

Statements of Policy

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601b. GENERAL TABLE GAME PROVISIONS

§ 601b.1 Gaming Vouchers Issued or Redeemed at Banking Table Games

(a) A certificate holder may utilize a gaming voucher system for the redemption and issuance of gaming vouchers in exchange for value chips at banking table games in accordance with the provisions contained in this section.

(b) The following words and terms when used in this section have the following meanings:

Gaming voucher - An instrument that when inserted into a gaming voucher scanner at a banking table game entitles the patron to value chips corresponding to the value, in whole-dollar denominations as established by the certificate holder in its internal controls, printed on the gaming voucher. Noncashable credits may be used only for the purpose of slot machine gaming.

Gaming voucher scanner - An external device located on the banking table game that communicates with the certificate holder's slot monitoring system and verifies the validity and amount of a gaming voucher to be redeemed at a banking table game.

(c) A certificate holder that elects to utilize a gaming voucher system for the redemption and issuance of gaming vouchers at banking table games shall submit updated internal

controls in accordance with § 465a (relating to accounting and internal controls) and shall specify:

(1) Which positions, as described in the certificate holder's jobs compendium, required under § 465a.11(relating to slot machine licensee's organization; jobs compendium), will have administrator, accounting and revenue audit and cage function access to the gaming voucher system and corresponding software, and the functions or permissions assigned to each of those roles. The certificate holder shall submit a narrative description of the permissions for each of the roles and the level of access assigned;

(2) Which positions will have permission to reset personal identification numbers (PIN) utilized to access the gaming voucher scanners, how often the PINs will be changed and the duration dealers can be logged into the gaming voucher scanner before the dealer must reenter his PIN;

(3) The flow of receipts through the revenue process;

(4) The transaction and revenue reports generated from the system;

(5) How a voided transaction in the gaming voucher system will be processed, specifying which positions will have authority to void a transaction, ensuring that at least two employees with no incompatible functions process the void and

that a detailed explanation for the void is recoded in the gaming voucher system;

(6) The positions that will have permission to authorize remote system access, ensuring compliance with § 461a.19 (relating to remote system access).

(7) The positions authorized and procedures for clearing error conditions from the gaming voucher scanner or system.

(8) Whether a dealer at a banking table game that utilizes a gaming voucher system is authorized to accept a gaming voucher as a tip or gratuity and the procedures to ensure compliance with § 465a.19 (relating to acceptance of tips or gratuities).

(9) How the gaming vouchers, system, scanner and software complies with the requirements in § 461a.8 (relating to gaming vouchers).

(d) When a gaming voucher is presented by a patron to buy in at a banking table game that is not a fully automated electronic gaming table or an electronic wagering terminal:

(1) The dealer shall enter a unique PIN on the gaming voucher scanner.

(2) After verbally signifying the buy-in, the dealer shall scan the gaming voucher for redemption.

(2) The gaming voucher system shall automatically populate the redemption amount, in whole-dollar denominations as established by the certificate holder in its internal controls. For example, if a patron presented a gaming voucher of \$84.56 and the lowest denomination established in the gaming voucher system is \$5, the system shall populate a redemption amount of \$80.

(3) Any gaming voucher with a value of \$3,000 or above shall also require the floorperson or above to approve the transaction.

(4) The dealer shall then place value chips equivalent to the redemption amount on the gaming table, ensuring that the transaction is captured by surveillance.

(5) After the value chips are presented to the patron, the dealer shall place the gaming voucher into the drop box.

(6) A new gaming voucher shall be remitted to the player for any remaining amount of the original gaming voucher that could not be redeemed for value chips.

(7) If a player has both cash and a gaming voucher to redeem for value chips, the dealer shall exchange the cash in accordance with § 465a.40 (relating to procedures for accepting cash for gaming chips, plaques or electronic wagering credits at table games) before redeeming the gaming voucher in accordance with the procedures in (1)-(6).

(e) When a player would like to exchange value chips for a gaming voucher at a banking table game that is not a fully automated electronic gaming table or an electronic wagering terminal:

(1) The dealer shall enter his unique PIN on the gaming voucher scanner.

(2) After verbally signifying that a player is cashing out, the dealer shall spread and count the value chips to be exchanged in the presence of a floorperson or above, ensuring that the transaction is captured by surveillance.

(3) The dealer shall then enter the amount of the value chips to be exchanged for a gaming voucher in the gaming voucher scanner.

(4) Any value chips of \$3,000 or above shall also require the floorperson or above to approve the transaction.

(5) A gaming voucher equivalent to the value chips exchanged shall be remitted to the player.

(6) The dealer shall then place the value chips in the table inventory container.

(f) A table game shall be dropped and/or closed in accordance with the procedures in § 465a.41 (procedures for drops at open table games) and § 465a.42 (procedures for closing table games) provided that at the time the table inventory is counted, the floorperson shall close the gaming voucher scanner

session and generate an end of gaming day report showing the number of tickets redeemed and issued. The report shall be place in table game drop box until the paperwork is transferred to the accounting department in accordance with § 465a.25 (relating to counting and recording slot cash storage boxes and table game drop boxes).

(g) The table game count shall be conducted in accordance with 465a.25, provided that the certificate holder shall:

(1) Update accounting procedures utilized to ensure the calculation of gross table game revenue includes all gaming vouchers issued and redeemed at a banking table game.

(2) Identify all revenue files used to upload the count of gaming vouchers issued and redeemed at each banking table game.

(3) Retain all gaming vouchers collected from table game drop boxes in accordance with subsection (i).

(h) The payment of table game taxes shall comply with 601a.9 (relating to table game taxes and gross table game revenue) provided that if the certificate holder is utilizing gaming vouchers at a banking table game as provided in this section, the net revenue for the individual banking table game must be equal to the total of paragraphs (1) through (3) minus the total of paragraphs (4) through (6):

(1) The ending inventory of value chips and coins at the gaming table as reported on the Table Inventory Slip prepared in accordance with § 465a.41 (relating to procedures for drops at open table games) for a table game that remained open for gaming activity when the table was being dropped at the end of the gaming day or the Table Inventory Slip prepared in accordance with § 465a.42 (relating to procedures for closing table games) for a table game that was closed prior to the end of the gaming day.

(2) The sum of all Credit Slips for the gaming table for that gaming day.

(3) The total of the currency, Gaming Vouchers redeemed and Counter Checks collected from the drop box for that gaming table.

(4) The inventory of value chips and coins at the gaming table as reported on the Table Inventory Slip prepared in accordance with § 465a.41 for a table game that remained open for gaming activity when the table was being dropped at the end of the previous gaming day or the Table Inventory Slip prepared in accordance with § 465a.37 (relating to procedures for opening table games) for a table game that was opened during the gaming day.

(5) The sum of all Fill Slips for the gaming table for that gaming day.

(6) The sum of all Gaming Vouchers issued from that gaming table.

(i) Gaming vouchers redeemed at a table game that is not a fully automated electronic gaming table or electronic wagering terminal shall be retained, grouped by gaming day, for either:

(1) A period of 2 years; or

(2) 30 days if certificate holder utilizes a camera picture function which captures and stores an image of the gaming voucher at the time the gaming voucher was redeemed.

(j) Prior to implementing the gaming voucher system and scanners at a licensed facility, the certificate holder shall establish and receive approval from PGCB staff to conduct a test period of the new gaming voucher system.

CHAPTER 605b. ELECTRONIC GAMING TABLES

[\$ 605b.1. Progressive table game systems; linked progressive table games.] Reserved (Final in 125-169)

CHAPTER 609b. CREDIT

§ 609b.1 Use of an Electronic Credit System for the Processing of Counter Checks and Customer Deposits

(a) A certificate holder may utilize an electronic credit system for the processing of Counter Checks and Customer Deposits in accordance with the provisions contained in this section.

(b) A certificate holder that elects to utilize an electronic credit system shall submit internal controls specifying:

(1) Which positions, as described in the certificate holder's jobs compendium, will have administrator, accounting and revenue audit and cage function access to the electronic credit system and the functions or permissions assigned to each of those roles. The certificate holder shall submit a narrative description of the permissions for each of the roles and the level of access assigned;

(2) Which positions will have permission to reset a patron's personal identification number (PIN) as provided in (e)(2) and (f)(1);

(3) How a patron's credit information and limit established will be entered into the electronic credit system, ensuring compliance with the approval of credit limit requirements in § 609a.4 (relating to approval of credit limits);

(4) The flow of receipts and the reports generated through the revenue process;

(5) How a voided transaction in the electronic credit system will be processed, specifying which positions will have authority to void a transaction, ensuring that at least two employees with no incompatible functions process the void and

that a detailed explanation for the void is recoded in the electronic credit system;

(6) How the certificate holder will ensure that redemption, partial redemption, substitution and consolidation of Counter Checks generated utilizing the electronic credit system complies with the requirements in § 609a.15(d) and (g) and § 609a.16(e)-(f);

(7) If the certificate holder allows patrons to substitute or redeem Counter Checks via mail, how the certificate holder will process those redemptions and substitutions utilizing the electronic credit system;

(8) How credit transactions will be processed and accurately record if the electronic credit system becomes inoperable;

(9) Which funds a patron is required to utilize first if the patron has an established credit line and has a customer deposit, as provided in subsection (f).

(c) Prior to implementing the electronic credit system, the certificate holder shall establish and receive approval from PGCB staff to conduct a test period of the new electronic credit system. The certificate holder shall maintain its current credit processing system and may not fully transition to the electronic credit system until full approval is granted by the Board's Executive Director.

