, queen) 5 to 1 50 to 1 10 to 1

Mini royal flush of spades (ace, king, queen) 50 to 1 N/A 50 to 1

	Players
Highest Hand	7
AKQ Suited	40 to 1
Straight Flush	12 to 1
3 of a Kind	9 to 1
Straight	1 to 1

(e)

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Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, (g) the bonus is paid for the straight flush.

(h)

The dealer resolves the game according to house procedures, with a few changes:

a:

When the dealer comes across a hand that's a straight or higher (even if it's his), he-theirs), they will

a. leave the cards exposed on the table

(i)

If the dealer finds a higher hand, he-they will leave those cards exposed and remove any previous cards left on the table. cards left on the table.

(j)

Once the dealer has finished reconciling all player bets, he-they will go back and reconcile the

(j) Cover All bets.

(k)

Below is the matrix for 1-7 players:

(l)

Highest Hand	Players						
	7	6	5	4	3	2	1
AKQ Suited	40 to 1	50 to 1	60 to 1	70 to 1	80 to 1	90 to 1	100 to 1
Straight Flush	12 to 1	15 to 1	20 to 1	25 to 1	30 to 1	40 to 1	60 to 1
3 of a Kind	9 to 1	12 to 1	15 to 1	20 to 1	25 to 1	35 to 1	50 to 1
Straight	1 to 1	1 to 1	1 to 1	3 to 2	2 to 1	3 to 1	5 to 1

12. Progressive Wager; Multi Game Link Progressive

(a) To begin each round, players must make their regular game's wager. They may optionally place any side bet wagers and the progressive wager. Players must place the progressive

(a) wagers on the sensor in front of their betting position. The sensor will light up.

(b)

Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all

(b) progressive bets from the table.

(c)

The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling

(c) percentage pays from the progressive meter.

(d)

(d) Progressive winners:

Players

Highest Hand 7

AKQ Suited 40 to 1

Straight Flush 12 to 1

3 of a Kind 9 to 1

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Straight 1 to 1
 Highest Hand 7 6 5 4 3 2 1
 AKQ Suited 40 to 1 50 to 1 60 to 1 70 to 1 80 to 1 90 to 1 100 to 1
 Straight Flush 12 to 1 15 to 1 20 to 1 25 to 1 30 to 1 40 to 1 60 to 1
 3-of-a-Kind 9 to 1 12 to 1 15 to 1 20 to 1 25 to 1 35 to 1 50 to 1
 Straight 1 to 1 1 to 1 1 to 1 3 to 2 2 to 1 3 to 1 5 to 1
 Players

~~a.~~
 The percentage pays are paid from the progressive jackpot shown on the progressive
~~a.~~ meter.
~~b.~~ Other hands are paid from the tray; they do not come off the meter.
~~e.~~ In the event more than one progressive meter pay hits during the same round, see
~~c.~~ licensee's submission for resolution of the progressive hands.
~~d.~~ When a player has a progressive winner, the dealer will select the player spot
~~d.~~ corresponding to the player with the winning progressive hand.
~~e.~~ The dealer shall then contact a supervisor.
~~f.~~ Once the casino verifies the progressive win, the supervisor will press the confirm
 button.
~~g.~~ When the dealer reconciles all action, ~~he presses~~they press "END GAME." This resets the
 system
~~g.~~ to begin the next hand.

(e)
 (e) Envy Bonus:
~~a.~~ A player making the progressive side wager also qualifies to win an envy payout. If
~~u.~~ another player at the table hits a hand associated with an envy pay, all other players who
~~u.~~ made the progressive side bet win the envy pay. The player hitting the hand receives the
~~u.~~ normal prize pay only, but does NOT receive the envy pay. Rule of thumb: You can't win
~~u.~~ an envy bonus pay from yourself, or the dealer. Envy ~~Bonuses~~bonuses should only be paid to
~~a.~~ player's players at the table where the qualifying hand occurred.
~~b.~~ If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the
~~u.~~ layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the
~~b.~~ next player.
~~e.~~ The dealer pays any ~~Envy Bonuses~~envy bonuses at the end of the round. In the event that more
 than
~~u.~~ one player is involved in a qualifying envy pay, then all players win multiple envy
~~c.~~ payouts.

Hand	Table 1	Table 2	Table 3	Envy
AKQ Spades	100%	100%	100%	\$100
AKQ Hearts/Diamonds/Clubs	500 for 1	500 for 1	500 for 1	\$25
Straight Flush	70 for 1	100 for 1	400 for 1	
Three of a Kind	60 for 1	90 for 1	30 for 1	
Straight	6 for 1	N/A	6 for 1	

(f) If the licensee uses the Three Card Poker Progressive with the 2 Level progressive they must
 follow the payable listed below.

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Hand Payout Envy
 Mini Royal (AKQ)
 Spades
 100% of Major
 Progressive \$100
 Mini Royal (AKQ)
 Other
 100% of Minor
 Progressive \$25
 Straight Flush 70 for 1
 Three of a Kind 60 for 1
 Straight 6 for 1

Hand	Payout	Envy
Mini Royal (AKQ) Spades	100% of Major Progressive	\$100
Mini Royal (AKQ) Other	100% of Minor Progressive	\$25
Straight Flush	70 for 1	
Three of a Kind	60 for 1	
Straight	6 for 1	

Paytable above is based on \$1 variation

** A player making the progressive side wager also qualifies to win an envy payout. If another If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay.*

(g) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

(e)

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Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

Patrons on the game of Three Card Progressive will use the three (3) cards original dealt to them for their hand in the Multi Game Link and two (2) community cards that are

(g) flopped at the end in front of the dealer as their five (5) card hand.

(h) When the different game titles are linked to a single progressive jackpot the payable,

(h) wager amount and number of decks must be the same between all linked ~~Poker~~poker games.

14.

13. Irregularities

(a)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and (a) cards shall be reshuffled.

(b)

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

(c)

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and (c) the cards shall be reshuffled.

(d)

If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her their cards as prescribed in Section 109(b), all hands shall be void and the cards shall be (d) reshuffled.

(e)

If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

(f)

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

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

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TWO CARD JOKER POKER

+

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of ~~Two Card Joker Poker~~two card joker poker, shall have the following meanings unless the context clearly indicates otherwise:

Ante - or "ante wager" means a wager a player may make prior to any cards being dealt that the hand of the player will have a higher rank than the hand of the dealer.

Call wager - means an additional wager a player who has placed an ante wager is required to make after receiving ~~his or her~~their two cards if the player elects to remain in competition against the hand of the dealer.

Hand - means the two-card joker poker hand that is held by each player and the dealer after the cards are dealt.

Rank - or "ranking" means the relative position of a card or hand as set forth in Section 5.

Round of play - or "round" means one complete cycle of play during which all players playing at the table have placed one or more wagers, been dealt a hand, and had their wagers paid or collected in accordance with the Rules of the Game of ~~Two Card Joker Poker~~two card joker poker.

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

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

Tie hand - means the two-card joker hand of a player is equal in rank to the two-card joker hand of the dealer during a round of play.

2. Cards; number of decks

(a)

Except as provided in (b) below, the game of two card joker poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and two additional solid (a) yellow or green cover cards.

(b)

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If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game provided that:

- (1) Each deck of cards complies with the requirements of 205 CMR 146.48;
- (2) The backs of the cards in the two decks are of different color;
- (3) One deck is being shuffled by the automated card shuffling device while the other deck is (3) being dealt or used to play the game;
- (4) Both decks are continuously alternated in and out of play, with each deck being used for (4) every other round of play; and
- (5) The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

(a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as (a) applicable, comply with the requirements of ~~either 205 CMR 146.49 and (b) through (d) below.~~

~~below or the requirements of 205 CMR 146.50.~~

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be (b) laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut the cards

(a) Immediately prior to the commencement of play, ~~unless the cards were pre-shuffled pursuant to 205 CMR 146.50,~~ and after each round of play has been completed, the dealer shall shuffle the cards, ~~either manually or~~ by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b) After the cards have been shuffled and stacked, the dealer shall:

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~~(1)~~ If the cards were shuffled using use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or

~~(2)~~ If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, ~~(b)~~ cut the cards in accordance with the procedures set forth in ~~(e)~~ below Sections 7 or 8.

~~(e)~~

(c) If a cut of the cards is required, the dealer shall:

~~(1)~~ ~~(1)~~ Cut the deck, using one hand, by:

~~(i)~~ ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of ~~(ii)~~ the cover card;

~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and ~~(iii)~~ placed on the cover card pursuant to (c)1ii above; and

~~(iv)~~ ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

~~(2)~~ ~~(2)~~ Deal the cards in accordance with the procedures set forth in Sections 7-9 or 8.

~~(e)~~

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

~~(e)~~

Whenever there is no gaming activity at a two card joker poker table that is open for gaming, the cards shall be spread out on the table ~~either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in ~~(e)~~ Section 3(c) and, if applicable, (d) shall be completed.

5. Two card joker poker hand rankings

~~(e)~~

The rank of the cards used in two card joker poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2. A joker may only be used to form a pair with the other joker or a ~~(a)~~ non-joker card.

~~(e)~~

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

~~(1)~~ ~~(1)~~ "Two jokers" is a hand consisting of two jokers;

~~(2)~~ ~~(2)~~ "Royal flush" is a hand consisting of an ace and a king of the same suit;

~~(3)~~ "Straight flush" is a hand consisting of two cards of the same suit in consecutive ranking, other than an ace and a king, with a king and a queen being the highest ranking straight

~~(3)~~ flush and an ace and a two being the lowest ranking straight flush;

~~(4)~~ "Straight" is a hand consisting of two cards, not of the same suit, in consecutive ranking, with an ace and a king being the highest ranking straight and an ace and a two being the

~~(4)~~ lowest ranking straight;

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

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however, that a hand consisting of one joker and one non-joker shall be ranked as a pair (5) of the non-joker card;

(6) "Flush" is a hand consisting of two cards of the same suit but not of consecutive rank, with an ace and a queen being the highest ranking flush and an ace and a three being the (6) lowest ranking flush; and

(7) "High card" is a hand that is not listed in (b)(1) through (6) above, the value of which is (7) determined by the higher-ranking card in the hand.

(e)

When comparing two hands which are of identical rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the (c) application of this subsection, the hands shall be considered a tie.

6. Wagers

(e)

All wagers at two card joker poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal (a) wager accompanied by cash shall not be accepted.

(e)

Except as provided in Section 409, all wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9 or 8, and no wager shall

(b) be made, increased, or withdrawn after the dealer has announced "No more bets."

(e)

(c) The following wagers may be placed in the game of two card joker poker:

(1) A player may compete solely against the dealer by placing an ante wager and, unless the player chooses to fold after receiving his or her their cards, a call wager in accordance with (1) Section 409;

(2) A player may compete solely against a posted pay table by placing a pair up wager and/or (2) a super flush bonus wager; or

(3) A player may compete against both the dealer and the posted pay table by placing wagers (3) in accordance with (c)(1) and (2) above.

(e)

The outcome of an ante wager and, if placed, a call wager shall have no bearing on a pair up (d) wager or a super flush bonus wager made by a player at the game of two card joker poker.

(e)

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

7. Procedure for dealing the cards from a manual dealing shoe

(e)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have

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been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by the automated card shuffling device.

(b) The dealer shall announce “No more bets” prior to dealing any cards.

Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite (c) hand.

The dealer shall, starting with the player farthest to his or her their left and continuing around the (d) table in a clockwise manner, deal the cards as follows:

- (1) One card face down to each player;
- (2) One card face down to the area designated for the dealer’s hand under a cover card;
- (3) A second card face down to each player; and
- (4) A second card face down to the area designated for the dealer’s hand under a cover card.

(5) All cards will be dealt in a manner as to not disclose the value of the cards.

After two cards have been dealt to each player and to the area designated for the hand of the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided (e) in (f) below, place the stub in the discard rack without exposing the cards.

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine (f) the number of cards in the stub by counting the cards face down on the layout.

(1) If the count of the stub indicates that 54 cards are in the deck, the dealer shall place the (1) stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than two cards) but 54 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant (2) to 205 CMR 146.49.

