

SUPREME PAI GOW

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 13(e).

High hand-- shall mean the two-card hand which is formed from the four cards dealt at the game of 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 so as to rank lower than the two-card high hand.

Push-- is a tie as defined in Section 12(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 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 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 the playing cards, as approved by the Commission.
- (b) If an automated card shuffling device is used for supreme pai gow, 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. Supreme pai gow rankings; cards; bonus wager poker hands

- (a) The rank of a two-card high hand or low hand, in order from highest to lowest rank, shall be:
 - (1) A matching pair, subject to the following:
 - (i) The rank of matching pairs, from highest to lowest rank, shall be jokers, aces, kings, queens, jacks, 10s, nines, eights, sevens, sixes, fives, fours, threes, and twos; and
 - (ii) A joker cannot form a pair with any card except the second joker;
 - (2) Non-matching face cards, with a king and a queen being the highest ranking non-matching face cards, a king and a jack being the next highest ranking non-matching face cards, and a queen and a jack being the lowest ranking non-matching face cards; and
 - (3) The highest point total of the two cards in the hand, as determined in accordance with the following requirements:
 - (i) An ace shall have a point value of 1;
 - (ii) A face card or 10 shall have a point value of 0;
 - (iii) A two through nine shall have a point value equal to the numerical face value of the card;
 - (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 other card; and
 - (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 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, 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 dealer or banker shall be deemed to hold the higher ranking hand.
- (c) 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 permissible four-card hands that qualify for a posted payout shall be:
 - (1) "Four aces" is a hand consisting of four aces;
 - (2) "Royal flush" is a hand consisting of an ace, king, queen and jack of the same suit;
 - (3) "Two jokers and two aces" is a hand consisting of two jokers and two aces;
 - (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) "Three-of-a-kind" is a hand containing three cards of the same rank;
- (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) "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit;
- (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.

- (d) Notwithstanding any other provision of this section, the dealer or banker shall be deemed to 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 shall be determined 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 and Section 11(b);
 - (i) 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 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 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 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 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 (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 and shall include two jokers.
- (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 6.

- (d) If a gaming licensee uses an automated card shuffling device to play the game of 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) 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 shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.
- (b) After the cards have been shuffled and stacked, the dealer shall:
 - (1) If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 8-10; 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) through (e) below.
- (c) Upon completion of a manual shuffle, the dealer shall place the stack of cards on top of the cover card. Thereafter, the dealer shall offer the stack of cards to be cut, with the backs facing up and faces facing the layout, to the player determined pursuant to (d) below. If no player accepts the cut, the dealer shall cut the cards.
- (d) The cut of the cards shall be offered to players in the following order:
 - (1) The first player to the table, if the game is just beginning;
 - (2) The player who accepts the bank pursuant to Section 13; provided, however, if the bank refuses the cut, the cards shall be offered to each player moving counterclockwise around the table from the bank until a player accepts the cut; or
 - (3) The player at the farthest position to the right of the dealer, if there is no bank during a round of play; provided, however, if there are two or more consecutive rounds of play where there is no bank, the offer to cut the cards shall rotate in a counterclockwise manner after the player to the far right of the dealer has been offered the cut.
- (e) The player or dealer making the cut shall place the 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 then 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. The dealer shall then deal or deliver the cards in accordance with the procedures set forth in

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 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 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) shall be completed.

7. Wagers

- (a) All wagers at 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 layout. A verbal wager accompanied by cash shall not be accepted at the game of supreme pai gow.
- (b) Only players who are seated at the supreme pai gow table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.
- (c) All wagers at 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. No wager at supreme pai gow shall be made, increased or withdrawn after the dealer has announced "No more bets."
- (d) Upon placing a supreme pai gow wager, a player may also place a bonus wager by placing a wager of at least \$1.00 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 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 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 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 shall determine the number of cards in the stub by counting the cards face down on the layout.
 - (1) If the count of the stub indicates that 54 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - (2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player 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 the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.
- (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 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 rack without exposing the cards.

9. Procedures for dealing the cards from the hand

- (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.

- (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 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

- (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 dealt from an automated dealing shoe which dispenses cards in stacks of four cards, provided that the shoe, its location and the procedures for its use are approved by the 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 6 have been completed, the cards shall be placed in the automated dealing shoe.
 - (2) The dealer shall then announce “No more bets” prior to the shoe dispensing any stacks of cards.
- (c) The dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for delivering the stacks of cards.
- (d) Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack in turn to each of the other positions, including the dealer, moving

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

- (e) 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 the discard rack without exposing the cards.

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

- (a) In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of supreme pai gow, a gaming licensee may, in its discretion, use the 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 so as to cause a random mixture of the dice.
 - (1) The dealer shall then remove the lid covering the pai gow shaker, total the dice and announce the total.
 - (2) To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.
 - (3) Examples are as follows:
 - (i) If the dice total 8, the dealer would receive the first card or stack of cards; or
 - (ii) If the dice total 14, the sixth betting position would receive the first card or stack of cards.
 - (4) After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in Sections 8-10, the dealer shall place the cover on the pai gow shaker and shake the shaker once. The pai gow poker shaker shall then be placed to the right of the dealer.
- (c) The dealer may use a computerized random number generator approved by 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 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 its discretion, mark that position by the use of an additional cut card or similar object.