(d) A certificate holder that utilizes an electronic credit system shall comply with the requirements in § 609a.1 through § 609a.12 and § 609a.17 and § 609a.18.

(e) To establish an electronic credit file for a patron, in addition to the requirements in § 609a.3 - § 609a.6:

(1) The credit department shall scan the patron's valid picture identification into the electronic credit system for display when accessing a patron's credit file;

(2) The patron shall establish a PIN to access credit, which shall be an encrypted PIN.

(f) For Customer Deposits, if a certificate holder is utilizing the electronic credit system to allow patrons access to their customer deposits, the certificate holder shall comply with the requirements in § 465a.23 (relating to customer deposits) and:

(1) If the patron with a customer deposit does not already have an electronic credit account established, a deposit account must be established as follows:

(i) The requirements for establishing a credit account contained in § 609a.3-609a.6 shall not apply and a patron's credit limit shall be set at \$0;

(ii) The credit department shall scan the patron's picture identification for display when accessing the patron's deposited funds;

(iii) The patron shall establish a PIN to access the patron's deposited funds;

(2) Customer Deposits shall be completed at the cage by a cage cashier with no incompatible functions. Utilizing the portable device, the cashier shall:

(i) Login by entering the employee's PIN;

(ii) Access the patron's account in the electronic credit system by entering the patron's account number or scanning the patron's card;

(iii) Credit the patron's account by the amount of the deposit;

(iv) Input the date and method of deposit (chips, gaming vouchers, cash, wire transfer, etc.).

(v) Have the patron enter his PIN and electronically sign verifying the accuracy of the transaction.

(vi) The cashier shall then electronically sign verifying the deposit;

(vii) A two-part deposit receipt evidencing the transaction shall be generated with one part provided to the patron and the other maintained in the cage cashier's impressed inventory.

(g) For the issuance of Counter Checks and the withdrawal of Customer Deposits utilizing an electronic credit system, notwithstanding the requirements in § 609a.14 (relating to the

issuance and reconciliation of Counter Checks), if the issuance or withdrawal is conducted:

(1) At a gaming table:

(i) A pit clerk or above shall use an approved portable device and:

(A) Login by entering the employee's PIN;

(B) Access the patron's electronic credit file by entering the patron's account number or scanning the patron's card;

(C) Verify the patron's identity by comparing the patron's appearance to the digital identification accessed from the electronic credit system;

(D) Enter or select the amount of credit or withdrawal requested;

(E) Have the patron enter his PIN and electronically sign verifying the accuracy of the transaction.

(ii) The dealer or boxperson shall then:

(A) Use the portable device and enter his PIN number;

(B) Verify the patron's credit or withdrawal request, selecting the gaming table at which the patron has requested the credit or withdrawal and electronically sign the verification;

(C) After verifying the credit or withdrawal request, the dealer shall place the portable device displaying the amount of the Counter Check or customer withdrawal and the equivalent number of chips on the gaming tables so both are captured by surveillance;

(D) Distribute the chips to the patron, completing the credit transaction.

(iii) A document evidencing the credit or withdrawal transaction shall be generated and placed in the drop box.

(2) At the cage:

(i) A cage cashier shall use an approved portable device and shall complete the requirements in (g)(1)(i).

(ii) The cage supervisor shall then:

(A) Use the portable device and enter his PIN number;

(B) Verify the patron's credit or withdrawal request and electronically sign the verification;

(C) After verifying the credit or withdrawal request, the cage supervisor shall place the portable device displaying the amount of the Counter Check or customer withdrawal and the equivalent in cash or a gaming voucher so both are captured by surveillance;

(D) Distribute the cash or gaming voucher to the patron, completing the credit or withdrawal transaction.

(iii) A document evidencing the credit or withdrawal transaction shall be generated and placed in the cashier's impressed inventory.

(3) At a slot machine:

(i) A slot attendant shall obtain the amount of the requested Counter Check or customer withdrawal, the patron's signature, asset number, and the method of withdrawal (cash, gaming voucher) on a two-part Request Form and shall transport both copies of the Request Form directly to the cage cashier;

(ii) The cage cashier with no incompatible functions shall verify that there are sufficient funds in the patron's credit or Customer Deposit account to satisfy the request;

(iii) The cage cashier processing the request shall disburse funds to the slot attendant, in the presence of a cage supervisor, and shall:

(A) Sign the Request Form;

(B) Maintain the original of the Request Form in the cashier's impressed inventory;

(C) Provide the slot attendant with a portable device connected to the electronic system;

(D) Provide the duplicate of the Request Form to the slot attendant.

(iv) The slot attendant and cage supervisor shall transport the funds and the portable device to the patron at the slot machine. Prior to presenting the funds to the patron, the slot attendant and cage supervisor shall complete the procedures in (g)(1)(i)(A)-(E) and (g)(1)(ii)(A)-(B).

(v) The slot attendant shall disburse funds requested by the patron and drop the duplicate copy of the Request Form in a locked accounting box.

(vi) If a transaction cannot be completed (patron changes his mind or changes the amount of credit or withdrawal requested), the slot attendant and cage supervisor shall return the funds and the Request Form to the cage cashier. The cage cashier shall clearly and conspicuously record "VOID" on the duplicate of the Request Form and maintain the document as part of his impressed inventory until forwarded to the accounting department for reconciliation with electronic credit system.

(vii) On a daily basis, the accounting department shall compare the original and duplicate Request Forms to the electronic credit system. Any instances of irregularities of any kind or the misappropriation of funds shall be immediately reported to on-site casino compliance representatives.

(h) For the redemption and partial redemption of Counter Checks utilizing an electronic credit system:

(1) All redemptions and partial redemptions of electronically generated Counter Checks shall be initiated at the cage;

(2) If a patron has more than one unredeemed Counter Check, the most recently dated Counter Check shall be redeemed or partially redeemed first;

(3) When a patron partially redeems a Counter Check, the replacement Counter Check shall be dated with the same date as the Counter Check being redeemed;

(4) Notwithstanding the requirements in § 609a.15 (relating to the issuance and reconciliation of Counter Checks), the full redemption of electronically generated Counter Checks shall be completed as follows:

(i) A cage cashier shall use a portable device and:

(A) Login by entering the employee's PIN;

(B) Access the patron's electronic credit file by entering the patron's account number or scanning the patron's card;

(C) Verify the patron's identity by comparing the patron's appearance to the digital identification accessed from the electronic credit system;

(D) Select the oldest Counter Check(s) to redeem;

(E) Select or enter the redemption amount and the payment method, provided that payment with a personal check must be drawn on a bank account in the patron's credit file as provided in § 609a.3(c)(4);

(F) Verify that the total amount of outstanding Counter Check(s) matches the amount presented by the patron ensuring that the amount presented by the patron and the portable device displaying the amount of the Counter Check to be redeemed are captured by surveillance. The cage cashier shall then electronically sign the verification approving the redemption.

(ii) After placing the patron's payment into the cage cashier's impressed inventory, the cage cashier shall generate a two-part receipt documenting the redemption with one part provided to the patron and the other maintained in the cashier's impressed inventory.

(5) Notwithstanding the requirements in § 609a.15, the partial redemption of electronically generated Counter Checks shall be completed as follows:

(i) The cage cashier shall complete the procedures in subsection (h)(4)(i)(A)-(D);

(ii) After selecting the Counter Check to partially redeem, the cage cashier shall enter the partial redemption amount and the payment method ensuring that the amount presented by the patron and the portable device displaying the amount of the partial redemption are captured by surveillance. The cage cashier shall then electronically sign the verification approving the partial redemption and shall create an electronic Counter Check, in accordance with (g)(2) for the difference between the amount presented and the electronic Counter Check being partially redeemed;

(iii) After signing the portable device acknowledging completion of the partial redemption and placing the patron's payment into the cage cashier's impressed inventory, the cage cashier shall generate a two-part receipt documenting the partial redemption with one part provided to the patron and the other maintained in the cage cashier's impressed inventory.

(i) For the substitution and consolidation of Counter Checks utilizing an electronic credit system:

(1) All substitutions and consolidations of electronically generated Counter Checks shall be initiated at the cage;

(2) Notwithstanding the requirements in § 609a.17 (relating to substitution and consolidation of Counter Checks):

(i) To consolidate two or more Counter Checks, a cage cashier shall use an approved portable device and:

(A) Login by entering the employee's PIN;

(B) Access the patron's electronic credit file by entering the patron's account number or scanning the patron's card;

(C) Verify the patron's identity by comparing the patron's appearance to the digital identification accessed from the electronic credit system;

(D) Select the Counter Checks to be consolidated. The cage cashier shall then enter their PIN and electronically sign the verification approving the consolidation.

(ii) To substitute a Counter Check(s), a cage cashier shall use an approved portable device and:

(A) Login by entering the employee's PIN;

(B) Access the patron's electronic credit file by entering the patron's account number or scanning the patron's card;

(C) Verify the patron's identity by comparing the patron's appearance to the digital identification accessed from the electronic credit system;

(D) Select the Counter Check to substitute;

(E) A patron may substitute the Counter Check for an electronic Counter Check on a different account that has been verified and recorded in the patron's electronic credit file in accordance with § 609a.3(c)(4) or may substitute for a personal check provided that the personal check is drawn on an account that has been verified and recorded in the patron's credit file. If a patron provides a personal check, the cage cashier shall enter the transaction into the electronic credit system and place the personal check in the cage cashier's impressed inventory;

(F) The cage cashier shall then electronically sign the verification completing the substitution.

