

## **COLORADO HOLD 'EM POKER**

### **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 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.

*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 higher in rank than another.

### **2. Cards; number of decks; dealing shoe**

- (a) Except as provided in (b) below, 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 'em poker 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) Each deck of cards complies with the requirements of (a) above;
  - (2) The backs of the cards in the two decks are of different colors;
  - (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
  - (4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
  - (5) The cards from only one deck shall be placed in the discard rack at any given time.

### **3. Colorado hold 'em poker rankings; cards; poker hands**

- (a) The rank of the cards used in 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 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 'em, in order of highest to lowest rank, shall be:
  - (1) "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
  - (2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking;
  - (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;
  - (6) "Straight" is a hand consisting of five cards of consecutive rank, not all of the same suit;
  - (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.
- (c) The three card hands which are recognized as instant winners at the game of colorado hold 'em poker shall be:
  - (1) "Three card straight flush" is a hand consisting of three cards of the same suit in consecutive ranking; and
  - (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 (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 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 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, mixed, stacked and shuffled in accordance with (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 the shuffling of the cards, inserts 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 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, cut the cards in accordance with the procedures in (c) below.
- (c) If a cut of the cards is required, the dealer shall:
  - (1) Cut the deck, using one hand:
    - (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 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 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 '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) shall be completed.

## **6. Wagers**

- (a) All wagers at 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 verbal wager accompanied by cash shall not be accepted.
- (b) Only players who are seated at a 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 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(c)(1) or 11(b)(1), no wager shall be made, increased or withdrawn after the dealer has announced "No more bets."
- (d) At the beginning of each round of play, each player shall be required to place an initial wager in the betting area designated "ante" on the table layout in front of the player. The wagers 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 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 '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 'em poker table if a gaming licensee has two or more 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 '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 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 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 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 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 dealer or by an automated card shuffling device.
- (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 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 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 determine the number of cards in the stub by counting the cards face down on the layout.
- (1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
  - (2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designated for the placement of the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to 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 146.49.

- (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 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.
- (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) 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. 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 colorado hold 'em 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 announce "No more bets."
- (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 an initial 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 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 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 section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The stub shall be counted in accordance with Section 7(e) or (f), as applicable.

### **10. 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 9 have been completed, each player shall examine his or her cards.
  - (1) Each player who wagers at colorado hold 'em poker shall be responsible for his or her 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 cards in full view of the dealer at all times.
- (b) After each player has examined his or her cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to 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 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 a player chooses to fold, then he or she 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 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 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 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 may continue the current round of play in accordance with this section.
- (c) After each player has made a decision to play, fold or declare an instant winner, the dealer 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 right and continuing counterclockwise around the table, turn face up the two cards of each player who has placed a wager in accordance with (b)(1) above.
- (1) The three community cards and two remaining cards dealt to each player shall form the five card hand of each player.
  - (2) The dealer shall examine the cards of each player to determine if the player’s hand qualifies for a payout pursuant to Section 12, 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 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 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 12 or 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 such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

#### **11. 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 9 have been completed, each player shall examine his or her cards.
  - (1) Each player who wagers at colorado hold 'em poker shall be responsible for his or her 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 cards in full view of the dealer at all times.
- (b) After each player has examined his or her cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to 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 designated "bet." The player must then select one card from the three cards initially dealt 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 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 13(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 may continue the current round of play in accordance with this section.
- (c) After each player has made a decision to play or declare an instant winner, the dealer 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 right and continuing counterclockwise around the table, turn face up the two cards of each player who has placed a wager in accordance with (b)(1) above.
  - (1) The three community cards and two remaining cards dealt to each player shall form the five card hand of each player.
  - (2) The dealer shall examine the cards of each player to determine if the player's hand qualifies for a payout pursuant to Section 13 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 nines shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table inventory container. The cards of any player who has made a losing wager shall be collected and placed in the discard rack.
- (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.
- (g) Each winning wager shall be paid in accordance with the payout odds listed in Section 13 or as otherwise approved by the Commission.
- (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.
- (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.

**12. Payout odds for version with required bet wager**

- (a) The payout odds for winning wagers at 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 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 required bet wager shall pay off each winning wager at the game of colorado hold 'em poker at no less than the following odds:

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

- (c) 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 205 CMR 147.03.

- (d) A gaming licensee shall pay off each winning bonus wager 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

**13. Payout odds for version with permissible bet wager**

- (a) The payout odds for winning wagers at 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 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 'em poker at no less than the following odds:

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

(c) 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 205 CMR 147.03.

(d) A gaming licensee shall pay off each winning bonus wager 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

#### **14. Irregularities**

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

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

card from the shoe or the deck.

- (c) If any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
- (d) If a player erroneously declares an immediate winner, that player's hand shall be void and that player shall lose his or her 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 accordance with procedures approved by the Commission.
- (f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.
- (g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.