8. Procedure for dealing the cards from the hand

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play two card joker poker from his or her hand:

(b) If a casino chooses to have the cards dealt from the dealer’s hand, the following requirements shall be observed:

- (1) The gaming licensee shall use an automated shuffling device to shuffle the cards.
- (2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand:
 - (i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - (ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

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~~(3) The dealer shall announce “No more bets” prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:~~

~~(1) One card face down to each player;~~

~~(2) One card face down to the area designated for the dealer’s hand under a cover card;~~

~~(3) A second card face down to each player; and~~

~~(4) A second card face down to the area designated for the dealer’s hand under a cover card.~~

~~(5) All cards will be dealt in a manner as to not disclose the value of the cards.~~

~~(d) After two cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).~~

9.

8. Procedures for dealing the cards from an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play two card joker poker dealt from an automated dealing shoe/machine which dispenses cards in stacks of two cards, provided that the

(a) shoe/machine, its location and the procedures for its use are approved by the Commission.

~~(b)~~

If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/machine, the following requirements shall be observed:

(1) Once the procedures required by Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

(2) The dealer shall then announce “No more bets” prior to the shoe/machine dispensing any stacks of cards.

~~(c)~~

(c)

The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe/machine face down to the player farthest to his or her left who has placed a wager in accordance with

Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each

of the other players who has placed a wager in accordance with Section 6. The dealer shall then place a cover card on top of the dealer’s stack of two cards in the automated dealing

(c) shoe/machine and deliver the stack face down in a manner as to not disclose the value of the cards with the cover card on top to the area designated for the dealer’s hand.

~~(d)~~

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After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe/machine and, except as

(d) provided in (e) below, place the stub in the discard rack without exposing the cards.

(e)

The dealer shall be required to count the stub at least once every five rounds of play in order (e) to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

~~stub in accordance with the provisions of Section 7(f).~~

(f)

Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 54 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the (f) deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

9. Procedure for completion of each round of play; collection and payment of wagers

(a)

After the dealing procedures required by Sections 7-9 or 8 have been completed, each player shall

(a) examine his or her their cards without exposing them to any person and replace the cards face down on the layout.

~~down on the layout.~~

(b)

The dealer shall then, starting with the player farthest to the left of the dealer and moving clockwise around the table, offer each player who has placed an ante wager the option to either make a call wager in an amount equal to the player's ante or fold

(b) the hand and forfeit his or her their ante wager.

(c)

After each player has either placed a call wager or folded his or her their hand, the dealer shall, starting with the player farthest to the right of the dealer and moving counterclockwise (c) around the table, complete the following procedures in succession for each player:

(+) If the player has placed either a pair up wager or a super flush wager, reveal the cards of

(1) the player and settle the pair up wager and/or the super flush wager in accordance with the provisions of Section 10(d)-(e); and

~~the provisions of Section 11(d)-(e); and~~

(2) (2) If the player has folded his or her their hand, collect the ante wager and cards of the player and, and place the cards in the discard rack.

~~place the cards in the discard rack.~~

(d)

The dealer shall then remove the cover card from the dealer's hand, reveal his or her their cards and, starting with the player farthest to the right of the dealer and continuing counterclockwise around the table, complete the following applicable procedures in (d) succession for each player with wagers remaining on the table:

(1) (+) If the dealer does not have a qualifying hand of queen or higher, the dealer shall:

(i) (+) Pay the player 1 to 1 on the ante wager;

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- (ii) ~~(#)~~ Return the call wager of the player; and
- (iii) ~~(##)~~ Collect the cards of the player and place them in the discard rack; or
- (2) ~~(2)~~ If the dealer has a qualifying hand of queen or higher, the dealer shall:
 - (i) ~~(#)~~ Unless the hand of the player was revealed pursuant to (c)(1) above, reveal the cards of the player;

~~the player;~~

- ~~(#)~~ Collect the ante and call wagers of the player if the hand of the dealer is ranked higher
 - (ii) than the hand of the player;
- ~~(##)~~ Pay the ante and call wagers of the player in accordance with the payout odds listed
 - (iii) Section ~~++10~~ if the hand of the player is ranked higher than the hand of the dealer; and
 - (iv) ~~(iv)~~ Collect the cards of the player and place them in the discard rack.

~~(e)~~

- (e) Upon completion of the procedures in (d)(1) or (2) above, the dealer shall place the cards of the dealer in the discard rack.

~~the dealer in the discard rack.~~

~~(f)~~

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

~~++~~

10. Payout odds

~~(#)~~

The payout odds for winning ante, call, pair up and super flush bonus wagers printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word “to” or “win,” and no odds shall be stated through the use of the (a) word “for.”

~~(b)~~

(b) A player shall be paid 1 to 1 on an ante wager if:

- ~~(#)~~ The player placed a call wager and the dealer does not have a qualifying hand rank of
 - (1) “queen or higher;” or
- ~~(#)~~ The dealer has a qualifying hand rank of “queen or higher” and the hand of the player is
 - (2) ranked higher than the hand of the dealer.

~~(e)~~

If the dealer does not have a qualifying hand rank of “queen or higher,” the call wager of a player shall be returned to the player. If the dealer has a qualifying hand rank of “queen or higher,” the call wager of a player shall be paid in accordance with the following pay table if (c) the hand of the player is ranked higher than the hand of the dealer:

~~(#)~~

Player's Hand	Payout Odds
Pair of jokers	8 to 1
Royal flush	5 to 1
Straight flush	3 to 1
Straight or less	1 to 1

A winning pair up wager shall be paid in accordance with the one of following pay tables

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(d) pre-selected by the gaming licensee:

(e)

Player's Hand	Table 1	Table 2	Table 3
Pair of jokers	40 to 1	50 to 1	40 to 1
Royal flush	20 to 1	25 to 1	30 to 1
Straight flush	5 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

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(e) A winning super flush bonus wager shall be paid in accordance with the following pay table:

(f)

Player's Hand	Payout Odds
Royal flush	30 to 1
Straight flush	5 to 1
Ace high flush	3 to 1
King high flush	2 to 1
Flush	1 to 1
Straight	Push
Pair (including pair of jokers)	Push

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If a player and the dealer have a tie hand, the player's ante and call wagers are a push and

(f) shall be returned to the player.

12.

11. Irregularities

Player's Hand Payout Odds

Pair of jokers 8 to 1

Royal flush 5 to 1

Straight flush 3 to 1

Straight or less 1 to 1

Player's Hand Table 1 Table 2 Table 3

Pair of jokers 40 to 1 50 to 1 40 to 1

Royal flush 20 to 1 25 to 1 30 to 1

Straight flush 5 to 1 4 to 1 4 to 1

Straight 3 to 1 3 to 1 3 to 1

Pair 1 to 1 1 to 1 1 to 1

Player's Hand Payout Odds

Royal flush 30 to 1

Straight flush 5 to 1

Ace high flush 3 to 1

King high flush 2 to 1

Flush 1 to 1

Straight Push

Pair (including pair of jokers) Push

(a)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not

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be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the (a) cards shall be reshuffled.

(b)

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

(c)

If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and (c) the cards shall be reshuffled.

(d)

If one or both of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her their cards as prescribed in Section 409(d), all hands shall be void and the cards shall be (d) reshuffled.

(e)

If an automated card shuffling device is being used and the device jams, stops shuffling (e) during a shuffle, or fails to complete a shuffle cycle, the cards shall reshuffled in accordance with procedures approved by the Commission.

(f)

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

~~procedures approved by the Commission.~~

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

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ULTIMATE TEXAS HOLD 'EM
Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Ultimate Texas Hold 'Em, shall have the following meanings unless the context clearly indicates otherwise:

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

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

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

Check-- means that the player waives the right to place a play wager but remains in the round of play.

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

Flop-- means the first three community cards dealt face up in the area designated for the placement of the community cards.

Fold-- means the withdrawal of a player from a round of play by discarding ~~his or her~~ their two cards and not making a play wager.

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

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

Push-- means a tie, as defined in Section 499(h)(3).

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Rank - or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

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Round of play - or "round" means one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Ultimate Texas Hold 'Em.

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Sub - means the remaining portion of the deck after all cards in the round of play have been dealt.

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

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

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2. Cards; number of decks

(a) Except as provided in (b) below, the game of ~~ultimate texas hold 'em~~ Ultimate Texas Hold 'Em shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and two additional solid (a) yellow or green cover cards.

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(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game, provided that:

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- (1) Each deck of cards complies with the requirements of 205 CMR 146.48;
- (2) The backs of the cards in the two decks are of different color;
- (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- (4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
- (5) The cards from only one deck shall be placed in the discard rack at any given time.

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3. Opening of the table for gaming

(a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as (a) applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (d) below.

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~~below or the requirements of 205 CMR 146.50.~~

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(b) Following the inspection of the cards by the dealer and the verification by the floorperson

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

(e)

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in (c) accordance with Section 4.

(d)

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and (d) shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

(a)

Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards (a) directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

After the cards have been shuffled and stacked, the dealer shall:
(1) ~~If the cards were shuffled using use~~ an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9, or
(b) (2) ~~If the cards were shuffled manually, cut the~~ cards in accordance with the procedures set forth in Sections 7 or 8.
forth in (e) below.

(e)

(c) If a cut of the cards is required, the dealer shall:

(1) ~~(1)~~ Cut the deck, using one hand, by:

(i) ~~(i)~~ Placing the cover card on the table in front of the deck of cards;

(ii) ~~(ii)~~ Taking a stack of at least 10 cards from the top of the deck and placing them on top of (ii) a cover card;

(iii) ~~(iii)~~ Placing the cards remaining in the deck on top of the stack of cards that were cut and (iii) placed on the cover card pursuant to (c)(1)(ii) above; and

(iv) ~~(iv)~~ Removing the cover card and placing it in the discard rack; and

(2) ~~(2)~~ Deal the cards in accordance with the procedures set forth in Sections 7-9 or 8.

(d)

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

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(d) game.

(e)

Whenever there is no gaming activity at an ~~ultimate texas hold 'em~~Ultimate Texas Hold 'Em table that is open for

~~gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table.~~ After

~~the first player is afforded an opportunity to visually inspect the cards, the procedures set~~ (e) forth in Section 3(c) and, if applicable, (d) shall be completed.

5. ~~Ultimate texas hold 'em~~Texas Hold 'Em hand rankings

(a)

The rank of the cards used in ~~ultimate texas hold 'em~~Ultimate Texas Hold 'Em, for the determination of winning

~~hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4,~~ 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or

(a) a "straight" formed with a 2, 3, 4 and 5.

(b)

The permissible poker hands at the game of ~~ultimate texas hold 'em~~Ultimate Texas Hold 'Em, in order of highest to

(b) lowest rank, shall be:

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

(2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack and ten being the highest ranking five-card straight

(2) flush and ace, two, three, four and five being the lowest ranking five-card straight flush;

(3) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces

(3) being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

(4) "Full house" is a hand consisting of a "three-of-a-kind" and a "pair" with three aces and two kings being the highest ranking full house and three twos and two threes being the

(4) lowest ranking full house;

(5) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking flush and two, three, four, five

(5) and seven being the lowest ranking flush;

(6) "Straight" is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four

(6) and five being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand

(6) (for example, queen, king, ace, two and three);

(7) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces

(7) being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

(8) "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the

(8) highest ranking two pair and two threes and two twos being the lowest ranking two pair;

and

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

(b)

When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the (c) application of this subsection, the hands shall be considered a push.

6. Wagers

(a)

All wagers at ~~ultimate texas hold 'em~~Ultimate Texas Hold 'Em shall be made by placing gaming chips or plaques, and,

if applicable, a match play coupon on the appropriate betting areas of the table layout. A (a) verbal wager accompanied by cash shall not be accepted.

(b)

All ante, blind and trips wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections ~~7-9, or 8.~~ Except as provided in Section ~~409,~~ no wager shall be made, increased, or withdrawn after the dealer has announced (b) "No more bets."

(c)

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

(d)

(d) Play wagers shall be made in accordance with the provisions of Section ~~409.~~

(e)

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

7. Procedure for dealing the cards from a manual dealing shoe

(a)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by the automated card shuffling device.