(j) A certificate holder that utilizes an electronic credit system shall record each electronic Counter Check issued and Customer Deposit withdrawn at a gaming table on the Daily Banking Table Game Count Report required under § 465a.25 (relating to the counting and recording of slot cash storage boxes and table game drop boxes).

CHAPTER 617b. ROULETTE

§ 617b.1. Touchdown Roulette

(a) If the certificate holder offers Roulette on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Touchdown Roulette Wager. If the certificate holder is offering the Touchdown Roulette Wager,

Roulette shall be played on a double zero Roulette wheel as described in § 617a.1(d) (relating to approval of table game layouts, signage and equipment).

(b) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) and if the certificate holder offers the Touchdown Roulette Wager, in addition to the requirements in § 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel) the electronic layout shall contain a separate area designated for the electronic placement of the Touchdown Roulette Wager for each player.

(c) A player may place a Touchdown Roulette Wager before each Roulette spin unless a Touchdown Roulette game is already in progress. A Touchdown Roulette Wager shall be made electronically by placing a value chip on the designated area of the table layout.

(d) After placing a Touchdown Roulette Wager, if the Roulette ball comes to rest on:

(1) Any number (1-36), the Touchdown Roulette Wager shall lose and be collected.

(2) A 0 or 00, the player shall chose either the red team or black team. To begin the Touchdown Football game, the electronic football shall be placed at the 50 yard line. Each

Touchdown Roulette game shall last for the next four spins (downs). The player has four downs to move the football as close to the chosen team's end zone, based on the value of the compartment that the ball lands on. The color of the compartment on which the Roulette ball lands shall determine whether the football moves toward the end zone of the red team or black team. For example, if a player selected the red team and if over the course of the next four spins the football collectively moved:

(i) To the 18 yard line for the red team, the player would be paid out for a win on the 11-20 yard line as provided in subsection (e).

(ii) To the 18 yard line for the black team, the player would be paid out for selecting the losing team as provided in subsection (e).

(e) The certificate holder shall pay out winning Touchdown Roulette Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Touchdown	1000 to 1	500 to 1	1000 to 1	500 to 1
1-10 yard line	150 to 1	250 to 1	200 to 1	200 to 1
11-20 yard line	75 to 1	75 to 1	75 to 1	100 to 1

21-30 yard line	50 to 1	50 to 1	50 to 1	50 to 1
31-40 yard line	25 to 1	25 to 1	25 to 1	25 to 1
41-49 yard line	10 to 1	10 to 1	10 to 1	10 to 1
Tie-50 yard line	5 to 1	5 to 1	5 to 1	5 to 1
Losing Team	1 to 1	1 to 1	1 to 1	1 to 1

CHAPTER 621b. PAI GOW

§ 621b.1. Pair Fortunes

(a) The words and terms have the following meanings unless the context clearly indicates otherwise:

(1) Gee Joon Pair - The Six (2-4) tile and the Three (1-2) tile.

(2) Heaven Pair - Two Twelve (6-6) tiles.

(3) Identical Pair - Two tiles that are identical in appearance such as two Four (3-1) tiles.

(4) Mixed Pair - Two tiles with the same number of spots but not identical in appearance such as two Eight tiles (6-2) and (5-3).

(b) The table layout shall comply with the requirements in § 621a.2 (relating to Pai Gow table; Pai Gow shaker; physical characteristics) and if the Pair Fortunes Wager is being offered shall contain:

(1) A separate betting area designated for the placement of the Pair Fortunes Wager for each player.

(2) Inscriptions that advise patrons of the payout odds for the Pair Fortunes Wager. If the payout odds are not inscribed on the layout, a sign identifying the odds shall be posted at each Pai Gow table.

(c) The table shall be opened for play in accordance with the requirements in § 621a.4. (relating to opening of the table for gaming; mixing procedures).

(d) Prior to dealing the tiles, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player the option of placing a Pair Fortunes Wager which shall win if any of the four tiles dealt to a player contains a pair. A Pairs Fortune Wager shall be made by placing value chips or plaques on the appropriate area of the Pai Gow layout. Verbal wagers accompanied by cash may not be accepted. The Pair Fortunes Wager shall not have a bearing on a player's other wagers.

(e) After the tiles have been dealt in accordance with § 621a.6 (relating to procedure for dealing the tiles) or 621a.7 (relating to alternative dealing procedures) and the procedures in § 621a.8(a)-(i) and (k) (relating to procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish) have been

completed, the dealer shall determine if the player's four tiles creates a pair. Irrespective of how the player set his hand, if the player's hand:

(1) Contains a pair, the dealer shall pay the winning wager in accordance with subsection (f) then collect the player's tiles in accordance with § 621a.8(j).

(2) Does not contain a pair, the dealer shall collect the losing wager and the player's tiles in accordance with § 621a.8(j).

(f) A certificate holder shall pay out winning Pair Fortunes Wagers at the odds in the following payout table:

<i>Hand</i>	<i>Payout</i>
Gee Joon and Heaven Pair	300 to 1
2 Pair	25 to 1
Gee Joon Pair	8 to 1
Mixed Pair	4 to 1
Identical Pair	3 to 1

§ 621b.2. Player Activated Shaker; Wagers based on the outcome of the dice.

(a) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may use a player activated shaker to determine the starting position for the dealing of the Pai Gow tiles.

(b) The player activated shaker shall be submitted to the Gaming Lab for approval in accordance with § 461a.4 prior to its use and must:

(1) Have the capability of being sealed or locked to ensure the integrity of the three dice contained inside the shaker.

(2) Shake the dice for at least five seconds to cause a random mixture of the dice.

(c) If the certificate holder offering the Beat It Wager in accordance with (e)(3)(i), the one red and two blue dice shall be used in the shaker. Dice used in the shaker shall comply with the requirements in:

(1) Section 603a.12(a) and (c) (relating to dice; physical characteristics) if the certificate holder is utilizing an electronic shaker.

(2) Section 603a.12(b) if a manual shaker is being utilized. If a manual shaker is being utilized, the certificate holder shall comply with the requirements in § 621a.2(d).

(d) If the certificate holder offers optional wagers based on the outcome of the dice in the manual or automated shaker, the layout shall comply with the requirements in § 621a.2 (relating to Pai Gow table; Pai Gow shaker; physical characteristics) and shall contain:

(1) A separate betting area for each player designated for the placement of the Sum Wager if offered by the certificate holder.

(2) Six separate betting areas for each player inscribed with a one through six designated for the placement of the Match Wager if offered by the certificate holder.

(3) A separate betting area for each player designed for the placement of the Beat It Wager if offered by the certificate holder.

(e) The certificate holder may offer the following optional wagers based on the outcome of the dice contained in the shaker:

(1) A Sum Wager, which shall win, depending on the payout table selected by the certificate holder in its Rules Submission, if:

(i) The total of the three dice is equal to an 8, 16 or 17.

(ii) The total of the three dice is equal to a 3, 8 or 9.

(iii) At least two of the dice are matching.

(iv) The three dice form a series, such as a 1, 2 and 3 or 3, 4 and 5.

(2) A Match Wager which shall win if at least two of the dice match the value selected by the player. For example, a

player's Match Wager on the one shall win if two or three of the dice rolled is a one.

(3) A Beat It Wager which shall win, depending on the payout table selected by the certificate holder in its Rules Submission, if:

(i) The red dice is equal in value to or greater than the sum of the two blue dice. For example, a player's Beat It Wager shall win if the red dice is a six and the two blue dice are a two and a one for a total of three.

(ii) Any single dice beats the sum of the two other dice by one to four points. For example, a player's Beat It Wager shall win if the dice rolled are a five, a one and a one ($5-(1+1)=3$).

(f) All Wagers must be placed before the electronic shaker is activated or the manual shaker is utilized. After all Wagers have been placed, the dealer shall announce ``no more bets`` and:

(1) If a player activated electronic shaker is utilized, a selected player shall then activate the electronic shaker by pressing an activation button at the player's wagering position.

(2) If a manual shaker is utilized, the dealer shall shake the Pai Gow shaker at least three times to cause a random mixture of the dice. The dealer shall then remove the lid

covering the Pai Gow shaker and place the uncovered Pai Gow shaker on the designated area of the table layout.

(g) After the dice come to rest, the dealer shall announce the numeric value of each die and settle the player's Sum, Match and Beat It Wagers by collecting losing wagers and paying out winning wagers as follows:

(1) Winning Sum Wagers shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

Sum of Dice	Paytable A	Sum of Dice	Paytable B
17	25 to 1	3	25 to 1
16	6 to 1	8	4 to 1
8	3 to 1	9	2 to 1
	Paytable C		Paytable D
Any three match	3 to 1	Any Series of three	15 to 2
Any two match	1 to 1		

(2) Winning Match Wagers shall be paid out at following odds:

	Payout
Triple Match	100 to 1
Double Match	6 to 1

(3) Winning Beat It Wagers shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

Red Die Beats Blue Dice by:	Sum of	Paytable A	Paytable B
4 Points		50 to 1	60 to 1
2 or 3 Points		10 to 1	10 to 1
Tie or 1 Point		1 to 1	1 to 1

Paytable C

Any Die Beats other two by one or more Points Sum of 5 to 2

(e) After settling the Sum, Match and Beat It Wagers, the dealer shall deal the tiles in accordance with § 621a.6(b) through (e) (relating to procedures for dealing the tiles) or § 621a.7 (relating to alternative dealing procedures) and complete the round of play in accordance with § 621a.8 (relating to procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish).

