

TWO CARD JOKER POKER

1. Definitions

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

Ante-- or “ante wager” means a wager a player may make prior to any cards being dealt that the hand of the player will have a higher rank than the hand of the dealer.

Call wager-- means an additional wager a player who has placed an ante wager is required to make after receiving his or her two cards if the player elects to remain in competition against the hand of the dealer.

Hand-- means the two-card joker poker hand that is held by each player and the dealer after the cards are dealt.

Rank-- or “ranking” means the relative position of a card or hand as set forth in Section 5.

Round of play-- or “round” means one complete cycle of play during which all players playing at the table have placed one or more wagers, been dealt a hand, and had their wagers paid or collected in accordance with the Rules of the Game of Two Card Joker Poker.

Stub-- means the remaining portion of the deck after all cards in the round of play have been dealt.

Suit-- means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

Tie hand-- means the two-card joker hand of a player is equal in rank to the two-card joker poker hand of the dealer during a round of play.

2. Cards; number of decks

- (a) Except as provided in (b) below, the game of two card joker poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and two additional solid yellow or green cover cards.
- (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 205 CMR 146.48;
 - (2) The backs of the cards in the two decks are of different color;
 - (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - (4) Both decks are 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. 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 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 Sections 7-9; 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 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)1ii above; and

- (iv) Removing the cover card and placing it in the discard rack; and
- (2) Deal the cards in accordance with the procedures set forth in Sections 7-9.

- (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 two card joker poker table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) and, if applicable, (d) shall be completed.

5. Two card joker poker hand rankings

- (a) The rank of the cards used in two card joker poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a 2. A joker may only be used to form a pair with the other joker or a non-joker card.
- (b) The permissible hands at the game of two card joker poker, in order of highest to lowest rank, shall be:
 - (1) “Two jokers” is a hand consisting of two jokers;
 - (2) “Royal flush” is a hand consisting of an ace and a king of the same suit;
 - (3) “Straight flush” is a hand consisting of two cards of the same suit in consecutive ranking, other than an ace and a king, with a king and a queen being the highest ranking straight flush and an ace and a two being the lowest ranking straight flush;
 - (4) “Straight” is a hand consisting of two cards, not of the same suit, in consecutive ranking, with an ace and a king being the highest ranking straight and an ace and a two being the lowest ranking straight;
 - (5) “Pair” is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair; provided, however, that a hand consisting of one joker and one non-joker shall be ranked as a pair of the non-joker card;
 - (6) “Flush” is a hand consisting of two cards of the same suit but not of consecutive rank, with an ace and a queen being the highest ranking flush and an ace and a three being the lowest ranking flush; and
 - (7) “High card” is a hand that is not listed in (b)(1) through (6) above, the value of which is determined by the higher ranking card in the hand.
- (c) When comparing two hands which are of identical rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the

application of this subsection, the hands shall be considered a tie.

6. Wagers

- (a) All wagers at two card joker poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
- (b) Except as provided in Section 10, all wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedure in Sections 7-9, and no wager shall be made, increased, or withdrawn after the dealer has announced “No more bets.”
- (c) The following wagers may be placed in the game of two card joker poker:
 - (1) A player may compete solely against the dealer by placing an ante wager and, unless the player chooses to fold after receiving his or her cards, a call wager in accordance with Section 10;
 - (2) A player may compete solely against a posted pay table by placing a pair up wager and/or a super flush bonus wager; or
 - (3) A player may compete against both the dealer and the posted pay table by placing wagers in accordance with (c)(1) and (2) above.
- (d) The outcome of an ante wager and, if placed, a call wager shall have no bearing on a pair up wager or a super flush bonus wager made by a player at the game of two card joker poker.
- (e) Only players who are seated at a two card joker poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

- (a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.
- (b) The dealer shall announce “No more bets” prior to dealing any cards.
- (c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
- (d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
 - (1) One card face down to each player;
 - (2) One card face down to the area designated for the dealer’s hand under a cover card;

- (3) A second card face down to each player; and
 - (4) A second card face down to the area designated for the dealer's hand under a cover card.
 - (5) All cards will be dealt in a manner as to not disclose the value of the cards.
- (e) After two cards have been dealt to each player and to the area designated for the hand of the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.
- (f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine 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 were misdealt (a player or the dealer has more or less than two cards) but 54 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

8. Procedure for dealing the cards from the hand

- (a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play two card joker poker from his or her hand.
- (b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
- (1) The gaming licensee shall use an automated shuffling device to shuffle the cards.
 - (2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
 - (i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - (ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - (3) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
- (c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
- (1) One card face down to each player;
 - (2) One card face down to the area designated for the dealer's hand under a cover card;
 - (3) A second card face down to each player; and
 - (4) A second card face down to the area designated for the dealer's hand under a cover card.
 - (5) All cards will be dealt in a manner as to not disclose the value of the cards.