(b)

(b) The dealer shall announce "No more bets" prior to dealing any cards.

(c)

Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite

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(c) hand.

(4)

The dealer shall, starting with the player farthest to ~~his or her~~their left and continuing around the (d) table in a clockwise manner, deal the cards as follows:

(1) ~~(1)~~ One card face down to each player who has placed wagers in accordance with Section 6;

~~(2)~~ One card face down to the area designated for the dealer's hand under a cover card in a (2) manner as to not disclose the value of the cards;

~~(3)~~ A second card face down to each player who has placed wagers in accordance with (3) Section 6; and

~~(4)~~ A second card face down to an area designated for the dealer's hand under a cover card in (4) a manner as to not disclose the value of the cards.

(e)

After two cards have been dealt to each player and to the area designated for the dealer's hand, and after all community cards have been dealt in accordance with the provisions of Section ~~109~~, the dealer shall remove the stub from the manual dealing shoe and, except as (e) provided in (f) below, place the stub in the discard rack without exposing the cards.

(4)

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine (f) the number of cards in the stub by counting the cards face down on the layout.

(4)

If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the

(1) stub in the discard rack without exposing the cards.

(2)

If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's hand has more or less than two cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 15. If the cards have not been misdealt, all hands shall be considered void and the entire deck of (2) cards shall be removed from the table pursuant to 205 CMR 146.49.

~~8. Procedure for dealing the cards from the hand~~

(a)

~~(g) Notwithstanding any other the provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play ultimate texas hold 'em from his or her hand.~~

~~(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements (f) above, the counting of the stub shall not be observed:~~

~~(1) The gaming licensee shall use required if an automated card shuffling device to shuffle the cards.~~

~~(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.~~

~~(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over~~

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~~the is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table inventory container.~~

~~(3) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:~~

~~(1) One card face down to each player who has placed wagers in accordance with Section 6;~~

~~(2) One card face down to the area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the card;~~

~~(3) A second card face down to each player who has placed wagers in accordance with Section 6; and~~

~~(4) A second card face down to the area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the card.~~

~~(d) After two cards have been dealt to each player and the area designated for the hand of the dealer and all community cards have been dealt in accordance with the provisions of 205 CMR 146.49.~~

~~Section 10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).~~

~~9.~~

8. Procedures for dealing the cards from an automated dealing shoe/machine

~~(a)~~

Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ~~ultimate texas hold 'em~~ Ultimate Texas Hold 'Em dealt

from an automated dealing shoe/machine which dispenses cards in stacks of two cards, provided that

(a) the shoe/machine, its location and the procedures for its use are approved by the Commission.

~~(b)~~

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the/machine, the following requirements shall be observed:

~~following requirements shall be observed:~~

~~(1)~~ Once the procedures required by Section 4 have been completed, the cards shall be

(1) placed in the automated dealing shoe/machine.

~~(2)~~ (2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.

~~cards.~~

~~(c)~~

The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe

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~~/machine~~ face down to the player farthest to ~~his or her~~their left who has placed wagers in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed wagers in accordance with Section 6. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing (c) shoe/machine and deliver the stack face down with the cover card on top to the area designated for the dealer's hand.

~~(d)~~

After each stack of two cards has been dispensed and delivered in accordance with this (d) subsection, the dealer shall remove the remaining cards from the automated dealing shoe ~~and/machine~~ and deal from their hand the five community cards in a manner as to not disclose the value of the cards in accordance with the provisions of Section 9. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

~~following the procedures set forth in Section 8(b)(2) (3), deal from his or her hand the five community cards in a manner as to not disclose the value of the cards in accordance with the provisions of Section 10. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~

~~(e)~~

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the (e) stub in accordance with the provisions of Section 7(f) and (g).

9. Procedures for completion of each round of play; collection and payment of wagers

~~(a)~~

After the dealing procedures required by Sections ~~7-9 or 8~~ have been completed, each player shall

examine ~~his or her~~their cards without exposing them to any person and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to ~~his or her~~their left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a play wager prior to the dealing of the first three community cards. The player may either check or place a play wager in an amount equal to three or four times the amount of (a) the player's ante wager.

~~(1) (1)~~ If a player places a play wager, the wager shall be placed in the designated play betting area.

~~area.~~

~~(2)~~ If a player checks, the player shall remain in the game and defer ~~his or her~~their decision to (2) place a play wager to the next betting opportunity.

~~(b)~~

Once all players have either placed a play wager or checked, the dealer shall burn the next (b) card. The dealer shall then deal the next three cards in the deck (the flop) face up to the designated area for the community cards.

~~designated area for the community cards.~~

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(e)

After the flop has been dealt, the dealer shall, starting with the player farthest to ~~his or her~~ their left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if ~~he or she wishes~~ they wish 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 (c) to two times the amount of the player's ante wager.

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

~~area.~~

(2) If a player checks, the player shall remain in the game and defer ~~his or her~~ their decision to (2) 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 (d) card. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards.

~~for the community cards.~~

(e)

After the final two community cards have been dealt, the dealer shall, starting with the player farthest to ~~his or her~~ their left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a play wager whether ~~he or she~~ they wishes to fold ~~his or her~~ their hand

(e) or place a play wager equal in amount to ~~his or her~~ their ante wager.

(1) If a player places a play wager, the wager shall be placed in the designated play betting (1) area.

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

~~and placed in the table inventory container.~~

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

(ii) If the player has not placed a trips wager, the dealer shall immediately spread the (ii) cards of the folded hand face down and place them in the discard rack.

~~(4)~~

After each player has either folded or placed a play wager, the dealer shall remove the cover card from the top of the dealer's cards and place it on the table layout. The dealer shall then turn ~~his or her~~ their two cards face up, position ~~his or her~~ their 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 (f) the players.

~~(g)~~

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

~~(h)~~

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

the discard rack.

(+) If the player's five-card hand is ranked lower than the dealer's five-card hand, the player (1) shall lose and the dealer shall immediately collect any ante, blind and play wagers made by the player and place the wagers in the table inventory container.

~~by the player and place the wagers in the table inventory container.~~

(-) If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay any ante, blind and play wagers made by the player in accordance with the payout odds set forth in Section ++10; provided, however, that the blind (2) wager shall not be paid unless the player's winning hand has a rank of straight or higher.

(+) 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 (3) ante, blind or play wagers.

(+) 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 Section ++10(d). A winning trips wager shall be paid (4) without regard to the outcome of any other wager made by the player.

(+)

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

++.

10. Payout odds

(+)

The payout odds for winning wagers at ~~ultimate texas hold 'em~~ **Ultimate Texas Hold 'Em** printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use (a) of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(+)

(b) A gaming licensee shall pay each winning ante and play wager at odds of 1 to 1.

(+)

If a player's five-card hand ranks higher than the dealer's five card hand, a gaming licensee (c) shall pay the player's blind wager in accordance with the following odds:

(+)

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

A gaming licensee shall pay each winning trips wager at the game of ~~ultimate texas hold 'em~~ **(d) Ultimate Texas Hold 'Em** at no less than the odds set forth in the alternative pay table set forth below that was ~~preselected~~**pre-selected** by the gaming licensee:

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

Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, play, blind and trips wagers for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, **(e)** whichever is greater.

11. 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~~**Ultimate Texas Hold 'Em table.**
~~texas hold 'em table.~~

12. ~~13~~ Cover All Bonus Wager

(a) If players make the Cover All bonus, they must do so before the start of the round.

The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is **(b)** three-of-a-kind or better.

(c) Payouts are dynamic: they change depending on the number of players in the round.

(d) Casinos must set the i-Deal Plus shuffler to the "Ultimate Texas Hold 'Em Cover All" mode.

(e) After the dealer removes ~~his~~**their** hand from the shuffler and presses the green button, the i-Deal

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Plus will determine the number of players in the round and display the payouts on its front (e) screen.

Player's Five-Card Hand Payout Odds

Royal flush 500 to 1

Straight flush 50 to 1

Four of a kind 10 to 1

Full house 3 to 1

Flush 3 to 2

Straight 1 to 1

Less than a straight Push

Hand Pay Table A Pay Table B Pay Table C Pay Table D

Royal flush 50 to 1 50 to 1 50 to 1 50 to 1

Straight flush 40 to 1 40 to 1 40 to 1 40 to 1

Four of a kind 30 to 1 30 to 1 30 to 1 20 to 1

Full house 9 to 1 8 to 1 8 to 1 7 to 1

Flush 7 to 1 6 to 1 7 to 1 6 to 1

Straight 4 to 1 5 to 1 4 to 1 5 to 1

Three of a kind 3 to 1 3 to 1 3 to 1 3 to 1

(f)

(f) Below is the payable for seven players; includes the dealer:

Highest Hand	7
Royal Flush	70 to 1
Straight Flush	30 to 1
Quads	20 to 1
Full House	4 to 1

(g)

Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, (g) the bonus is paid for the straight flush.

(h)

(h) The dealer resolves the game according to house procedures, with a few changes:

(i)

When the dealer comes across a hand that's a straight or higher (even if it's ~~his~~, ~~theirs~~), they will

a. leave the cards exposed on the table

(j)

(j) If the dealer finds a higher hand, ~~they~~ will leave those cards exposed and remove any previous ~~cards left on the table~~. ~~cards left on the table~~.

(k)

Once the dealer has finished reconciling all player bets, ~~they~~ will go back and reconcile the

(j) Cover All bets.

(k)

(k) Below is the matrix for 1-6 players, including the dealer's hand:

1-4.

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	Player's and Dealer					
Highest Hand	7	6	5	4	3	2
Royal Flush	70 to 1	80 to 1	100 to 1	125 to 1	150 to 1	200 to 1
Straight Flush	30 to 1	40 to 1	40 to 1	70 to 1	80 to 1	100 to 1
Quads	20 to 1	30 to 1	35 to 1	40 to 1	50 to 1	70 to 1
Full House	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1	12 to 1

13. Progressive Wager: Multi Game Link Progressive

(a) When placing a Progressive bet it must be \$5. No more. No less.

(b) The Progressive bet may be placed when the player has placed ~~an Ante, Blind and Trips bet;~~ the mandatory main game wager. The patron may not play it alone.

(c) The Progressive bet shall be settled in sequence, along with the Ante, Blind and Trips wagers. Aggregate Payout:

(d) THE MAXIMUM AGGREGATE PAYOUT FOR ALL BETS COMBINED PER HAND PER ROUND EXCLUDING THE PROGRESSIVE PAYOUT IS \$75,000.