CHAPTER 623b. CRAPS AND MINI-CRAPS

§ 623b.2. Hot Roller Craps

(a) The layout for a Craps table shall be submitted to Bureau of Gaming Operations and approved in accordance with

§ 601a.10(a) (relating to approval of table game layouts, signage and equipment). The layout shall:

(1) Comply with the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics).

(2) If the certificate holder offers Hot Roller Craps:

(i) No more than 16 areas designated for the placement of Hot Roller Wagers. The Hot Roller Wager areas must be located around the perimeter of the layout, corresponding to player positions at the table, and sequentially numbered in a clockwise direction with the area numbered 1 being located immediately to the left of the boxperson.

(ii) A designated area of the layout for the relocation and identification of all Hot Roller Wagers placed by players. The designated area must be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in subparagraph (i).

(iii) A designated area of the layout for the placement of marker buttons with the following:

(A) A number 4 showing a 1 and 3 dice and a 2 and 2 dice.

(B) A number 5 showing a 1 and 4 dice and a 2 and 3 dice.

(C) A number 6 showing a 1 and 5 dice, a 2 and 4 dice, and a 3 and 3 dice.

(D) A number 8 showing a 2 and 6 dice, a 3 and 5 dice, and a 4 and 4 dice.

(E) A number 9 showing a 3 and 6 dice and a 4 and 5 dice.

(F) A number 10 showing a 4 and 6 dice and a 5 and 5 dice.

(iv) The payout odds for the Hot Roller Wager.

(b) A Hot Roller Wager may be made only prior to the come out roll and may not be reduced, increased or removed until resolved in accordance with subsection (g). A Hot Roller wager shall be made by placing value chips or plaques on the appropriate area of the layout. Verbal Hot Roller Wagers may not be accepted. The Hot Roller Wager shall have no bearing on any other wagers made by a player.

(c) After placing a Hot Roller Wager, the dealer shall place each player's wager in the corresponding designated area in front of the boxperson where the wagers shall remain until they are either collected or paid.

(d) With each throw of the dice, the dealer shall place a marker button in the area of the table layout containing the corresponding depiction of the dice which were just thrown. For example, if a shooter throws a 1 and 3, the dealer shall place

the marker button in the box on the table layout that contains a 1 and 3 dice located below the number 4.

(e) Marker buttons shall be maintained by the boxperson or dealers at the Craps table and must be visually distinguishable from and have a diameter different than any authorized value chip utilized in the licensed facility.

(f) Once all dice combinations for a specific number on the layout are thrown, the dealer shall place a marker button on the corresponding number combination. For example, if a shooter throws a 1 and 3 then throws a 2 and 2, the dealer shall place a marker button on the number 4.

(g) All Hot Roller Wagers shall be settled when a shooter throws a 7. A Hot Roller wager shall win if at least two different number combinations are thrown by the shooter before a 7 is thrown and shall lose if the shooter throws a 7 on the come out roll or if fewer than two different number combinations are thrown by the shooter before a 7 is thrown. For example, if a shooter throws the two ways to make a 4 (marker buttons have been placed on the 1 and 3 and the 2 and 2), the two ways to make a 5 (marker buttons have been placed on the 2 and 3 and the 4 and 1) and both ways to make a 9 (marker buttons have been placed on the 2 and 6 and the 4 and 5) and then throws a 7, all players who placed a Hot Roller Wager shall be paid out for an Any 3 Number Combination.

(h) Winning Hot Roller Wagers shall be paid at the payout odds contained in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

	Paytable A	Paytable B
All 6 Number Combinations	200 to 1	300 to 1
Any 5 Number Combinations	50 to 1	50 to 1
Any 4 Number Combinations	20 to 1	20 to 1
Any 3 Number Combinations	10 to 1	10 to 1
Any 2 Number Combinations	5 to 1	5 to 1

§ 623b.3. Lucky Shooter

(a) If the certificate holder offers Craps on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Shooter Wager.

(b) The layout for a Craps table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Shooter Wager, in addition to the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics) the electronic layout shall contain a separate area designated for the electronic placement of the Lucky Shooter Wager for each player.

(c) A player may place a Lucky Shooter Wager by electronically placing a value chip on the designated area of the table layout prior to the shooter throwing the dice on the come out roll to establish a point.

(d) If on the come out roll the shooter throws:

(1) A 2, 3 or 12, the Lucky Shooter wager shall be lost and collected.

(2) A 7 or 11, the Lucky Shooter Wager shall be paid out for the 7 or 11 as provided in subsection (e) and remain working for the next come out roll.

(3) A 4, 5, 6, 8, 9 or 10, the point shall be established for purposes of the Lucky Shooter Wager. If the player rolls at least two or three of the other 5 numbers, depending on the payout table selected by the certificate holder, in any order during the next 5 rolls, the player's winning Lucky Shooter Wagers shall be paid in accordance with subsection (e). If any number other than one of the remaining, not already rolled numbers is rolled, the Lucky Shooter Wager shall then be settled. For example:

(i) If a 9 is rolled, then a 10, 4, 6 and another 10, the player shall be paid out for 3 of the other 5 points as provided in subsection (e).

(ii) If a 9 is rolled, then a 10, 4, 6, 8, 5 then another 9 on the sixth roll, the player shall be paid out for

rolling 5 of the 5 points and the established point as provided in subsection (e).

(iii) If a 6 is rolled, then a 9 then another 6, the losing Lucky Shooter Wager shall be collected.

(e) The certificate holder shall pay out winning Lucky Shooter Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
5 of 5 other points & established point	1000 for 1	500 for 1	1000 for 1	500 for 1
5 of 5 other points	150 for 1	100 for 1	150 for 1	100 for 1
4 of 5 other points	15 for 1	10 for 1	20 for 1	10 for 1
3 of 5 other points	5 for 1	4 for 1	5 for 1	5 for 1
2 of 5 other points	N/A	2 for 1	N/A	2 for 1
1 st roll of 7 or 11	1 for 1	1 for 1	1 for 1	1 for 1

CHAPTER 625b. SicBo

§ 625b.1 Sic Bo Blaze

(a) A certificate holder that is offering Sic Bo Blaze shall pay out winning Sic Bo Wagers at the odds in the following payable:

<i>Wager</i>	<i>Payout Odds</i>
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Three of a Kind	1 wins 180
Two of a Kind	1 wins 11
Any Three of a Kind	1 wins 31
Total Value Bet of 4	1 wins 62
Total Value Bet of 5	1 wins 31
Total Value Bet of 6	1 wins 18
Total Value Bet of 7	1 wins 12
Total Value Bet of 8	1 wins 8
Total Value Bet of 9	1 wins 7
Total Value Bet of 10	1 wins 6
Total Value Bet of 11	1 wins 6
Total Value Bet of 12	1 wins 7
Total Value of Bet 13	1 wins 8
Total Value of Bet 14	1 wins 12
Total Value of Bet 15	1 wins 18
Total Value Bet of 16	1 wins 31
Total Value Bet of 17	1 wins 62
Any Two Dice Combination	1 wins 6
Small Bet	1 wins 1
Big Bet	1 wins 1

(b) One of a Kind shall be paid in accordance with § 625a.6(b)(1) and (2) (relating to payout odds) provided that if all three dice show the numeric value upon which the wager was placed, the certificate holder shall pay out the winning wager at odds of 12 to 1.

§ 625b.2 Player Activated Sic Bo

(a) An operator may play Sic Bo with a player activated Sic Bo shaker provided that the operator complies with the requirements in Chapter 625a, with the following alternative requirements.

(b) The player activated Sic Bo shaker shall be submitted to the Gaming Lab for approval in accordance with § 461a.4 prior to its use and must be designed and constructed to maintain the integrity of the game and must:

(1) Have the capability of being sealed or locked to ensure the integrity of the dice contained inside the Sic Bo shake.

(2) Shake the dice for at least five seconds to cause a random mixture of the dice.

(c) Prior to activating the electronic Sic Bo shaker, the dealer shall announce ``no more bets.'' A selected player shall then activate the electronic Sic Bo shaker by pressing an activation button at the player's wagering position.

(d) After the dice come to rest, the dealer shall announce the numeric value of each die and enter the numeric value of each die into the electrical device on the table. The electrical device must illuminate the winning combinations on the Sic Bo layout.

(e) The dealer shall complete the dealing procedures in § 625a.5(e) and (f) and pay out winning wagers in accordance with § 625a.6 (relating to payout odds).

CHAPTER 627b. MINIBACCARAT

§ 627b.1 Perfect Pairs Wager

(a) For purposes of the Perfect Pairs Wager, the following words and terms have the following meanings:

(1) Colored Pair - The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

(2) Perfect Pair - The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

(3) Mixed Pair - The initial two cards dealt to the player or banker that are of the same rank but different colors.

(b) The layout for a Minibaccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs Wager authorized under subsection (c), the layout shall contain separate areas designated for the placement of the Perfect Pairs Wager on the Player Hand and the Banker Hand for each player.

(c) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player the option of placing a Perfect Pairs Wager on the Player Hand, the Banker Hand or both. The Perfect Pairs Wager shall win if the initial two cards dealt to the Player Hand or Dealer Hand or both contain a colored

pair, mixed pair or perfect pair. For purposes of the Perfect Pairs Wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks, or two 4s.