- (d) After two cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

9. 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 two card joker poker dealt from an automated dealing shoe which dispenses cards in stacks of two 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 two 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 accordance with Section 6. The dealer shall then place a cover card on top of the dealer’s stack of two cards in the automated dealing shoe and deliver the stack face down in a manner as to not disclose the value of the cards with the cover card on top to the area designated for the dealer’s hand.
- (d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).
- (f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 54 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

10. Procedure for completion of each round of play; collection and payment of wagers

- (a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards without exposing them to any person and replace the cards face down on the layout.
 - (b) The dealer shall then, starting with the player farthest to the left of the dealer and moving clockwise around the table, offer each player who has placed an ante wager the option to either make a call wager in an amount equal to the player's ante or fold the hand and forfeit his or her ante wager.
- (c) After each player has either placed a call wager or folded his or her hand, the dealer shall, starting with the player farthest to the right of the dealer and moving counterclockwise around the table, complete the following procedures in succession for each player:
 - (1) If the player has placed either a pair up wager or a super flush wager, reveal the cards of the player and settle the pair up wager and/or the super flush wager in accordance with the provisions of Section 11(d)-(e); and
 - (2) If the player has folded his or her hand, collect the ante wager and cards of the player and place the cards in the discard rack.
- (d) The dealer shall then remove the cover card from the dealer's hand, reveal his or her cards and, starting with the player farthest to the right of the dealer and continuing counterclockwise around the table, complete the following applicable procedures in succession for each player with wagers remaining on the table:
 - (1) If the dealer does not have a qualifying hand of queen or higher, the dealer shall:
 - (i) Pay the player 1 to 1 on the ante wager;
 - (ii) Return the call wager of the player; and
 - (iii) Collect the cards of the player and place them in the discard rack; or
 - (2) If the dealer has a qualifying hand of queen or higher, the dealer shall:
 - (i) Unless the hand of the player was revealed pursuant to (c)(1) above, reveal the cards of the player;
 - (ii) Collect the ante and call wagers of the player if the hand of the dealer is ranked higher than the hand of the player;
 - (iii) Pay the ante and call wagers of the player in accordance with the payout odds listed Section 11 if the hand of the player is ranked higher than the hand of the dealer; and
 - (iv) Collect the cards of the player and place them in the discard rack.
- (e) Upon completion of the procedures in (d)(1) or (2) above, the dealer shall place the cards of the dealer in the discard rack.
- (f) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

11. Payout odds

- (a) The payout odds for winning ante, call, pair up and super flush bonus wagers printed on any

sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word “to” or “win,” and no odds shall be stated through the use of the word “for.”

- (b) A player shall be paid 1 to 1 on an ante wager if:
 - (1) The player placed a call wager and the dealer does not have a qualifying hand rank of “queen or higher;” or
 - (2) The dealer has a qualifying hand rank of “queen or higher” and the hand of the player is ranked higher than the hand of the dealer.
- (c) If the dealer does not have a qualifying hand rank of “queen or higher,” the call wager of a player shall be returned to the player. If the dealer has a qualifying hand rank of “queen or higher,” the call wager of a player shall be paid in accordance with the following pay table if the hand of the player is ranked higher than the hand of the dealer:

Player’s Hand	Payout Odds
Pair of jokers	8 to 1
Royal flush	5 to 1
Straight flush	3 to 1
Straight or less	1 to 1

- (d) A winning pair up wager shall be paid in accordance with the one of following pay tables pre-selected by the gaming licensee:

Player’s Hand	Table 1	Table 2	Table 3
Pair of jokers	40 to 1	50 to 1	40 to 1
Royal flush	20 to 1	25 to 1	30 to 1
Straight flush	5 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

- (e) A winning super flush bonus wager shall be paid in accordance with the following pay table:

Player’s Hand	Payout Odds
Royal flush	30 to 1
Straight flush	5 to 1
Ace high flush	3 to 1
King high flush	2 to 1
Flush	1 to 1
Straight	Push
Pair (including pair of jokers)	Push

- (f) If a player and the dealer have a tie hand, the player’s ante and call wagers are a push and shall be returned to the player.

12. 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 dealt 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 dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
- (d) If one or both of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in Section 10(d), all hands shall be void and the cards shall be reshuffled.
- (e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall 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.