(e) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

~~Highest Hand 7
Royal Flush 70 to 1
Straight Flush 30 to 1
Quads 20 to 1
Full House 4 to 1
Highest Hand 7 6 5 4 3 2
Royal Flush 70 to 1 80 to 1 100 to 1 125 to 1 150 to 1 200 to 1
Straight Flush 30 to 1 40 to 1 40 to 1 70 to 1 80 to 1 100 to 1
Quads 20 to 1 30 to 1 35 to 1 40 to 1 50 to 1 70 to 1
Full House 4 to 1 4 to 1 5 to 1 6 to 1 8 to 1 12 to 1
Player's and Dealer
Hand Pays* Envy** Hand Pays* Envy**
Royal Flush 100% \$1,000 Royal Flush 100% \$5,000
Straight Flush 10% \$300 Straight Flush 10% \$1,500
4 of a Kind 300 for 1 4 of a Kind 300 for 1
Full House 50 for 1 Full House 50 for 1
Flush 40 for 1 Flush 40 for 1
Straight 30 for 1 Straight 30 for 1
3 of a Kind 9 for 1 3 of a Kind 9 for 1
Meter Seed** Meter Seed**
Hand Pays* Envy** Hand Pays* Envy**
Straight Flush 100% \$250 Royal Flush 100% Major \$1,000
4 of a Kind 300 for 1 Straight Flush 100% Minor \$300
Full House 50 for 1 4 of a Kind 300 For 1~~

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~~Flush 40 for 1 Full House 50 For 1
Straight 30 for 1 Flush 40 For 1
3 of a Kind 9 for 1 Straight 30 For 1
3 of a Kind 9 For 1
Meter Seed**~~

~~Meter Seed** Major
Meter Seed** Minor~~

~~Hand Pays* Envy** Hand Pays* Envy**~~

~~Royal Flush 100% Mega \$1,000 Royal Flush 100% Mega \$1,000
Straight Flush 100% Major \$300 Straight Flush 100% Major \$300
4 of a Kind 100% Minor 4 of a Kind 100% Minor
Full House 50 For 1 Full House 50 For 1
Flush 40 For 1 Flush 40 For 1~~

~~Straight 30 For 1 Straight 30 For 1
3 of a Kind 10 For 1 3 of a Kind 9 For 1~~

~~Meter Seed** Mega Meter Seed** Mega
Meter Seed** Major Meter Seed** Major
Meter Seed** Minor Meter Seed** Minor~~

~~*Original Wager is NOT Returned
**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.~~

~~\$10,000
\$1,000
\$250~~

~~**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.~~

~~\$10,000
\$10,000
\$1,000
\$250~~

~~PTMGLML02 PTMGLML03~~

~~*Original Wager is NOT Returned~~

~~Multi-Game Link Paytables~~

~~PTMGL01 PTMGL02~~

~~*Original Wager is NOT Returned *Original Wager is NOT Returned
\$1,000~~

~~\$10,000~~

~~**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with
changes made to the progressive wager amount.
Listed seed amounts are for \$1 wager.~~

~~**Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~\$10,000~~

~~*Meter Seed adjust up or down accordingly with~~

~~changes made to the progressive wager amount.~~

~~Listed seed amounts are for \$1 wager.~~

~~PTMGL04~~

~~*Original Wager is NOT Returned~~

~~\$1,000~~

~~PTMGLML01~~

~~*Original Wager is NOT Returned~~

~~(+)~~

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

Patrons on the game of Ultimate Texas Hold Em Poker will use the two (2) cards original dealt to them for their hand in the Multi Game Link and the three (3) cards for (f) the Flop in front of the dealer as their five (5) card hand.

(g)
When the different game titles are linked to a single progressive jackpot the payable, (g) wager amount and number of decks must be the same between all linked Poker games.
15.

14. Irregularities

(a)
If any card dealt to the dealer in ~~ultimate texas hold 'em~~ Ultimate Texas Hold 'Em is exposed prior to each player

having either folded or placed a play wager pursuant to Section 409, all hands shall be void.

Notwithstanding the foregoing, if a player has placed a trips wager, the community cards shall be dealt and each trips wager shall be settled in accordance with the payout odds set

(a) forth in Section 410(d).

(b)
A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up

after each player and the dealer has received their initial two cards, the community cards shall be dealt and any trips wager shall be settled in accordance with the payout odds set

(b) forth in Section 410(d).

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

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

(e)
If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in (e) accordance with procedures approved by the Commission.

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

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

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WINNER'S POT POKER

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Winner's Pot Poker, shall have the following meanings unless the context clearly indicates otherwise:

Ante - or "ante wager" means the initial wager in a fixed dollar amount established by the gaming licensee that a player and the dealer are required to make prior to any cards being dealt in order to participate in a round of play.

Bet - or "bet wager" means the second wager, equal in amount to the ante wager, that the dealer shall make and that a player may make in order to remain in the round of play. A bet wager by a player shall be placed after each player and the dealer has been dealt three cards.

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

Double - or "double wager" means the third wager, equal in amount to double the ante wager, that the dealer shall make and that a player may make in order to remain in the round of play. A double wager by a player shall be placed after each remaining player and the dealer has been dealt a fourth card.

Fold - means the decision of a player to discontinue ~~his or her~~their participation in a round of play and to forfeit ~~his or her~~their ante wager and, if placed, bet wager and double wager.

Jacks plus bonus wager - means the optional supplemental wager that a player may place prior to any cards being dealt that the hand of the player will qualify for a posted payout.

Hand - means the highest ranking poker hand that can be formed from the cards of a player or the dealer.

Rank - or "ranking" means the relative position of a card or hand as set forth in Section 5

Round of play - or "round" means one complete cycle of play during which all players playing at the table have placed their wagers, been dealt a hand, and have had their wagers paid or collected in accordance with the Rules of the Game of Winner's Pot Poker.

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

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

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Tie hand - means a hand that is of equal rank with the hand of another player or the dealer during a round of play.

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Winner's pot - or "pot" means the aggregate ante, bet and double wagers of all players and the dealer, except for the ante wager of any player who declines to make a bet wager and folds his or her their hand after the first three cards are dealt.

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2. Cards; number of decks

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(a) Except as provided in (b) below, the game of ~~winner's pot poker~~ Winner's Pot Poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and one additional solid (a) yellow or green cover card.

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(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a (b) second deck of cards to play the game, provided that:

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- (1) Each deck of cards complies with the requirements of 205 CMR 146.48;
- (2) The backs of the cards in the two decks are of different color;
- (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- (4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
- (5) The cards from only one deck shall be placed in the discard rack at any given time.

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3. Opening of the table for gaming

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(a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as (a) applicable, comply with the requirements of ~~either~~ 205 CMR 146.49 and (b) through (d) below.

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~~below or the requirements of 205 CMR 146.50.~~

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(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be (b) laid out in sequence within the suit.

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(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of

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the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4

(d)

If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut the cards

(a)

Immediately prior to the commencement of play, unless the cards were pre shuffled pursuant to 205 CMR 146.50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of (a) the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

(b)

After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9, or

(2) If the cards were shuffled manually or were pre shuffled pursuant to 205 CMR 146.50,

(b) cut the cards in accordance with the procedures set forth in (e) below Sections 7 or 8.

(c)

If a cut of the cards is required, the dealer shall:

(1) Cut the deck, using one hand, by:

(i) Placing the cover card on the table in front of the deck of cards;

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of

(iii) the cover card;

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and

(iv) placed on the cover card pursuant to (c)(1)(ii) above; and

(v) Removing the cover card and placing it in the discard rack; and

(2) Deal the cards in accordance with the procedures set forth in Sections 7-9 or 8.

(d)

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

(e)

Whenever there is no gaming activity at a winner's pot poker Winner's Pot Poker table that is open for gaming,

the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in

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(e) Section 3(c) and, if applicable, (d) shall be completed.

5. Winner's ~~pot poker~~Pot Poker hand rankings

~~(a)~~
The rank of the cards used in ~~winner's pot poker~~Winner's Pot Poker, for the determination of winning hands, in

order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other

(a) sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3).

~~(b)~~
The permissible poker hands at the game of ~~winner's pot poker~~Winner's Pot Poker, in order of highest to lowest

(b) rank, shall be:

- (1) ~~(+)~~ "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
- (2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest ranking straight flush;
- (3) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces (3) being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
- (4) "Full house" is a hand consisting of a "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the (4) lowest ranking full house;
- (5) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the (5) lowest ranking flush;
- (6) "Straight" is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being (6) the lowest ranking straight;
- (7) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces (7) being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
- (8) "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two (8) pairs; and
- (9) "Pair" is a hand consisting of two cards of the same rank, with two aces being the (9) highest ranking pair and two twos being the lowest ranking pair.

~~(c)~~
When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the (c) application of this subsection, the hands shall be considered a tie.

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6. Wagers

(a)

All wagers at ~~winner's pot poker~~ Winner's Pot Poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal (a) wager accompanied by cash shall not be accepted.

(b)

Except as provided in Section ~~109~~, all wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections ~~7-9~~ and 8, and no wager shall

(b) be made, increased, or withdrawn after the dealer has announced "No more bets."

(c)

At the beginning of each round of play, each player shall be required to place an ante wager. At the beginning of each round of play, the dealer shall be required to place an ante, bet and (c) double wager.

(d)

The outcome of the jacks plus bonus wager made by a player shall have no bearing on any (d) other wager of that player.

(e)

Only players who are seated at a ~~winner's pot poker~~ Winner's Pot Poker table may place a wager at the game.

Once a player has placed a wager and received cards, that player must remain seated until the (e) completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

(a)

If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the (a) dealer or by the automatic card shuffling device.

(b)

(b) Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

(c) The dealer shall announce "No more bets" prior to dealing any cards.

(d)

Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite (d) hand.

(e)

In the first round of play, the dealer shall place a button in front of the dealer's position indicating that the dealing shall commence with the player farthest to ~~his or her~~ their left and continue around the table in a clockwise manner. For each ensuing round of play, the button shall rotate clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer. Dealing shall commence with the player or dealer, as

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(e) applicable, positioned immediately after the button in clockwise rotation.

(e)

(f) The dealer shall burn the top card of the deck and shall then deal the cards as follows:

(1) ~~(1)~~ One card face down to each player and the dealer in a manner as to not disclose the value of the cards;

of the cards;

(2) ~~(2)~~ A second card face down to each player and the dealer in a manner as to not disclose the value of the cards; and

value of the cards; and

(3) ~~(3)~~ A third card face up to each player and the dealer.

(f)

After all cards have been dealt to each player and the dealer as provided in (e) above and

(g) Section 109, the dealer shall remove the stub from the manual dealing shoe and place the stub face down in the discard rack without exposing the cards.

face down in the discard rack without exposing the cards.

(g)

(h) The dealer shall be required to count the cards in the deck at least once every five rounds of play in order to determine that the correct number of cards are still in the deck.

8. Procedures for dealing the cards from an automated dealing shoe/machine

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play Winner's Pot Poker dealt from an automated dealing shoe/machine which dispenses cards in stacks of three cards, provided that the shoe/machine, its location and the procedures for its use are approved by the Commission.

(b) Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.

(c) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/machine, the following requirements shall be observed:

(1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe/machine.

(2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.

(d) In the first round of play, the dealer shall place a button in front of the dealer indicating that the dealing shall commence with the player farthest to their left and continue around the table in a clockwise manner. For each ensuing round of play, the button shall rotate clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer. Dealing shall commence with the player or dealer, as applicable, positioned immediately after the button in clockwise rotation.

(e) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe/machine face down to the player farthest to their left who has placed an ante wager in accordance with Section 6. Once the stack is delivered to the player position, the dealer shall

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turn face up the top card of the stack. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each player who has placed a wager in accordance with Section 6 and the dealer in a manner as to not disclose the value of the cards, turning face up the top card on the stack of each player and the dealer.

(f) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe/machine and, deal from their hand any cards required to be dealt in accordance with the provisions of Section 9. After all required cards have been dealt, the dealer shall place the stub face down in the discard rack without exposing the cards.

The dealer shall be required to count the cards in the deck at least once every five rounds of play in order to determine that the correct number of cards are still in the deck.

~~8. Procedure for dealing the cards from the hand~~

~~(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play winner's pot poker from his or her hand.~~

~~(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:~~

~~(1) The gaming licensee shall use an automated shuffling device to shuffle the cards.~~

~~(2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.~~

~~(i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.~~

~~(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.~~

~~(3) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.~~

~~(c) In the first round of play, the dealer shall place a button in front of the dealer's position indicating that the dealing shall commence with the player farthest to his or her left and continue around the table in a clockwise manner. For each ensuing round of play, the button shall rotate clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer. Dealing shall commence with the player or dealer, as applicable, positioned immediately after the button in clockwise rotation.~~

~~(d) The dealer shall burn the top card of the deck and shall then deal the cards as follows:~~

~~(1) One card face down to each player and the dealer in a manner as to not disclose the value of the cards;~~

~~(2) A second card face down to each player and the dealer in a manner as to not disclose the value of the cards; and~~

~~(3) A third card face up to each player and the dealer.~~

~~(e) After all cards have been dealt to each player and the dealer as provided in (d) above and Section 10, the dealer shall place the stub face down in the discard rack without exposing the cards.~~

~~(f) The dealer shall be required to count the cards in the deck at least once every five rounds of play in order to determine that the correct number of cards are still in the deck.~~

~~9. Procedures for dealing the cards from an automated dealing shoe~~

~~(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play winner's pot poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.~~

~~(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:~~

~~(1) Once the procedures required by Section 4 have been completed and the dealer has burned the top card of the deck, the cards shall be placed in the automated dealing shoe.~~

~~(2) The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.~~

~~(c) In the first round of play, the dealer shall place a button in front of the dealer indicating that the dealing shall commence with the player farthest to his or her left and continue around the table in a clockwise manner. For each ensuing round of play, the button shall rotate clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer. Dealing shall commence with the player or dealer, as applicable, positioned immediately after the button in clockwise rotation.~~

~~(d) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed an ante wager in accordance with Section 6. Once the stack is delivered to the player position, the dealer shall turn face up the top card of the stack. 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 player who has placed a wager in accordance with Section 6 and the dealer in a manner as to not disclose the value of the cards, turning face up the top card on the stack of each player and the dealer.~~

~~(e) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and, following the applicable procedures set forth in Section 8(b)(2) and (b)(3), deal from his or hand any cards required to be dealt in accordance with the provisions of Section 10. After all required cards have been dealt, the dealer shall place the stub face down in the discard rack without exposing the cards.~~

~~(f) The dealer shall be required to count the cards in the deck at least once every five rounds of~~
~~(g) play in order to determine that the correct number of cards are still in the deck.~~

~~(g)~~

Notwithstanding the provisions of (f) above, the counting of the cards once every five rounds of play shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the (h) provisions of 205 CMR 146.49.