(d) After the dealer positions the cards in accordance with § 627a.8(c)(1) or (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the Point Count of the Player's Hand and the Banker's Hand and shall settle any Perfect Pairs Wagers by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs Wager on the Player Hand or the Banker Hand and the initial two cards dealt to the Player Hand or Banker Hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs Wager in accordance with subsection (e). If a player placed a Perfect Pairs Wager on both the Player Hand and Banker Hand, and both the Player Hand and Banker Hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (e) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs Wager.

(e) The certificate holder shall pay out winning Perfect Pairs Wagers at the odds in one of the following paytables

selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C
Perfect Pair	25 to 1	30 to 1	25 to 1
Colored Pair	12 to 1	10 to 1	15 to 1
Mixed Pair	6 to 1	5 to 1	5 to 1

§ 627b.4. Commission Free Minibaccarat

(a) If specified in its Rules Submission, a certificate holder may offer Commission Free Minibaccarat in which no commission is collected.

(b) In addition to the requirements in § 627a.2(a) and (b)(1)-(4), (relating to Minibaccarat table physical characteristics), the layout for Commission Free Minibaccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair Wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair Wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six Wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the Player Hand, Banker Hand and Tie Hand, which shall win or lose as provided in § 627a.7(a), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair Wager, which shall win if the initial two cards dealt to the Player's Hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the Player's Hand are not a pair.

(2) Banker Pair Wager, which shall win if the initial two cards dealt to the Banker's Hand are a pair and shall lose if the initial two cards dealt to the Banker's Hand are not a pair.

(3) A Lucky Six Wager, which shall win if the Point Count of the Banker's Hand is a six and is higher than the Point Count of the Player's Hand and shall lose if:

(i) The Point Count of the Banker's Hand is a six but is lower than the Point Count of the Player's Hand.

(ii) The Point Count of the Banker's Hand is not a six.

(d) Commission Free Minibaccarat shall be dealt and played in accordance with § 627a.3 - § 627a.8. If any player placed a Player or Banker Pair Wager, the wager shall be settled prior to dealing a third card to the Player's or Banker's Hand. All winning Pair Wagers shall be paid out in accordance with

subsection (g). After settling any Pair Wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 627a.9 and 627a.10 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 627a.9 and 627a.10, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce ``tie hand.'' If the Point Counts of the Banker's Hand and Player's Hand results in a Lucky Six, the dealer shall announce Lucky Six.

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. Winning wagers on the Player's Hand shall be paid in accordance with subsection (h). Winning wagers on the Banker's Hand shall be paid in accordance with subsection (i). Winning Tie Wagers shall be paid in accordance with (j). Lucky Six Wagers shall be paid in accordance with (k).

(g) Winning Pair Wagers on either the Player's Hand or Banker's Hand shall be paid at odds of 11 to 1.

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

(i) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except if the Banker's Hand wins with a Point Count of 6, then the winning wager on the Banker's Hand shall be paid out at odds of 1 to 2.

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

(k) When the Banker's Hand wins with a total of six points:

(1) With only two cards dealt to the Banker's Hand, the winning Lucky Six Wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the Banker's Hand, the winning Lucky Six Wager shall be paid at odds of 20 to 1.

(1) At the conclusion of a round of play, the dealer shall remove all cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute. Irregularities during play shall be handled in accordance with § 627a.13 (relating to irregularities).

CHAPTER 629b. MIDIBACCARAT

§ 629b.1 Perfect Pairs Wager

(a) For purposes of the Perfect Pairs Wager, the following words and terms have the following meanings:

(1) Colored Pair - The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

(2) Perfect Pair - The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

(3) Mixed Pair - The initial two cards dealt to the player or banker that are of the same rank but different colors.

(b) The layout for a Midibaccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs Wager authorized under subsection (c), the layout shall contain separate areas designated for the placement of the Perfect Pairs Wager on the Player Hand and the Banker Hand for each player.

(c) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player the option of placing a Perfect Pairs Wager on the Player Hand, the Banker Hand or both. The Perfect Pairs Wager shall win if the initial two cards dealt to the Player Hand or Dealer Hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs Wager, only cards that are identical in either number or type

will be considered of the same rank. For example: two jacks, or two 4s.

(d) After the dealer positions the cards in accordance with § 629a.8(c)(1) and (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the Point Count of the Player's Hand and the Banker's Hand and shall settle any Perfect Pairs Wagers by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs Wager on the Player Hand or the Banker Hand and the initial two cards dealt to the Player Hand or Banker Hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs Wager in accordance with subsection (e). If a player placed a Perfect Pairs Wager on both the Player Hand and Banker Hand, and both the Player Hand and Banker Hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (e) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs Wager.

(e) The certificate holder shall pay out winning Perfect Pairs Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C
Perfect Pair	25 to 1	30 to 1	25 to 1
Colored Pair	12 to 1	10 to 1	15 to 1
Mixed Pair	6 to 1	5 to 1	5 to 1

§ 629b.4. Commission Free Midibaccarat

(a) If specified in its Rules Submission, a certificate holder may offer Commission Free Midibaccarat in which no commission is collected.

(b) In addition to the requirements in § 629a.2(a) and (b)(1)-(4), (relating to Midibaccarat table physical characteristics), the layout for Commission Free Midibaccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair Wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair Wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six Wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the Player Hand, Banker Hand and Tie Hand, which shall win or lose as provided in § 629a.7(a)(1)-(3), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair Wager, which shall win if the initial two cards dealt to the Player's Hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the Player's Hand are not a pair.

(2) Banker Pair Wager, which shall win if the initial two cards dealt to the Banker's Hand are a pair and shall lose if the initial two cards dealt to the Banker's Hand are not a pair.

(3) A Lucky Six Wager, which shall win if the Point Count of the Banker's Hand is a six and is higher than the Point Count of the Player's Hand and shall lose if:

(i) The Point Count of the Banker's Hand is a six but is lower than the Point Count of the Player's Hand.

(ii) The Point Count of the Banker's Hand is not a six.

(d) Commission Free Midibaccarat shall be dealt and played in accordance with § 629a.3 - § 629a.8. If any player placed a Player or Banker Pair Wager, the wager shall be settled prior to dealing a third card to the Player's or Banker's Hand. All winning Pair Wagers shall be paid out in accordance with subsection (g). After settling any Pair Wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 629a.9 and 629a.10 (relating to procedure

for dealing a third card; rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 629a.9 and 629a.10, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce ``tie hand.'' If the Point Counts of the Banker's Hand and Player's Hand results in a Lucky Six, the dealer shall announce Lucky Six.

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. Winning wagers on the Player's Hand shall be paid in accordance with subsection (h). Winning wagers on the Banker's Hand shall be paid in accordance with subsection (i). Winning Tie Wagers shall be paid in accordance with (j). Lucky Six Wagers shall be paid in accordance with (k).

(g) Winning Pair Wagers on either the Player's Hand or Banker's Hand shall be paid at odds of 11 to 1.

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

(i) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except if the Banker's Hand wins with a Point

Count of 6, then the winning wager on the Banker's Hand shall be paid out at odds of 1 to 2.

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

(k) When the Banker's Hand wins with a total of six points:

(1) With only two cards dealt to the Banker's Hand, the winning Lucky Six Wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the Banker's Hand, the winning Lucky Six Wager shall be paid at odds of 20 to 1.

(1) At the conclusion of a round of play, the dealer shall remove all cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute. Irregularities during play shall be handled in accordance with § 629a.13 (relating to irregularities).

CHAPTER 631b. BACCARAT

§ 631b.1 Perfect Pairs Wager

(a) For purposes of the Perfect Pair Wager, the following words and terms have the following meanings:

(1) Colored Pair - The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

(2) Perfect Pair - The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

(3) Mixed Pair - The initial two cards dealt to the player or banker that are of the same rank but different colors.

(b) The layout for a Baccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs Wager authorized under subsection (c), the layout shall contain separate areas designated for the placement of the Perfect Pairs Wager on the Player Hand and the Banker Hand for each player.

(c) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player the option of placing a Perfect Pairs Wager on the Player Hand, the Banker Hand or both. The Perfect Pairs Wager shall win if the initial two cards dealt to the Player Hand or Dealer Hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs Wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks, or two 4s.

(d) After the cards are positioned in accordance with § 631a.9(c) or (d)(1)-(3) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the Point Count of the Player's Hand and

the Banker's Hand and shall settle any Perfect Pairs Wagers by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs Wager on the Player Hand or the Banker Hand and the initial two cards dealt to the Player Hand or Banker Hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs Wager in accordance with subsection (e). If a player placed a Perfect Pairs Wager on both the Player Hand and Banker Hand, and both the Player Hand and Banker Hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (e) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs Wager.

(e) The certificate holder shall pay out winning Perfect Pairs Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C
Perfect Pair	25 to 1	30 to 1	25 to 1
Colored Pair	12 to 1	10 to 1	15 to 1
Mixed Pair	6 to 1	5 to 1	5 to 1

§ 631b.4. Lucky Nines

(a) If the certificate holder offers Baccarat on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Nines Wager which shall win if any of the player's two cards or the banker's two cards contain at least one nine.

(b) The layout for a Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Nines Wager, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics) the layout shall contain a separate area designated for the electronic placement of the Lucky Nines Wager for each player.

(c) After placing an initial wager, as required under § 631a.8(a), a player may place a Lucky Nines Wager by electronically placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 631a.9(a)-(d). After the initial two cards of the Player's Hand and Banker's Hand have been turned face up on the layout but prior to dealing a third card, the dealer shall settle all players' Lucky Nines Wagers. If any of the player's two cards or the Banker's two cards:

(1) Do not contain a nine, the losing Lucky Nines Wagers shall be collected.

