

## DJ Wild Poker

### 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 the stack of cards directly into a dealing shoe.
- (b) After the cards have been shuffled and stacked, the dealer shall:
  - (1) If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Section 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.
- (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 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 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 Trips 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 9.
- (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 the hand

- (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 DJ Wild 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; 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.
- (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) Five cards face down to each player, and five cards face down to the dealer

(2) Players will then decide to place the Play wager of 2 X their ante to stay in the hand or fold.

(3) All cards shall be dealt in a manner as not to disclose the value of 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 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 discretion, choose to have the cards used to play DJ Wild Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a 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 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 7.

(d) After each stack of five cards has been dispensed and delivered in accordance with this subsection, the dealer shall deal himself his five card hand.

(e) Starting from the player farthest to his or her 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. The dealer shall count the stub in accordance with the provisions of Section 7.

(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.

9. Completion of a round of play; collection and payment of wagers

- (a) After the dealing procedures required by Section 7 or 8 have been completed the dealer will expose his/her cards, each player's hand shall be compared to the dealer's.
- (b) Each player shall be responsible for his or her own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the five cards in full view of the dealer at all times.
- (c) No player may exchange or communicate information regarding his or her hand prior to the dealer revealing his/her 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 five card hand and announce his 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 Blind 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 Trips wager is paid on its own value independent of the value of the dealer's hand (see payable below). The Trips 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.

	01		02		03		04		05		06		07	
Hands	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 Trips 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 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 will 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 cards left on the table.
- (j) Once the dealer has finished reconciling all player bets, he will go back and reconcile the Cover All bets.
- (k) Below is the matrix for 1-6 players:

	Players					
	6	5	4	3	2	1
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.
- (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.