~~10.~~

9. Procedure for completion of each round of play; collection and payment of wagers

~~(a)~~

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After the dealing procedures required by Sections 7-9 or 8 have been completed, each player shall examine ~~his or her~~ their two down cards without exposing them to any person and either place a bet wager or elect to fold. The dealer shall neither examine nor expose ~~his or her~~ their down cards

(a) until each remaining player and the dealer is dealt a fifth and final card.

(+) If a player chooses to place a bet wager, the wager shall be placed in the designated bet (1) wager betting area.

(+) If a player elects to fold after receiving the initial three cards, the player's ante shall be collected by the dealer and placed in the table inventory container. The three cards of the player shall be collected and placed face down in the discard rack unless the player has placed a jacks plus bonus wager, in which case the three cards shall be placed face down (2) underneath the jacks plus bonus wager of the player.

(+) The dealer shall, moving in a clockwise rotation starting with the player next to the (3) button, ascertain the decision of each player to either place a bet wager or fold.

(+)

Once each player has either placed a bet wager or elected to fold, the dealer shall burn a card and then deal a fourth card face up to each remaining player who has placed a bet wager and (b) the dealer in clockwise rotation, beginning with the first player after the button.

(+)

After each remaining player who has placed a bet wager and the dealer have been dealt a (c) fourth card, each player shall either place a double wager or elect to fold.

(+) If a player chooses to place a double wager, the wager shall be placed in the designated (1) double wager betting area.

(+) If a player elects to fold after receiving a fourth card, the ante and bet wagers of the player shall be collected by the dealer and placed in the area of the table designated for the winner's pot. The four cards of the player shall be collected and placed face down in the discard rack unless the player has placed a jacks plus bonus wager, in which case the (2) four cards shall be placed face down underneath the jacks plus bonus wager of the player.

(+) The dealer shall, moving in a clockwise rotation starting with the first remaining player after the button, ascertain the decision of each player to either place a double wager or (3) fold.

(+)

Once each remaining player has either placed a double wager or elected to fold, the dealer shall burn a card and then deal a fifth and final card face up to each remaining player who (d) has placed a double wager and the dealer in clockwise rotation, beginning with the first player after the button.

~~player after the button.~~

(+)

After each remaining player and the dealer have been dealt a fifth and final card, the dealer shall collect all ante, bet and double wagers remaining on the table and place them in the area (e) designated for the winner's pot.

(+)

The dealer shall expose ~~his or her~~ their two down cards and announce the best possible poker hand

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that can be formed from the cards of the dealer. The dealer shall then, starting with the remaining player farthest to ~~his or her~~their right and proceeding in a counterclockwise rotation around the table, expose the two down cards of each player and announce the best possible (f) poker hand that can be formed from the cards of each player.

(g)

The dealer shall settle the jacks plus bonus wagers of all players and, for each player who has folded, place the cards of such players face down in the discard rack. Losing jacks plus (g) bonus wagers shall be placed in, and winning jacks plus bonus wagers shall be paid from, the table inventory container.

(h)

The dealer shall then announce the highest ranking poker hand. All hands shall remain face (h) up on the layout until such time as the winner's pot is awarded.

(i) If the dealer has the highest ranking poker hand, ~~he or she~~they shall collect all ante, bet and

(1) double wagers from the area designated for the winner's pot and place them in the table inventory container.

~~inventory container.~~

(2) If a player has the highest ranking poker hand or the highest ranking poker hand is a tie hand, the dealer shall award the winner's pot to the player with the highest ranking poker

(2) hand, subject to the following:

(i) If a player has the highest ranking poker hand, a percentage commission of no more than ten percent or a fixed dollar amount, pre-established by the gaming licensee,

(i) whichever is less, shall be deducted from the pot and placed in the table inventory container; or

~~container; or~~

(ii) If the highest ranking poker hand is a tie hand, each player and/or the dealer holding a tie hand shall share the winner's pot equally, except that a percentage commission of no more than ten percent or a fixed dollar amount, pre-established by the gaming licensee, whichever is less, shall be deducted from that portion of the pot not awarded

(ii) to the dealer and placed in the table inventory container.

(j)

After the winner's pot has been awarded in accordance with (h) above, the dealer shall immediately collect the cards of all remaining players and the dealer and place them in the discard rack. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the (i) event of a question or dispute.

10. ~~11~~ Payout odds

(k)

The payout odds for winning jacks plus bonus wagers at ~~winner's pot poker~~Winner's Pot Poker printed on any

sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the

(a) word "for."

(l)

Each winning jacks plus bonus wager shall be paid once for the highest ranking qualifying

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(b) hand at no less than the odds set forth below:

(e)

Hand	Payout Odds
Royal flush	400 to 1
Straight flush	80 to 1
Four-of-a-kind	50 to 1
Full house	30 to 1
Flush	15 to 1
Straight	10 to 1
Three-of-a-kind	7 to 1
Two pair	3 to 1
Pair of jacks, queens, kings or aces	1 to 1

Notwithstanding the payout odds in (b) above, the payout limit for a player for a winning jacks plus bonus wager shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater; provided, however, that if two or more players who have placed a jacks plus wager receive a royal flush, the established

~~Hand Payout Odds~~

~~Royal flush 400 to 1~~

~~Straight flush 80 to 1~~

~~Four of a kind 50 to 1~~

~~Full house 30 to 1~~

~~Flush 15 to 1~~

~~Straight 10 to 1~~

~~Three of a kind 7 to 1~~

~~Two pair 3 to 1~~

~~Pair of jacks, queens, kings or aces 1 to 1~~

maximum payout shall be paid to those players in the same proportion as the amounts of their (c) respective jacks plus bonus wagers.

11. 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 Winner's Pot Poker table.

12. Irregularities

(a)

If the first or second hole card of a player or the dealer is inadvertently turned face up in the dealing process, the third card dealt to that hand shall be dealt face down. If both cards of a player or the dealer are inadvertently turned face up in the dealing process, the dealer shall call the affected hand "dead," void any wagers associated with the dead hand and collect the two cards for placement in the discard rack. Notwithstanding the foregoing, if a player has placed a jacks plus bonus wager, any winning wager shall be settled in accordance with the (a) payout odds set forth in Section ~~11~~10(b).

(b)

A card that is found face up in the shoe or the deck while the cards are being dealt shall not

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be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up after all cards have been dealt, the wagers of all players shall be settled in accordance with (b) the provisions of Sections ~~40-119~~ and 10.

~~(e)~~

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

~~(d)~~

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

~~(e)~~

If the dealer fails to burn a card in accordance with these rules, the dealer shall continue (e) dealing a card to each player and, after the betting round, the dealer shall burn two successive cards prior to dealing the next card.
~~cards prior to dealing the next card.~~

~~(f)~~

If the dealer fails to deal any player or the dealer a card in accordance with these rules, the round of play shall be considered a misdeal, all wagers shall be void, and the cards shall be (f) collected by the dealer for a reshuffle.

~~(g)~~

(g) If the dealer fails to move the button in accordance with the rules of the game, the round of play shall continue as if the dealer moved the button. Upon commencement of the next round of play, the dealer shall rotate the button clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer.

~~play shall continue as if the dealer moved the button. Upon commencement of the next round of play, the dealer shall rotate the button clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer.~~

~~(h)~~

If a player inadvertently exposes any of his or her their down cards prior to such time authorized (h) by these rules for the dealer to expose them, the player's hand shall remain active and the round of play shall continue.
~~round of play shall continue.~~

~~(i)~~

If an automated card shuffling device is being used and the device jams, stops shuffling (i) during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.
~~accordance with procedures approved by the Commission.~~

~~(j)~~

If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards during a round of play, the round of play shall be void and the cards shall be (j) removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.
~~procedures approved by the Commission.~~

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

13. Prohibition against a player wagering on more than one player position

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~~A player shall not be permitted to wager on more than one player position at a winner's pot poker table.~~

ZAPPIT BLACKJACK

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of ZAPPIT Blackjack, shall have the following meanings, unless the context clearly indicates otherwise:

Blackjack— - An ace and any card having a value of 10 dealt as the initial two cards to a player or the dealer.

~~the dealer;~~

Card reader device— - A device which permits the dealer to determine if the hole card will give the dealer a Blackjack.

~~the dealer a Blackjack.~~

Hard total— - The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

Hole card— - The second card dealt face down to the dealer.

Pat hand - shall mean a hand that has a value of hard 17 or better and does not require a hit.

Soft total— - The total point count of a hand containing an ace when the ace is counted as 11 in value.

~~value.~~

2. Cards; number of decks; value of cards

~~(a)~~

Except as provided in subsection (b) below, ZAPPIT Blackjack shall be played with six or ~~(a)~~ eight decks of cards that are identical in appearance and at least one cover card.

~~(b)~~

If an automated card shuffling device is utilized, other than a continuous shuffler, ZAPPIT Blackjack shall be played with at least two shoes of cards in accordance with the following ~~(b)~~ requirements:

~~(1)~~ The cards shall be separated into two batches with an equal number of decks included in ~~(1)~~ each batch.

~~(2)~~ The cards in each batch must be of the same design but the backs of the cards in one ~~(2)~~ batch must be of a different color than the cards in the other batch.

~~(3)~~ One batch of cards shall be shuffled and stored in the automated card shuffling device ~~(3)~~ while the other batch is being used to play the game.

~~(4)~~ Both batches of cards shall be continuously alternated in and out of play, with each batch ~~(4)~~ being used for every other dealing shoe.

~~(5)~~ ~~(5)~~ The cards from only one batch shall be placed in the discard rack at any given time.

~~(c)~~

The decks of cards opened for use at a ZAPPIT Blackjack table shall be changed at least ~~(c)~~ once every 24 hours.

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- (d) The value of the cards shall be as follows:
 - (1) Any card from 2 to 10 shall have its face value.
 - (2) Any jack, queen or king shall have a value of 10.
 - (3) An ace shall have a value of 11 unless that value would give a player or the dealer a score in excess of 21, in which case the ace shall have a value of 1.

3. Opening of the table for gaming

After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects. The floorperson assigned to the table shall verify the inspection.

After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.

After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with Section 4.

If an automated shuffling device is utilized, other than a continuous shuffler, all the decks in one batch of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)—(c) above separate from the decks in the other batch of cards.

If the decks of cards received at the table are preinspected and preshuffled in accordance with 205 CMR 146.49, subsections (a)—(d) above shall not apply.

4. Shuffle and cut of the cards

Immediately prior to commencement of play, unless the cards were preshuffled in accordance with 146.49, after each shoe of cards is dealt or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the decks of cards in a single stack. The licensee may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

After the cards have been shuffled and stacked, the dealer shall perform one of the following options. The dealer will offer the stack of cards to be cut, with the backs facing away from the dealer, them to the player determined under subsection (b) below. If no player accepts the players to be cut, or at the casino's discretion, the dealer shall will cut the stack of cards for the table.

The cut of the cards shall be offered to players in the following order:

- (1) The first player arriving at the table, if the game is just beginning.