(2) Contain a nine, the winning Lucky Nines Wagers shall be paid in accordance with subsection (e) based on the number of nines in the player and banker hands.

(e) The certificate holder shall pay out winning Lucky Nines Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
4 Nines	500 to 1	500 to 1	1000 to 1	2000 to 1
3 Nines Same Suit	250 to 1	250 to 1	500 to 1	500 to 1
3 Nines	20 to 1	30 to 1	35 to 1	15 to 1
2 Nines Same Suit	8 to 1	12 to 1	16 to 1	10 to 1
2 Nines	5 to 1	5 to 1	5 to 1	4 to 1
1 Nine Diamonds	2 to 1	2 to 1	2 to 1	2 to 1
1 Nine	1 to 1	1 to 1	1 to 1	1 to 1

(f) After settling the player's Lucky Nines Wager, the dealer shall complete the dealing procedures in § 631a.9(e) and (f).

§ 631b.5. Commission Free Baccarat

(a) If specified in its Rules Submission, a certificate holder may offer Commission Free Baccarat in which no commission is collected.

(b) In addition to the requirements in § 631a.2(a) and (b)(1)-(4), (relating to Baccarat table physical characteristics), the layout for Commission Free Baccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair Wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair Wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six Wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the Player Hand, Banker Hand and Tie Hand, which shall win or lose as provided in § 631a.8(a)(1)-(3), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair Wager, which shall win if the initial two cards dealt to the Player's Hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the Player's Hand are not a pair.

(2) Banker Pair Wager, which shall win if the initial two cards dealt to the Banker's Hand are a pair and shall lose

if the initial two cards dealt to the Banker's Hand are not a pair.

(3) A Lucky Six Wager, which shall win if the Point Count of the Banker's Hand is a six and is higher than the Point Count of the Player's Hand and shall lose if:

(i) The Point Count of the Banker's Hand is a six but is lower than the Point Count of the Player's Hand.

(ii) The Point Count of the Banker's Hand is not a six.

(d) Commission Free Baccarat shall be dealt and played in accordance with § 631a.3 - § 631a.9. If any player placed a Player or Banker Pair Wager, the wager shall be settled prior to dealing a third card to the Player's or Banker's Hand. All winning Pair Wagers shall be paid out in accordance with subsection (g). After settling any Pair Wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 631a.10 and 631a.11 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 631a.10 and 631a.11, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce ``tie hand.'' If the Point Counts of

the Banker's Hand and Player's Hand results in a Lucky Six, the dealer shall announce Lucky Six.

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. Winning wagers on the Player's Hand shall be paid in accordance with subsection (h). Winning wagers on the Banker's Hand shall be paid in accordance with subsection (i). Winning Tie Wagers shall be paid in accordance with (j). Lucky Six Wagers shall be paid in accordance with (k).

(g) Winning Pair Wagers on either the Player's Hand or Banker's Hand shall be paid at odds of 11 to 1.

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

(i) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except if the Banker's Hand wins with a Point Count of 6, then the winning wager on the Banker's Hand shall be paid out at odds of 1 to 2.

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

(k) When the Banker's Hand wins with a total of six points:

(1) With only two cards dealt to the Banker's Hand, the winning Lucky Six Wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the Banker's Hand, the winning Lucky Six Wager shall be paid at odds of 20 to 1.

(1) At the conclusion of a round of play, the dealer shall remove all cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute. Irregularities during play shall be handled in accordance with § 631a.15 (relating to irregularities).

CHAPTER 633b. BLACKJACK

§ 633b.1 Perfect Pairs Wager

(a) For purposes of the Perfect Pairs Wager, the following words and terms have the following meanings:

(1) Colored Pair - The player's initial two cards that are of the same rank and the same color but different suits.

(2) Perfect Pair - The player's initial two cards that are of the same rank, the same color and the same suit.

(3) Mixed Pair - The player's initial two cards that are of the same rank but different colors.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs Wager authorized under subsection (c), the layout

shall contain a separate area designated for the placement of the Perfect Pairs Wager for each player.

(c) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d), the option of placing a Perfect Pairs Wager which shall win if the player's initial two cards are a colored pair, mixed pair or perfect pair.

(d) After placing a Blackjack Wager, as required in § 633a.6(d), and any optional wagers including the Perfect Pairs Wager, the dealer shall deal the cards in accordance with § 633a.7(a)-(f).

(e) Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the player's optional wagers in accordance with § 633a.7(g) by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs Wager and the player's initial two cards:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs Wager in accordance with subsection (f).

(2) Are not a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs Wager.

(f) The certificate holder shall pay out winning Perfect Pairs Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
Perfect Pair	25 to 1	30 to 1
Colored Pair	12 to 1	10 to 1
Mixed Pair	6 to 1	5 to 1

§ 633b.4. Switch Hands

(a) The layout for a Switch Hands table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10 (a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers Switch Hands, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain:

(1) A separate area for each player designated for the placement of the Switch Hands Wager which contains the inscription "Ante \$1 for every \$5 Bet."

(2) A separate area for each player designed for the placement of the Switch Hand cards.

(b) If the certificate holder is offering Switch Hands, all Blackjack Wagers placed in accordance with § 633a.6 (d) shall be placed in \$5 increments.

(c) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack Wager in accordance with § 633a.6(d), the option of placing a Switch Hands Wager equal to \$1 for every \$5 Blackjack Wager placed.

(d) After placing a Blackjack Wager, as required in § 633a.6 (d), and any optional wagers including the Switch Hands Wager, the dealer shall deal the cards in accordance with § 633a.7 (a)-(f).

(e) After dealing the cards, for any player who placed a Switch Hands Wager, the dealer shall deal:

(1) One additional card, face down, on the designated area of the table layout starting with the eligible player farthest to the dealer's left and continuing around the table in a clockwise manner.

(2) A second card, face down on the designated area of the table layout starting with the eligible player farthest to the dealer's left and continuing around the table in a clockwise manner.

(f) Prior to any other cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, collect any Switch Hand Wagers.

(g) If a player placed the Switch Hands Wager, the dealer shall ask each player who placed a Switch Hand Wager if the player would like to discard the player's two up-cards and play the two face-down cards or discard the two face-down Switch Hand cards. For each player who chooses to play:

(1) The two face-up cards, the dealer shall collect the two face-down cards and place them, unexposed, in the discard rack.

(2) The two face-down cards, the dealer shall collect the two face-up cards and place them in the discard rack. The dealer shall then turn over the two face-down cards and place them face up on the table.

(h) After the procedures in subsection (f) have been completed, the dealer shall complete the dealing procedures in § 633a.7 (h) - (t) provided that winning Blackjack Wagers shall be paid in accordance with the payout odds in subsection (j).

(i) A player may surrender on the initial two cards dealt or a Switch Hand, may double down or split pairs in accordance with §§ 633a.9, 633a.10 and 633a.11.

(j) For players who:

(1) Did not place a Switch Hands Wager, the certificate holder shall pay each winning Blackjack Wager at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(2) Placed a Switch Hands Wager, the certificate holder shall pay each winning Blackjack Wager in accordance with subsection (j)(1) provided that:

(i) If the player has a winning hand containing a same suit or same color Blackjack, the winning Blackjack Wager shall be paid out at odds of 2 to 1.

(ii) If specified in its rules submission required under § 601a.10(a), if both the player and dealer have Blackjack, instead of returning the player's Blackjack Wager, the certificate holder may pay a tie Blackjack at odds of 1 to 2.

(k) Notwithstanding the requirements in subsection (c), a certificate holder may require that a Switch Hands Wager be placed at a Switch Hands table provided that the operator updates its Rules Submission form required under § 601a.2.

(l) Notwithstanding the requirements in subsections (d) and (e), a certificate holder may deal the two Switch Hands cards as provided in subsection (e) prior to dealing the Blackjack hands in accordance with subsection (d).

§ 633b.5. Blackjack played on a hybrid gaming table.

(a) Hybrid gaming tables and electronic wagering terminals used to play Blackjack shall comply with the requirements in Chapter 605a. (relating to electronic gaming tables).

(b) The layout for Blackjack played on a hybrid gaming table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

(1) The name or logo of the certificate holder.

(2) Three designated boxes for the placement of player's cards.

(3) A designated box for the placement of the dealer's cards.

(4) A community box for the placement of additional cards drawn by the dealer.

(c) Each electronic wagering terminal connected to a hybrid gaming table shall contain, at a minimum:

(1) An electronic layout submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a).

(2) A game rules icon explaining the rules of Blackjack play including that Blackjack pays 3 to 2, dealer stands on all soft 17s and that insurance pays 2 to 1.

(3) If the certificate holder is offering the Buzzer Beater Wager, a game rules icon explaining the optional wager and the payout odds.

(d) Each hybrid gaming table offering Blackjack must have a card reader device attached to the top of the dealer's side of the table. The floorperson assigned to the hybrid gaming table shall inspect the card reader device at the beginning of each gaming day to ensure that there has been no tampering with the device and that it is in proper working order.

(e) Each hybrid gaming table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must either:

(1) Equal the height of the cards, stacked one on top of the other, in the total number of decks that are to be used in the dealing shoe at that table.

(2) Be taller than the height of the total number of decks being used if the discard rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards in the number of decks to be used in the dealing shoe at that table.

(f) Blackjack played on a hybrid gaming table shall be played with eight decks of cards that are identical in appearance and a card shuffling device.

(g) The decks of cards opened for use at a hybrid gaming table offering Blackjack shall be changed at least once every 24 hours.

(h) The value of the cards shall be as follows:

(1) Any card from 2 to 10 shall have its face value.