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

- (a) After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand 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 low hand contains a pair of sevens, the high hand must contain at least a pair of sevens.
- (b) Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the 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 cards in full view of the dealer at all times. Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player shall not touch the cards again.
- (c) After all players have set their hands and placed the cards on the table, the four cards of the dealer shall be turned over and the dealer shall set his or her hands by arranging the cards into a high and low hand. The dealer shall then place the two hands face up on the appropriate area of the layout.
- (d) Each gaming licensee shall submit to the Commission in its Rules of the Games Submission the manner in which it will require the hands of the dealer to be set.
- (e) A player may announce that he or she wishes to surrender his or her supreme pai gow wager prior to the dealer exposing either of the two hands of that player pursuant to (f) below. Once the player has announced his or her intention to surrender, the dealer shall:
 - (1) Immediately collect the 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 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 were collected by counting them face down on the layout prior to placing them in the discard rack.
- (f) Once the dealer has set a high hand and a low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the corresponding hands of the dealer and shall announce if the supreme pai gow wager of that player shall win, lose or be considered a tie ("push").

- (g) A supreme pai gow wager made by a player shall lose if:
- (1) Both player's hands (high and low) are lower in rank than the corresponding hands of the dealer;
 - (2) The high hand of the player was not set so as to rank higher than his or her low hand; or
 - (3) The two hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a three-card high hand and a one-card low hand).
- (h) All hands that result in a winning 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 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 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 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 wager(s) of a player are settled, the dealer shall collect the player's cards and place them in the discard rack.
- (i) A winning 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 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 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 dispute.

13. 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 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 shall apply except to the extent that they conflict with the provisions of this section, in which case the provisions of this section shall control for any round of play in which a player is the bank.
- (b) A player may not be the bank at the start of the game. For the purposes of this section, the

start of the game shall mean the first round of play after the dealer is required to shuffle the cards in accordance with the procedures set forth in 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 shall proceed in accordance with the rules of play provided in the Rules of the Game of Supreme Pai Gow.
- (d) Before a player may be permitted to bank a round of play, the dealer shall determine that:
 - (1) The player placed a wager against the dealer during the last round of play in which there was no player banking the game; and
 - (2) The player has sufficient gaming chips on the table to cover all of the wagers placed by other players at the table for that round of play.
- (e) A 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, the dealer shall be responsible for setting the hand of the bank in the manner submitted to the Commission pursuant to Section 12(d). When co-banking is in effect, the dealer may not place a wager against the bank.
- (f) If a player is the bank, the player may only wager on one betting area.
- (g) Once the dealer has determined that a player may be the bank pursuant to (d) above and after the cards have been shuffled, the dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, the calculation of which has been approved by the Commission. This amount shall be the amount the dealer wagers against the bank. The bank may direct that the sum wagered by the dealer be a lesser amount or that the dealer places no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container.
- (h) If the cards are to be dealt from a manual dealing shoe, the procedures set forth in Sections 8 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 and reshaken by the bank.

- (2) If a computerized random number generator is used to determine the starting position for the dealing of the cards, the device shall be operated in accordance with procedures approved by the Commission.
 - (3) When counting the betting positions, including the dealer, to determine the starting position for dealing the cards, the position of the banker, instead of the dealer, shall be considered number one.
- (i) If the cards are to be dealt from the hand, the procedures set forth in Sections 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 begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.
- (j) If the cards are to be dealt from an automated dealing shoe, the procedures set forth in Sections 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 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.
 - (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 position for delivering the stacks of cards as they are dispensed by the shoe, the position of the bank, instead of the dealer shall be considered number one.
- (k) If the cards dealt to the dealer have not been previously collected, after each player has set his or her two hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the bank and determine if the hands of the dealer are higher in rank than the hands of the bank. If the dealer wins, the cards of the dealer shall be stacked face up to the right of the table inventory container with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the table inventory container. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to the center of the layout.
- (l) If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank, an amount equal to the remaining winning wagers and place that amount in the center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a five percent vigorish in accordance with Section 9. Once the vigorish has been paid, the remaining amount shall be given to the bank.
- (m) If co-banking is in effect, once the dealer has set the co-bank hand pursuant to paragraph (e) above, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing

wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the co-bank, an amount equal to one-half of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount will be counted and the dealer shall place half of this amount into the table inventory container. The dealer shall collect a five percent vigorish in accordance with Section 12 on the remaining amount and place the vigorish amount in the table inventory container. The remaining amount shall then be given to the co-bank.

- (n) Immediately after a winning wager of the dealer is paid, this amount and the original wager shall be returned to the table inventory container.
- (o) Each player who has a winning wager against the bank shall pay a five percent vigorish on the amount won to the dealer, in accordance with Section 12.
- (p) The bonus wager and resolution of such wager shall be governed by the rules applicable to such wagers throughout the Rules of the Game of Supreme Pai Gow.

14. Bonus wager payouts; payout limitation

- (a) Each winning bonus wager shall be paid once for the highest ranking qualifying four-card hand that can be formed and at no less than the odds set forth below:

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) 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.

15. 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 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 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 appropriate area of the layout, the hands may not be changed.

16. 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 bottom of the shaker, the dealer shall call a "No roll" and reshake the dice.
- (b) If the dealer uncovers the pai gow poker shaker and a die or dice fall out of the shaker, the dealer shall call a "No roll" and reshake the dice.
- (c) If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.
- (d) If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.
- (e) If a card or cards in the hand of the dealer or bank is exposed, all hands shall be void and the cards shall be reshuffled, except that if a player has placed a bonus wager, it shall be settled in accordance with the payout odds set forth in Section 14.
- (f) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be void and the cards shall be reshuffled.
- (g) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe.
- (h) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

- (i) If the dealer does not set his or her hands in the manner submitted to the Commission pursuant to Section 12(d), the hands must be reset in accordance with this submission and the round of play completed.
- (j) If the bank does not set his or her own hands correctly, the wager shall not be lost pursuant to Section 12(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 12(d) 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 8, 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 9(c), the cards shall be reshuffled.
- (m) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.
- (n) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void, and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the 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.