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(2) The player on whose betting area the cover card appeared during the last round of play.

(3) If the cover card appeared on the dealer's hand during the last round of play, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the

(3) cards shall rotate to each player in a counterclockwise manner.

(4) If the reshuffle was initiated at the direction of the floorperson or above, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards

(4) shall rotate to each player in a counterclockwise manner.

(f)

The player or dealer making the cut shall place the cover card in the stack at least ~~ten~~ a deck of cards

from the top or bottom of the stack. Once the cover card has been inserted, the dealer shall take all cards on top of the cover card and place them on the bottom of the stack. The dealer

shall then insert the cover card in the stack at a position at least 1/4 of the way in from the (d) bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for

commencement of play.

commencement of play:

(e)

After the cards have been cut and before the cards have been placed in the dealing shoe, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut either by the player who last cut the cards

or by the next person entitled to cut the cards, as determined under subsection (c) above. The (e) stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f)

A reshuffle of the cards in the shoe shall take place after the cover card is reached in the shoe, as provided in Section 6(d), except that a floorperson may determine that the cards

(f) should be reshuffled after any round of play.

(g)

If there is no gaming activity at a ZAPPIT Blackjack table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack and spread out on the table

face down ~~unless a player requests that the cards be spread face up on the table.~~ After the (g) first player arriving at the table is afforded an opportunity to visually inspect the cards, the

cards shall be:

cards shall be:

(1) Mixed thoroughly by a washing of the cards, stacked, then shuffled and cut in accordance (1) with this section if there is no automated shuffling device in use.

(2) Stacked and placed into the automated shuffling device to be shuffled if an automated shuffling device is in use. The batch of cards already in the shuffler shall then be

removed. Unless a player requests otherwise, the batch of cards removed from the shuffler does not need to be spread for inspection and reshuffled prior to being dealt

provided that the automated card shuffling device stores a single batch of shuffled cards (2) inside the shuffler in a secure manner.

(h)

A licensee may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Commission and approved in

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accordance with 205 CMR 146.51 prior to its use in the licensed facility. If a licensee is (h) utilizing the approved device, subsections (b)—(g) above shall not apply.

5. Wagers

~~(a)~~

~~(a)~~ Wagers at ZAPPIT Blackjack shall be made by placing value chips, plaques or other ~~Bureau approved~~ Bureau-approved table game wagering instruments on the appropriate areas of the ZAPPIT Blackjack layout.

~~layout-~~

~~(b)~~

After the cards have been shuffled as required under Section 4, a licensee may prohibit any patron, 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 (b) play at that gaming table until either:

(1) ~~(1)~~ The licensee chooses to permit the player to begin wagering again; or

(2) ~~(2)~~ A reshuffle of the cards has occurred.

~~(c)~~

All wagers, except an Insurance Wager under Section 7, a wager to double down under Section 8 or a wager on split pairs under Section 9, shall be placed prior to the first card being dealt for each round of play. A player may not handle, remove or alter any wagers that (c) have been made until a decision has been rendered and implemented with respect to that wager.

~~wager-~~

~~(d)~~

A player shall place a ~~Blackjack Wager~~ blackjack wager to participate in a round of play and compete against (d) the dealer's hand.

~~(e)~~

The licensee shall specify in its Rules ~~Submission~~ submission the number of adjacent boxes on which a

(e) player may place a ~~Blackjack Wager~~ blackjack wager in one round of play.

6. Procedure for dealing the cards; completion of each round of play

~~(a)~~

All cards shall be dealt from a dealing shoe which must be located on the table in a location approved by the Commission. Once the procedures under Section 4 have been completed, the stacked cards shall be placed in the dealing shoe by the dealer or by an automated card (a) shuffling device.

~~(b)~~

Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer may deal cards to the two betting positions closest to the dealing shoe with the same hand. Cards will be dealt so as not to expose the hole card or any other face down cards in (b) a manner that cannot be readily observed by someone attempting to ascertain their value.

~~(c)~~

After each full batch of cards is placed in the shoe, the dealer shall remove the first card and

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place it in the discard rack. Each new dealer who comes to the table shall also remove one ~~(c)~~ card and place it in the discard rack before dealing any cards to the players.

~~(d)~~

If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the ~~(d)~~ hand will be completed. The dealer shall then:

~~(1)~~ Collect and reshuffle the cards by removing the cards remaining in the shoe and placing

~~(1)~~ them in the discard rack to ensure that no cards are missing.

~~(2)~~ Shuffle the cards so that they are randomly intermixed.

~~(e)~~

After all ~~Blackjack~~ wagers have been placed, 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 ~~(e)~~ follows:

~~(1)~~ One card face up to each box on the layout in which a ~~Blackjack Wager~~ is contained.

~~(2)~~ One card face up to the dealer.

~~(3)~~ A second card face up to each box in which a wager is contained.

~~(4)~~ A second card face down to the dealer.

~~(f)~~

Immediately after the second card is dealt to each player and the dealer, if the dealer's first card is an ace, the dealer shall offer the ~~Insurance Wager~~ or even money in accordance with

~~(f)~~ Section 7.

~~(g)~~

If the dealer's first card is an ace or a 10 value card, after the procedures in subsection (f) above have been completed, if applicable, the dealer shall determine whether the hole card will give the dealer a ~~Blackjack~~. The dealer shall insert the hole card into the card reader

device by moving the card face down on the layout without exposing it to anyone at the table, ~~(g)~~ including the dealer. If the dealer has a ~~Blackjack~~, additional cards may not be dealt and if a ~~player~~:

~~player~~:

~~(1)~~ Has a ~~Blackjack~~, the dealer shall return the player's ~~Blackjack Wager~~ and pay out any

~~(1)~~ ~~Insurance Wager~~ if applicable.

~~(2)~~ Does not have a ~~Blackjack~~, the dealer shall continue dealing the game.

~~(h)~~

If the dealer's up card was not an ace or 10 value card or if the dealer's hole card did not give the dealer ~~Blackjack~~, the dealer shall start with the player farthest to the dealer's left and

~~(h)~~ continue around the table in a clockwise direction and if the player:

~~(1)~~ Has ~~Blackjack~~, the dealer shall announce and pay the ~~Blackjack~~ in accordance with

~~(1)~~ Section 10(a) (relating to payout odds) and remove the player's cards.

~~(2)~~ If the player's first two cards are a hard total of 15, 16, 17 or 18 the player has the option

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(2) to replace the two cards with two new cards.
(3) If the player decides to replace the first two cards with two new cards, the player must notify the dealer. The dealer will then turn the original two cards sideways to prove the exchange and at that point replace the original two cards with two new cards.
Note: Any ace and 10 valued card after zapping is considered 21, winning hands are paid 1 to 1. If the dealer busts with a point total of 22, any bets left in action are pushes.
(4) Does not have ~~Blackjaek~~blackjack, the player shall indicate whether he wishes to double down as

(4) permitted under Section 8, split pairs as permitted under Section 11, stand or draw additional cards.
~~additional cards.~~

(i) As each player indicates his decision, the dealer shall deal face upwards whatever additional cards are necessary to effectuate the player's decision.

(i) A player may elect to draw additional cards whenever his point count total is less than 21, except that:

- (1) (1) A player having a hard or soft total of 21 may not draw additional cards.
- (2) (2) A player electing to double down in accordance with Section 8 may draw only one additional card.
~~additional card.~~

(k) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn the hole card face up.

(m) Except as provided in subsection (m) below, the dealer shall draw additional cards until he has they have a hard or soft total of 17, 18, 19, 20 or 21. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall announce the dealer's total point count after each additional card is dealt.

(m) After all additional cards have been drawn, if the total point count of the dealer's hand:

- (1) (1) Is a 22, the dealer shall return all remaining player's ~~Blackjaek Wagers~~blackjack wagers.
- (2) (2) Is not a 22, the dealer shall settle the player's ~~Blackjaek Wagers~~blackjack wagers

(n) The dealer shall collect all losing wagers and pay off all winning wagers in accordance with one of the following procedures designated in the licensee's Rules ~~Submission~~submission:

(1) Collect all losing wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction and then pay off all winning wagers.

(2) Collect each player's losing wagers and pay off each player's winning wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall place any losing wagers directly into the table inventory and may not pay off any player's winning wagers by using value chips

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(2) collected from a losing wager.

(e)

After all wagers have been settled, the dealer shall remove any remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

(f)

(p) Players and spectators may not handle, remove or alter any cards used to play ZAPPIT

~~Blackjack.~~

~~Blaekjaek.~~

7. Insurance Wager

(a)

If the first card dealt to the dealer is an ace, each player may make an ~~Insurance Wager~~ insurance wager which

(a) shall win if the dealer's hole card is a king, queen, jack or 10.

(b)

An ~~Insurance Wager~~ insurance wager may be made by placing a value chip on the insurance line of the layout

in an amount not more than 1/2 of the player's initial ~~Blaekjaek Wager~~ blackjack wager. A player may wager

an amount in excess of 1/2 of the initial ~~Blaekjaek Wager~~ blackjack wager to the next unit that can be wagered

in chips when, because of the limitation of the value of chip denominations, 1/2 the initial ~~Blaekjaek Wager~~ blackjack wager cannot be bet. Insurance ~~Wagers~~ wagers shall be placed prior to the dealer

(b) inserting his hole card into the card reader device.

(c)

Winning ~~Insurance Wagers~~ insurance wagers shall be paid in accordance with the payout odds in Section

(c) 10(b).

(d)

Losing ~~Insurance Wagers~~ insurance wagers shall be collected by the dealer immediately after the dealer inserts

his hole card into the card reader device and determines that he does not have a ~~Blaekjaek~~

(d) blackjack and before he draws any additional cards.

(e)

Notwithstanding the requirements of subsections (a)—(d) above, if selected in its Rules ~~Submission~~ submission, a licensee may offer a player who has ~~Blaekjaek~~ blackjack the option to be paid even

money on the ~~Blaekjaek Wager~~ blackjack wager instead of making an ~~Insurance~~

~~Wager~~ insurance wager. If the player elects to

be paid even money, the dealer shall pay out the ~~Blaekjaek Wager~~ blackjack wager at odds of 1 to 1 and

(e) remove the player's cards.

8. Double down

(a)

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Except when a player has a ~~Blackjack~~blackjack, a player may elect to double down on the first two

cards dealt to ~~him~~them or on the first two cards of any split pair. If the total point count of the

- (a) player's two cards:
- (1) ~~(+)~~ Is a hard 9, 10 or 11, the player may double down.
 - (2) ~~(+)~~ Is not a hard 9, 10 or 11, the player may place an additional wager next to the player's original ~~Blackjack Wager~~blackjack wager which may not exceed the amount of the player's original blackjack wager.

~~Blackjack Wager~~.

If a player elects to double down after splitting pairs, as provided in Section 9, the player

- (b) may double down on split pairs as provided in subsection (a) above.
- (c) and place it sideways on the layout.

(d) The dealer shall then complete the procedure in Section 6(i)–(s).

9. Splitting pairs

(a) If the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands. For example, if a player has two 7s or a king and a 10, the

- (b) player may elect to split the hand.
- (b) If a player elects to split pairs and the player has:
- (1) ~~(+)~~ A pair of 10 value cards (10, jack, queen or king), or
 - (2) ~~(+)~~ Any pair other than 10 value cards, the player shall place an amount equal to the original ~~Blackjack Wager~~blackjack wager for the split pair.
- (i) ~~(+)~~ The original ~~Blackjack Wager~~blackjack wager shall always move with the first split hand

(c) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any

(d) cards to the second hand.

After a second card is dealt to each split pair, the player shall indicate his decision to stand, draw, double down or resplit with respect to that hand. A player may resplit any additional

10. Payout odds

(a) The licensee shall pay each winning ~~Blackjack Wager~~blackjack wager at odds of 1 to 1 with the exception of

- (a) player Blackjack which shall be paid at odds of 3 to 2 or 6 to 5.
- (b) The licensee shall pay out winning ~~Insurance Wagers~~insurance wagers at odds of 2 to 1.

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11. Irregularities

(a)

A card found face up in the shoe may not be used in that round of play and shall be placed in the discard rack.