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

(3) An ace shall have a value of 11 unless that value would give a player or the dealer a score in excess of 21, in which case the ace shall have a value of 1.

(i) After receiving eight decks of cards at the table, the dealer shall inspect the cards for any defects. The floorperson assigned to the table shall verify the inspection.

(j) Unless the decks of cards received at the table were preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards, stacked and shuffled using an automated cards shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the cards shall be placed in the dealing shoe. All cards shall be dealt from a dealing shoe that reads the value of the cards which must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(k) Wagers at Blackjack played on hybrid gaming tables shall be placed using each player's electronic wagering terminal. All wagers, except an Insurance Wager under § 633a.8 (relating to Insurance Wager), a Double Down Wager under § 633a.10 (relating to Double Down Wager) or a wager on split pairs under § 633a.11 (relating to splitting pairs), shall be placed prior to the first card being dealt for each round of play.

(l) To participate in a round of play each player shall select a player position between 1 and 3. To compete against the dealer's hand, each player shall electronically place a Blackjack Wager.

(m) If specified in its rules submission required under § 601a.10(a), a certificate holder may offer to each player who placed a Blackjack Wager, the option of placing a Buzzer Beater Wager that the player's hand will have a point count of 19 or greater and will lose against the dealer's hand.

(n) At the commencement of each round of play, the dealer shall, starting with the player position farthest to the dealer's left that was selected by any player for that round of play and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face up to each player position on the hybrid gaming table layout that was selected by any player.

(2) One card face up to the dealer.

(3) A second card face up to each player position on the hybrid gaming table layout.

(4) A second card face down to the dealer.

(o) If the dealer's first card is an ace, the dealer shall offer the Insurance Wager or even money in accordance with § 633a.8 (relating to Insurance Wager). If the dealer's first card is an ace, king, queen, jack or 10, the dealer shall then determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, including the dealer. If the dealer has a Blackjack, additional cards may not be dealt and each player's Blackjack Wager and the Buzzer Beater Wager, if applicable, shall be settled.

(p) After the procedures in subsection (o) have been completed, if necessary, and if the player position:

(1) Has Blackjack and the dealer's up card is a 2, 3, 4, 5, 6, 7, 8 or 9, the Blackjack shall be electronically paid in accordance with subsection (v)(1). If any Buzzer Beater Wagers were placed on that player position, the losing Buzzer Beater Wagers shall be cleared.

(2) Does not have Blackjack, each player shall electronically indicate whether he wishes to double down as

permitted under § 633a.10, split pairs as permitted under § 633a.11, stand or draw additional cards. A player that takes no action by the conclusion of the countdown clock will be deemed to stand on his hand.

(q) If any player elects to double down, split or draw additional cards, the dealer shall draw additional cards face up. The drawn cards shall be used as community cards for all player positions.

(r) A player may elect to electronically hit to draw additional cards whenever the point count for his chosen player position is less than 21, except that:

(1) A player having Blackjack or a hard or soft total of 21 may not draw additional cards.

(2) A player electing to make a Double Down Wager will utilize only the first community card.

(s) After the decisions of each player position have been implemented and all additional community cards have been dealt, the dealer shall turn the hole card face up. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall draw additional cards until he has a hard or soft total of 17, 18, 19, 20 or 21.

(t) A player's Blackjack Wager shall:

(1) Win and be electronically paid in accordance with the payout odds in subsection (v)(1) if:

(i) The total point count of the player's hand is 21 or less and the total point count of the dealer's hand is in excess of 21.

(ii) The total point count of the player's hand exceeds the total point count of the dealer's hand without exceeding 21.

(iii) The player has a Blackjack and the dealer's hand has a total point count of 21 in more than two cards.

(2) Push if the total point count of the player's hand is the same as the dealer's.

(3) Be lost if:

(i) The total point count of the player's hand is in excess of 21 and the total point count of the dealer's hand is 21 or less.

(ii) The total point count of the dealer's hand exceeds the total point count of the player's hand without exceeding 21.

(iii) The dealer has a Blackjack and the player's hand has a total point count of 21 in more than two cards.

(u) If any player placed a Buzzer Beater Wager, the player's Buzzer Beater Wager shall:

(1) Win and be electronically paid in accordance with subsection (v)(3) if the player's hand was a 19, 20, 21 or a

Blackjack and the dealer's hand was equal to or greater than the player's hand without exceeding 21.

(2) Lose and be electronically collected if:

(i) The player's hand beat the dealer's hand.

(ii) The dealer's hand beat the player's hand and the player did not have a 19, 20, 21 or Blackjack.

(v) Payout odds:

(1) Each winning Blackjack Wager shall be paid electronically at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(2) Winning Insurance Wagers shall be paid electronically at odds of 2 to 1.

(3) Winning Buzzer Beater Wagers shall be paid electronically at the following odds:

Player Hand	Dealer Hand	Payout Odds
Blackjack	Blackjack	5 to 1
20	20	5 to 1
20	21 or Blackjack	30 to 1
19	19	5 to 1
19	20	10 to 1
19	21 or Blackjack	10 to 1

(w) A certificate holder may offer a version of Blackjack on a hybrid gaming table whereby the dealer does not receive a

hole card. If offering this version of Blackjack, subsections (a) - (k) above apply in addition to the following provisions.

(x) To participate in a round of play, the player shall electronically place a Blackjack Wager. If specified in its rules submission required under § 601a.10(a), the certificate holder may offer to each player who placed a Blackjack Wager, the option of placing electronically Royal Match 21, Bet the Set or Kings Bounty Wagers as provided in § 633a.6(e)(4)-(6) (relating to Wagers).

(y) At the commencement of each round of play, the dealer shall deal the cards as follows:

(1) One card face up, which shall be used as all players' first card.

(2) A second card face up, which shall be used as the dealer's first card.

(3) A third card face up, which shall be used as all players' second card.

(4) All cards dealt after the first three shall be community cards and may be designated to a player or to the dealer depending on the choices each player makes with respect to his hand.

(z) If the dealer's first card is an ace, the electronic wagering terminal shall offer the Insurance Wager in accordance with § 633a.8. Each player shall electronically indicate whether

he wishes to place an Insurance Wager, if applicable, or to surrender as permitted under § 633a.9, double down as permitted under § 633a.10, split pairs for a total of two hands as permitted under § 633a.11, stand or draw additional cards. A player may elect to electronically draw additional cards whenever the point count for his chosen player position is less than 21, except that a player having Blackjack or a hard or soft total of 21 may not draw additional cards. A player who takes no action by the conclusion of the countdown clock will be deemed to stand on his hand.

(aa) After the decisions of each player position have been implemented, the dealer shall deal a community card face up which shall be used as follows:

(1) If the player's two cards gave the player Blackjack, the community card dealt shall be used as the dealer's hole card. If the hole card:

(i) Also gave the dealer a Blackjack, the player's Blackjack Wager shall push and be electronically returned to player and, if applicable, the winning Insurance Wager shall be electronically paid in accordance with subsection (ae)(1).

(ii) Did not give the dealer Blackjack, the player's winning Blackjack Wager shall be paid in accordance with subsection (ae)(2) and the losing Insurance Wager, if applicable, shall be electronically collected.

(2) If the player's two cards did not give the player Blackjack but the player elected to stand and not receive additional cards, the first community card dealt shall be used as the dealer's hole card. If the hole card:

(i) Gives the dealer a Blackjack, no additional community cards shall be designated to the player or dealer's hand and the player's losing Blackjack Wager shall be electronically collected. If applicable, the winning Insurance Wager shall be electronically paid in accordance with subsection (ae)(1).

(ii) Did not give the dealer Blackjack, the losing Insurance Wager, if applicable, shall be electronically collected. The community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (ab).

(3) If the player's two cards did not give the player Blackjack and the player elected to hit, split pairs or double down, the first community card shall be added to the player's hand. If a player:

(i) Split aces or doubled down in accordance with § 633a.10 and § 633a.11, the player's hand shall be complete after the first community card is dealt and the player may not hit to receive additional community cards. After the first community card is designated to the player's hand, if the player's hand is over 21 before any additional cards are

revealed, the player's losing Blackjack Wager shall be electronically collected. The community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (ab).

(ii) Elected to hit or split pairs, other than aces, the player may then stand or may elect to continue to hit and receive additional community cards added to the player's hand until the point count of each of the player's hands is a hard or soft 21 or less. If the player's hand is over 21 before the dealer's second/hole card is revealed, the player's losing Blackjack Wager shall be electronically collected. Once a player stands, the community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (ab).

(ab) Once the player has made all decisions with respect to his hand or hands, the next card dealt shall be designated to the dealer's hand. If the dealer's two cards:

(1) Gives the dealer a Blackjack, no additional community cards shall be designated to the dealer's hand and the player's losing Blackjack Wager shall be electronically collected. If applicable, the winning Insurance Wager shall be electronically paid in accordance with subsection (ae)(1). If a player split pairs and the dealer's second card gave the dealer Blackjack, the amount of the original wager of the player shall be electronically collected and if the player's split hand did

not exceed 21, the additional amount wagered in splitting pairs shall be electronically returned to the player.

(2) Does not give the dealer a Blackjack, the losing Insurance Wager, if applicable, shall be electronically collected. The additional community cards dealt thereafter shall be designated to the dealer's hand until the point count of the dealer's hand is a hard or soft total of 17, 18, 19, 20 or 21.

(ac) A player's Blackjack Wager shall win, lose or push as provided in subsection (t) above.