~~the discard rack or in a segregated area of the double shoe.~~

(b)

A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(c)

After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, the card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept the card may not have any additional cards dealt to ~~him~~them during the round. If the card is refused by the players and the dealer cannot

use the card, the card shall be placed in the discard rack.

(d)

If the dealer has ~~17a pat hand~~ and accidentally draws a card for ~~himself~~themselves, the card shall be placed in the discard rack.

~~discard rack.~~

(e)

If the dealer misses dealing ~~his~~their first or second card to ~~himself~~themselves, the dealer shall continue

dealing the first two cards to each player and then deal the appropriate number of cards to themselves.

~~himself.~~

(f)

If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in Section 4. The first card shall be drawn face down and placed in the discard rack and the dealer shall complete the round of play.

(g)

If no cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to a player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(h)

If after receiving the first two cards the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional cards but prior to the dealer revealing his hole card or call the player's hand dead and return the player's original

blackjack wager.

~~Blackjack Wager.~~

(i)

If the dealer inserts his hole card into a card reader device when the value of his first card is not an ace, king, queen, jack or 10, the dealer, after notification to a floorperson or above,

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(i) shall continue play.

(j)

If a card reader device malfunctions, the dealer may not continue dealing the game of (j) ~~Blackjack~~ blackjack at that table until the card reader device is repaired or replaced.

(k)

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

(l)

If an automated shuffling device malfunctions and cannot be used, the device must be covered or have a sign indicating that it is out of order placed on the device before any other (l) method of shuffling may be utilized at that table.

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Legal Division

SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this Small Business Impact Statement in accordance with G.L. c.30A, §2 relative to the proposed amendment to 205 CMR 146.00: Gaming Equipment, in its section 13: Blackjack Table; Card Reader Device; Physical Characteristics; Inspections.

This regulation was developed as part of promulgating regulations governing the operation of gaming establishments in the Commonwealth and is primarily governed by G.L. c.23K, §§2, 4(37) 5. The proposed amendment to 205 CMR 146.13 clarifies that the Blackjack table layout should include an inscription identifying either 3-to-2 or 6-to-5 payout odds.

This regulation applies directly to gaming licensees, equipment manufacturers, and Blackjack dealers; however, the proposed amendment will not impact small businesses. Under G.L. c.30A, §2, the Commission offers the following responses:

1. Estimate of the number of small businesses subject to the proposed amendments to this regulation:

As the amendment applies to the licensees and equipment manufacturers, no small business will be subject to any impact.

2. State the projected reporting, recordkeeping, and other administrative costs required for compliance with the proposed amendments to this regulation:

There are no further projected reporting, recordkeeping, or administrative costs created by these amendments that would affect small businesses.

3. State the appropriateness of performance standards versus design standards:

This amendment imposes a performance standard, as it prescribes alteration of Blackjack tables in casinos to provide clarity for guests and to be consistent with the Commission’s approved rules of the game of Blackjack.

4. Identify regulations of the promulgating agency, or of another agency or department of the Commonwealth, which may duplicate or conflict with the proposed amendments to this regulation:



Massachusetts Gaming Commission

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.

5. State whether the proposed amendments to this regulation are likely to deter or encourage the formation of new businesses in the Commonwealth:

As the proposed amendment clarifies the appropriate rules or payout odds observed for the particular version of blackjack being offered, it will not be any consequence to the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission
By:

Shara Bedard
Paralegal/Legal Division

Dated: _____



Massachusetts Gaming Commission

Regulation Review Checklist

Agency Contacts for This Specific Regulation		
Name	Email	Phone
Carrie Torrisi		
Bruce Band		
Burke Cain		
Sterl Carpenter		
Overview		
CMR Number	205 CMR 146.13	
Regulation Title	Blackjack Table; Card Reader Device; Physical Characteristics; Inspections	
& Draft Regulation	& Final Regulation	
Type of Proposed Action		
ü Please check all that apply		
& Retain the regulation in current form.		
& New regulation (Please provide statutory cite requiring regulation):		
& Emergency regulation (Please indicate the date regulation must be adopted):		
& Amended regulation (Please indicate the date regulation was last revised): 12/7/2018		
& Technical correction		
& Other Explain:		

Summary of Proposed Action
The amendment prescribes that Blackjack tables are inscribed with the appropriate rules or payout odds observed for the particular version of Blackjack being offered.
Nature of and Reason for the Proposed Action
To provide clarity for casino guests, and to ensure compliance with industry standard and with the Commission's approved rules of the game of Blackjack.

Additional Comments or Issues Not Earlier Addressed by this Review
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Regulation Review Checklist

Required Attachments	
ü Please check all that apply	
& Redlined version of proposed amendment to regulation, including repeals	& Clean copy of the regulation if it is a new chapter or if there is a recommendation to retain as is
& Text of statute or other legal basis for regulation	
& Small Business Impact Statement (SBIS)	& Amended SBIS

146.13: Blackjack Table; Card Reader Device; Physical Characteristics; Inspections

- (1) Blackjack shall be played at a table having on one side places for the players and on the opposite side a place for the dealer. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a blackjack table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee offering the game; and
 - (b) Specific areas designated for the placement of wagers, which betting areas shall not exceed seven in number, with the exception of the 6 to 5 blackjack variation, which shall contain no more than six betting areas.
- (3) The following inscriptions shall appear on the blackjack layout:
 - (a) Blackjack pays 3 to 2 or 6 to 5;
 - (b) The draw rules of one of the following options:
 1. Dealer must draw to 16 and stand on all 17s; or
 2. Dealer must hit on soft 17s; and
 - (c) Insurance pays 2 to 1.
- (4) If a gaming licensee offers blackjack rule variations, the blackjack layout shall have imprinted on it the appropriate rules or payout odds observed for the particular version of blackjack being offered, which may include, at a minimum, the following inscriptions instead of the inscriptions set forth in 205 CMR 146.13(3):
 - (a) Blackjack pays 1 to 1;
 - (b) Dealer must draw to 16 and stand on all 17s or Dealer must hit on soft 17s;
and
 - (c) Dealer's hole card dealt face up; or-
 - (d) Other similar language approved by the Assistant Director of the IEB.
- (5) Each blackjack table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table, but on opposite sides of the dealer, as previously approved by the Bureau or an area approved by the Assistant Director of the IEB.
- (6) If a gaming licensee offers one of the permissible additional wagers pursuant to the authorized Rules of the Game of B blackjack, the blackjack layout shall have designated areas for the placement of the additional wager and shall have the payout odds for the additional wager imprinted on the layout or a separate sign located at the table containing the payout odds for the additional wager.
- (7) A blackjack table may have attached to it an approved card reader device which permits the dealer to read his or her their hole card in order to determine if the dealer has a blackjack in accordance with the authorized Rules of the Game of B blackjack. 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 to insure that there has been no tampering with the device and that it is in proper

working order. A card reader device may not be used on a blackjack table offering a progressive blackjack wager pursuant to the authorized Rules of the Game of **B**l~~ack~~jack.

(8) Notwithstanding the requirements of 205 CMR 146.13(2), if a gaming licensee offers multiple action blackjack in accordance with the authorized Rules of the Game of **B**l~~ack~~jack, the blackjack layout shall contain, at a minimum:

- (a) Three separate designated betting areas for each player position at the table with each separate betting area being numbered one through three, provided, however, that the number of player positions at each table shall not exceed six;
- (b) A separate designated area on the layout for each player position for the placement of insurance wagers;
- (c) A separate designated area on the layout for each player position for the placement of double down wagers;
- (d) A separate designated area on the layout for each player position for the placement of split pair wagers; and
- (e) Three separate areas designated for the placement of the dealer's original face up card with each separate area being numbered one through three.

(9) In order to collect the cards at the conclusion of a round of play as required by the authorized Rules of the Game of **B**l~~ack~~jack and at such other times as provided in 205 CMR 146.49, each blackjack table shall have a discard rack securely attached to the top of the dealer's side of the table. 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 to play the game at that table; provided, however, that 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 to play the game at that table. Whenever a double shoe is used at a blackjack table, the same number of decks shall be used in each side of the double shoe, and the height and marking requirements for that table's discard rack shall be determined from the number of decks used in one side of the shoe.

(10) If a gaming licensee offers a progressive blackjack wager pursuant to the authorized Rules of the Game of **B**l~~ack~~jack, the blackjack layout shall have designated areas for the placement of the progressive blackjack wager and shall contain the following equipment:

- (a) A separate acceptor device for the placement of a progressive wager. Each acceptor device shall have a light which shall illuminate upon placement and acceptance of a gaming chip;
- (b) A method to ensure that only one progressive blackjack wager is made per ~~person~~spot, per round of play;
- (c) A device or method to indicate that a progressive blackjack wager has been won;
- (d) A sign describing the winning wagers and the payouts to be awarded on winning progressive blackjack wagers at a location near or on the table;
- (e) A table controller panel which shall be equipped with a "lock-out" button which, once activated by the dealer, will prevent any player's gaming chip from being recognized in the acceptor device; and

(f) A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Bureau may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to the Bureau.

(11) If a gaming licensee offers a blackjack bonus wager pursuant to the authorized Rules of the Game of ~~B~~blackjack, the blackjack layout shall have designated areas for the placement of the blackjack bonus wager, and shall contain the following equipment:

(a) A table controller located in an area of the table or the pit which area shall be secured by dual locking mechanisms, which are unique from one another. One locking mechanism shall be maintained and controlled by a gaming establishment security supervisor, and the second locking mechanism shall be maintained and controlled by a ~~gaming establishment~~table games supervisor;

1. One table controller shall control no more than four blackjack tables. Procedures for the operation, security and control of the table controller shall be submitted to the Bureau prior to implementation;

2. Whenever it is required that a table controller or any device connected thereto which may affect the operation of the blackjack bonus system be accessed or opened, certain information shall be recorded on a form entitled "Controller Access Authorization Log," which shall include, at a minimum, the date, time, purpose of accessing or opening the controller or device, and the signature of the authorized employee accessing or opening the machine or device. The Controller Access Authorization Log shall be maintained in the same secured location as the table controller, and shall have recorded thereon a sequential number and the manufacturer's serial number or the asset number of the controller;

(b) A blackjack bonus button, which shall be located at the table by the dealer, and used by each player with a winning blackjack bonus wager to generate a bonus amount to be won by that player. The blackjack bonus button shall be attached to the table in a manner that will enable the dealer to place the blackjack bonus button directly in front of each winning player;

(c) A blackjack bonus display, which shall be located at the table and shall display the amount of the winning blackjack bonus on both sides of the device, so that the amount is visible to all players, the dealer and supervisory personnel; and

(d) A sign containing the amount of the blackjack bonus wager, as well as the minimum and maximum possible blackjack bonus amounts to be awarded, pursuant to 205 CMR 147.03.

(12) If a gaming licensee offers a streak wager pursuant to the authorized Rules of the Game of ~~B~~blackjack, the blackjack table shall also contain:

(a) A layout which shall include, at a minimum:

1. Four additional separate designated betting areas for each of the player positions at the table, which areas shall be numbered "2" through "5"; and

2. The inscriptions “Two consecutive wins pays 3 to 1,” “Three consecutive wins pays 7 to 1,” “Four consecutive wins pays 17 to 1,” and “Five consecutive wins pays 37 to 1”; and
- (b) The following equipment:
 1. Marker buttons (“lammers”) with the gaming licensee’s name or logo, to indicate how many consecutive blackjack hands a patron has won or another device or method approved by the Bureau; and
 2. A sign containing the permissible amount of the streak wager, posted pursuant to 205 CMR 147.03.

(13) If a gaming licensee offers a ~~m~~Match-the-~~d~~Dealer wager pursuant to the authorized Rules of the Game of ~~B~~blackjack, the blackjack table shall contain:

- (a) A layout which shall include, at a minimum, an additional designated betting area bearing the inscription “Match-the-Dealer” at each of the player positions at the table; and
- (b) ~~A sign approved by the Bureau setting forth~~A layout inscription or sign posted at the blackjack table indicating the payout odds for the ~~m~~Match-the-~~d~~Dealer wager.

~~(14) If a gaming licensee offers the 6 to 5 blackjack variation:~~

~~(a) The layout shall have imprinted on it, at a minimum, the following inscriptions:~~

- ~~1. Blackjack pays 6 to 5;~~
- ~~2. Dealer must draw to 16 and soft 17 or Dealer must hit on soft 17s; and~~
- ~~3. Insurance pays 2 to 1; and~~

~~(b) A notice shall be posted in accordance with 205 CMR 147.03 indicating that all wagers shall be made in increments of \$5.00 as required by the authorized Rules of the Game of Blackjack.~~

~~(15)~~ If a gaming licensee offers the twenty point bonus wager pursuant to the authorized Rules of the Game of ~~B~~blackjack, the layout otherwise required by this section shall also include, at a minimum, an additional designated betting area for the twenty point bonus wager at each of the player positions at the table. The blackjack table shall also contain a sign setting forth the payout odds for the twenty point bonus wager.

~~(16)~~ If a gaming licensee offers the option set forth in the authorized Rules of the Game of ~~B~~blackjack that requires the dealer to draw additional cards on a soft 17, the blackjack layout shall have imprinted on it, at a minimum, the following inscription instead of the inscription set forth in 205 CMR 146.13(3)(b):

“Dealer must draw to 16 and soft 17 and stand on hard 17’s and all 18’s.”

~~(17)~~ If a gaming licensee offers the optional bonus wager pursuant to the authorized Rules of the Game of ~~B~~blackjack, the layout otherwise required by this section shall include, at a minimum, an additional designated betting area for such wager at each of the player positions at the table. In addition, payout odds for the optional bonus wager shall be inscribed on the layout or posted on a sign at each such blackjack table.

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| (178) If a gaming licensee requires a hand fee, the approved layout otherwise required by this section shall include, at a minimum, an additional designated area at each player position for the placement of the hand fee.



Minimum Requirements for the Reintroduction of Roulette at the Category 1 Gaming Establishments

Background:

On June 23, 2020, the Commission approved the “Minimum Requirements for the Initial Phase 3 Opening of Gaming Establishments” in the Commonwealth. Item 10.c. of those Minimum Requirements provides that no craps or roulette are to be allowed “until further notice.” The two Category 1 Gaming Licensees, Encore Boston Harbor and MGM Springfield, have renewed their requests to reintroduce roulette at their respective gaming establishments at this time.¹ If approved by the Commission, the reintroduction of roulette shall be accompanied by the health and safety measures set forth below. It is noted that the measures below correspond with those required by the Commission for blackjack style tables, which are currently in operation.

Minimum Requirements for Roulette:

- a. There shall be a maximum of 3 players per roulette table.
- b. Players are required to remain seated while gambling.
- c. No patrons are permitted to stand or congregate around roulette tables.
- d. Players shall be separated by plexiglass barriers not less than 6 feet high, with a minimum of 4 feet separating seats, measured from the center of each chair.
- e. The dealer at each roulette table shall be separated by a plexiglass barrier not less than 6 feet high, with a pass-through opening of approximately 8 to 10 inches at the bottom.
- f. The roulette tables shall be configured in a manner consistent with the guidelines for the blackjack style tables already in operation, including the installation of the plexiglass barriers and the distancing between seats.
- g. Chips shall be sanitized each time they go to the cage, at a minimum on a daily basis.
- h. Hand sanitizers shall be available at each table.
- i. No more than 16 roulette tables are permitted at Encore Boston Harbor (maximum of 48 players with 3 players per table). No more than 7 roulette tables are permitted at MGM Springfield (maximum of 21 players with 3 players per table).
- j. Compliance with layout requirements shall be approved by the IEB before becoming operational.
- k. No increase in overall permitted occupancy of the gaming establishment is allowed over the limit set by the Commission on June 23, 2020, despite the addition of the roulette gaming positions.

¹ The Commission considered the licensees’ requests to reintroduce roulette at its open meeting on August 13, 2020, but declined to approve it at that time.

ROULETTE

Rules

1. Placement of wagers; permissible and optional wagers

- (a) All wagers at roulette shall be made by placing gaming chips or plaques and if applicable, a match play coupon, on the appropriate areas of the roulette layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.
- (b) No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at that same table. Additionally, no person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are being accepted.
- (c) Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each player must ensure that any instructions he or she gives to the dealer regarding the placement of a wager are correctly carried out.
- (d) Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.
- (e) The permissible wagers in the game of roulette shall be:
 - (1) "Straight" is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.
 - (i) A gaming licensee may, in its discretion, offer to every player at a roulette table the option to make five simultaneous straight wagers by selecting five adjacent numbers on the roulette wheel.
 - a. Any gaming licensee offering this "five adjacent number" option shall use an approved roulette table layout that includes a replica of the roulette wheel on the layout.
 - b. A player shall make a "five adjacent number" wager by placing five gaming chips or plaques, or a multiple thereof, on the number indicated on the roulette wheel replica that is the center number of the five adjacent numbers being selected. A player making a "five adjacent number" wager shall be deemed to have made a separate "straight" wager of equal value on each of the five numbers selected.
 - (2) "Split" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout that contain the two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box.

- (3) "Three numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout that contains the first number in the selected row.
 - (i) "Three numbers" shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: "0", "1" and "2"; "0", "2" and "00"; or "00", "2" and "3".
 - (ii) The player shall select one of the "three numbers" wagers identified in (e)(3)(i) above by placing a wager on the common corner of the three boxes containing the selected numbers.
- (4) "Four numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers.
- (5) "First five numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0", "00", "1", "2" or "3". The player shall bet on the "first five numbers" by placing a wager on the common corner of the boxes on the roulette layout that contains the label "1st 12" and the numbers "0" and "1".
- (6) "Six numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to:
 - (i) Any one of six consecutive numbers contained in two contiguous rows of numbers on the roulette layout selected by the player, who shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contain the first number in each of the rows being selected; or
 - (ii) If the gaming licensee, in its discretion, offers the six numbers color wager, the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the color wager being selected.
- (7) "Seven numbers color wager" is a wager on a single-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the seven numbers color wager being selected.
- (8) "Eight numbers color wager" is a wager on a double-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment, the double-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the eight numbers color wager being selected.

- (9) "Column" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column being selected.
- (10) "Dozen" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24" or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").
- (11) "Red" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on "red" by placing a wager within the red box on the roulette layout used for such wagers.
- (12) "Black" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on "black" by placing a wager within the black box on the roulette layout used for such wagers.
- (13) "Odd" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "odd" by placing a wager within the box on the roulette layout that is labeled "Odd".
- (14) "Even" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "even" by placing a wager within the box on the roulette layout that is labeled "Even".
- (15) "1 to 18" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18".
- (16) "19 to 36" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36".
- (f) Notwithstanding (e) above, a gaming licensee may, in its discretion, offer to every player at a roulette table the option to make a "seven numbers" wager. "Seven numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "10", "11", "12", "13", "14", "15" or "33". The player shall bet on "seven numbers" by placing a wager within the area on the roulette layout that is designated for such wager and approved by the Commission.
- (g) A gaming licensee that offers the six numbers color wager in (e)(6)(ii) above, the seven numbers color wager in (e)7 above, or the eight numbers color wager in (e)(8) above shall not offer the red and black wagers in (e)11 and 12 above, respectively, at the same roulette table. A gaming licensee that offers the seven numbers color wager in (e)(7) above or the eight numbers color wager in (e) 8 above shall not offer the dozen wager in (e)(10) above at the same roulette table. A gaming licensee that offers the six numbers color wager in (e)(6)(ii)

above may offer the dozen wager in (e)(10) above at the same roulette table provided that neither the seven numbers color wager in (e)(7) above nor the eight numbers color wager in (e)8 above are offered at that roulette table.

2. Payout odds

(a) No gaming licensee, its employees or agents shall pay off winning wagers at the game or roulette at less than the odds listed below:

Bets	Payout Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Eight Numbers	3 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

(b) When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked zero (0) or double zero (00), a player shall lose, at the gaming licensee’s option, either one-half of each wager on red, black, odd, even, 1 to 18, and 19 to 36 or the entire wager. If the former option is chosen by a gaming licensee, the remaining half of each such wager shall be returned to the player by the dealer. Each gaming licensee offering double zero roulette shall provide notice of the option in effect at the table in accordance with the provisions of 205 CMR 147.03.

(c) When roulette is played on a single zero wheel and the roulette ball comes to rest in a compartment marked zero (0), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.

- (d) When roulette is played on a double zero wheel being used as a single zero roulette wheel, as provided in the gaming equipment regulations
 - (1) Notice shall be provided, in accordance with 205 CMR 147.03;
 - (2) The dealer shall announce "no spin," declare the spin void and respin the wheel if the roulette ball comes to rest in a compartment marked double zero (00); and
 - (3) Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

3. Rotation of wheel and ball

- (a) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
- (b) ~~As a temporary rule in conjunction with Covid-19-related health and safety measures, all bets must be placed prior to the spin and a sign shall be placed at the table stating that no bets are allowed once the ball is in motion. The dealer shall wave their hand over the roulette layout prior to the spin and say in a clear and concise voice, "No more bets." While the ball is still rotating in the track around the wheel, the dealer shall call "No More Bets."~~
- (c) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker to be known as a "crown" or "dolly" on that number on the roulette layout.
- (d) If a gaming licensee offers the "five adjacent numbers" wagering option authorized by Section 1, the dealer shall then move one-fifth of each winning "five adjacent numbers" wager from the roulette wheel replica on the layout to the box on the main roulette layout that contains the single number corresponding to the compartment in which the roulette ball came to rest.
- (e) After placing the crown on the layout and, if applicable, complying with the provisions of (d) above, the dealer shall first collect all losing wagers and then payoff all winning wagers.

4. B2B bonus wager

- (a) Players make the optional B2B bonus wager in the marked area for any amount within table limits set by the gaming establishment. This must be done before the dealer calls "No more bets."
- (b) B2B payouts are determined by multiplying the random number generator multiplier displayed on the roulette reader board, and a winning B2B wager amount.
- (c) The multiplier will be shown on the roulette reader board for everyone to see during the spin, but prior to the ball landing.
 - a. Ex. If the random number generator lists the multiplier on the roulette reader board as X10, and the winning B2B wager is \$5.00, the winning B2B amount

paid to the player that made the B2B wager would be \$50.00.

- (d) B2B wins if the winning roulette number is the same as the number that came up in the prior spin.
- (e) B2B loses if the winning roulette number is different than the number that came up in the prior spin.
- (f) When B2B wins, the dealer will resolve all the traditional bets as well as paying winning B2B wagers based on the amount determined by the multiplier listed on the roulette reader board.
- (g) Paytables will be listed on the table.

5. Irregularities

- (a) If the ball is spun in the same direction as the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
- (b) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- (c) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.



TO: MGC Commissioners

FROM: Joe Delaney, Project Oversight Manager
Mary Thurlow, Program Manager

CC: Karen Wells, Executive Director
Todd Grossman, General Counsel

DATE: September 30, 2020

RE: Appointment of Commission Members under the Gaming Policy Advisory Committee

In addition to the appointment of non-commission members of the LCMACs, the Commission also makes internal appointments to GPAC Subcommittees. Below are the subcommittees requiring appointments.

Community Mitigation Advisory Subcommittee

The Community Mitigation Advisory Subcommittee develops recommendations to address community mitigation issues. The Commission has the authority to choose “one representative” of the Commission to be on the Subcommittee. This “representative” could be a member of the Commission, the Executive Director, or a staff member. Last year, the Commission determined that it would designate Commissioner Bruce Stebbins for that Subcommittee.

Public Safety Subcommittee:

The Public Safety Subcommittee develops recommendations for regulations to be considered by the Commission to address public safety issues. Last year the Commission designated Commissioner O’Brien as the member of the Commission to represent the Commission on the Public Safety Subcommittee.

Addiction Services Subcommittee:

The Addiction Services Subcommittee develops recommendations for regulations to be considered by the Commission to address issues related to addiction services.

Last year the Commission appointed Mark Vander Linden, Director of Research and Responsible Gambling, as its representative to this Subcommittee.



Massachusetts Gaming Commission

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