(ad) If any player placed a Royal Match, Bet the Set or a King's Bounty Wager, those wagers shall be electronically settled in accordance with § 633a.7(g)(4)-(6) (relating to procedure for dealing the cards; completion of each round of play).

(ae) Payout odds:

(1) Winning Insurance Wagers shall be paid electronically at odds of 2 to 1.

(2) Each winning Blackjack Wager shall be paid electronically at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(3) The certificate holder shall pay out winning Royal Match and the Crown Treasure Bonus as provided in § 633a.13(f) (relating to payout odds; payout limitation).

(4) The certificate holder shall pay out winning Bet the Set Wagers as provided in § 633a.13(g).

(5) The certificate holder shall pay out winning King's Bounty Wagers as provided in § 633a.13(h).

§ 633b.6. Super 4 Progressive Blackjack

(a) A certificate holder may offer players the option to place a Super 4 Progressive Wager that the dealer's two cards and the player's two cards will form any of the following winning Super 4 Progressive combinations:

(1) Royal flush of diamonds - the player's two cards and the dealer's two cards containing an ace, king, queen and jack of diamonds with the dealer's hand containing the ace of diamonds.

(2) Royal flush of spades, hearts or clubs - the player's two cards and the dealer's two cards containing an ace, king, queen and jack of spades, hearts or clubs with the dealer's hand containing the ace.

(3) Trips - Dealer Blackjack and the player's two cards and the dealer's two cards contain three cards of the same rank.

(4) Straight - four cards of more than one suit in consecutive rank with the dealer's hand containing the ace and a ten-value card.

(5) Flush - Dealer Blackjack and the player's two cards and the dealer's two cards are all the same suit.

(6) Two Pair - Dealer Blackjack and player Blackjack with the dealer's two cards identical in ~~suit~~ and rank with the player's two cards.

(7) Same Color - Dealer Blackjack and the player's two cards and the dealer's two cards are all of the same color.

(8) Pair - Dealer Blackjack with the four cards dealt to the player and the dealer containing two cards of the same suit and rank.

(9) Any Hand - Dealer has a Blackjack.

(10) Dealer Ace Up - Dealer's up-card is an ace but the dealer does not have a Blackjack.

(b) The Super 4 Progressive Wager shall be played on a Blackjack table that utilizes at least 6 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10 (a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Super 4 Progressive Wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Super 4 Progressive Wager.

(d) If the certificate holder is offering the Super 4 Progressive Wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table game systems), for the placement of the Super 4 Progressive Wager. If the certificate holder is offering a Progressive Payout Wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive Wager.

(2) A device that controls or monitors the placement of Progressive Wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any Progressive Wager that a player attempts to place after the dealer has announced ``no more bets.``

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack Wager in accordance with § 633a.6(d), the option of placing a Super 4 Progressive Wager of \$1 or \$5, as specified in the certificate holder's Rules Submission.

(f) After placing a Blackjack Wager, as required in § 633a.6 (d), and any optional wagers including the Super 4 Progressive Wager, the dealer shall announce ``no more bets`` and, if the Super 4 Progressive Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Wagers. If any Progressive Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7 (a)-(g). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h). If the dealer:

(1) Does not have an ace showing or have a Blackjack, all Super 4 Progressive Wagers shall be lost and the dealer shall continue the hand in accordance with § 633a.7 (i)-(t).

(2) Has an ace showing or a Blackjack, the dealer shall settle each player's winning Super 4 Progressive Wager as provided in subsection (h).

(h) If a player has won a Super 4 Progressive payout, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.

(4) Pay the winning Super 4 Progressive Wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(5) Pay any Envy Bonus, if applicable. A player making a Super 4 Progressive Wager shall receive an Envy Bonus when another player at the same Blackjack table is the holder of a Royal Flush, as defined in subsection (b). Players are entitled to multiple Envy Bonuses if more than one other player is the holder of a Royal Flush. A player is not entitled to an Envy Bonus for his own hand or the hand of the dealer. Super 4 Envy

Bonus payouts shall be made in accordance with the payouts in subsection (i).

(i) The certificate holder shall pay out winning Super 4 Progressive Wagers, for the highest ranking four-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

	<i>Paytable A - \$1 Wager</i>	<i>Paytable B - \$5 Wager</i>
<i>Hand</i>		
Royal flush - Diamonds	100% of meter	100% of meter
Royal flush – Spades, Hearts or Clubs	10% of meter	10% of meter
Trips	100 for 1	750 for 5
Straight	75 for 1	350 for 5
Flush	50 for 1	250 for 5
Two Pair	25 for 1	150 for 5
Same Color	15 for 1	75 for 5
Pair	10 for 1	50 for 5
Any Hand	4 for 1	25 for 5
Dealer Ace Up	2 for 1	15 for 5
<u>Seed Amount</u>	<u>\$10,000</u>	<u>\$50,000</u>
<u>Primary Incrementation Rate</u>	<u>19%</u>	<u>15%</u>
<u>Secondary Incrementation Rate</u>	<u>4.25%</u>	<u>3.5%</u>
<u>Reseed Amount</u>	<u>\$10,000 plus Secondary Incrementation Meter</u>	<u>\$50,000 plus Secondary Incrementation Meter</u>

	<i>Paytable C - \$1 Wager</i>	
<i>Hand</i>		Envy Bonus
Royal flush - Diamonds	100% of meter	\$600

Royal flush – Spades, Hearts or Clubs	10% of meter	\$200
Trips	100 for 1	
Straight	75 for 1	
Flush	50 for 1	
Two Pair	25 for 1	
Same Color	15 for 1	
Pair	10 for 1	
Any Hand	4 for 1	
Dealer Ace Up	2 for 1	

<u>Seed Amount</u>	<u>\$10,000</u>
<u>Primary Incrementation Rate</u>	<u>19%</u>
<u>Secondary Incrementation Rate</u>	<u>4.25%</u>
<u>Reseed Amount</u>	<u>\$10,000 plus Secondary Incrementation Meter</u>

Paytable D - \$5 Wager

<i>Hand</i>		<i>Envy Bonus</i>
Royal flush - Diamonds	100% of meter	\$3,000
Royal flush – Spades, Hearts or Clubs	10% of meter	\$1,000
Trips	750 for 5	
Straight	350 for 5	
Flush	250 for 5	
Two Pair	150 for 5	
Same Color	75 for 5	
Pair	50 for 5	
Any Hand	25 for 5	
Dealer Ace Up	15 for 5	

<u>Seed Amount</u>	<u>\$50,000</u>
<u>Primary Incrementation Rate</u>	<u>15%</u>
<u>Secondary Incrementation Rate</u>	<u>3.5%</u>
<u>Reseed Amount</u>	<u>\$50,000 plus Secondary Incrementation Meter</u>

~~(j) The rate of progression for the meter used for the progressive payout in subsection (i) must be in the certificate holder's Rules Submission filed in accordance with § 601a.2. The initial and reset amount must also be in the certificate holder's Rules Submission and may not be less than \$10,000 for tables offering a \$1 Super 4 Progressive Wager and \$50,000 for tables offering a \$5 Super 4 Progressive Wager.~~

§ 633b.7. Top 3

(a) If the certificate holder offers the Three Card Poker Wager authorized under § 633a.6(e)(9), the certificate holder may also offer the Top 3 Wager which shall win if the player's two cards and the dealer's up card form a three-of-a-kind or a straight flush.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Three Card Poker Wager and the Top 3 Wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the placement of the Top 3 Wager for each player.

(c) After placing a Blackjack Wager, as required under § 633a.6(d) and a Three Card Poker Wager, a player may place a Top 3 Wager by placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 633a.7(a)-(f). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle any Three Card Poker Wagers in accordance with § 633a.7(g)(8) and any Top 3 Wagers. If the player's two cards and the dealer's up card:

(1) Do not contain a three-of-a-kind or a straight flush of three cards in sequence and of the same suit, the dealer shall collect the player's losing Top 3 Wager.

(2) Contain a three-of-a-kind or a straight flush of three cards in sequence and of the same suit, the dealer shall pay the winning Top 3 Wager in accordance with subsection (e).

(e) The certificate holder shall pay out winning Top 3 Wagers for the highest ranking three-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Three-of-a-kind suited	270 to 1	1000 to 1

Straight Flush	180 to 1	100 to 1
Three-of-a-kind	90 to 1	70 to 1

(f) After settling the player's Three Card Poker and Top 3 Wagers, the dealer shall complete the dealing procedures in § 633a.7(h)-(t).

§ 633b.8. Lucky Aces

(a) If the certificate holder offers Blackjack on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Aces Wager which shall win if the player's two cards and the dealer's two cards contain at least one ace.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Aces Wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the electronic placement of the Lucky Aces Wager for each player.

(c) After placing a Blackjack Wager, as required under § 633a.6(d), a player may place a Lucky Aces Wager by

electronically placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 633a.7(a)-(1). Immediately after the dealer's hole card is turned face up on the layout, the dealer shall settle any Lucky Aces Wagers. If any of the player's two cards or the dealer's two cards:

(1) Do not contain an ace, the losing Lucky Aces Wagers shall be collected.

(2) Contain an ace, the winning Lucky Aces Wagers shall be paid in accordance with subsection (e) based on the number of aces in the player and dealer hands.

(e) The certificate holder shall pay out winning Lucky Aces Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
4 Aces	500 to 1	500 to 1	1000 to 1	2000 to 1
3 Aces Same Suit	250 to 1	250 to 1	500 to 1	500 to 1
3 Aces	20 to 1	30 to 1	35 to 1	15 to 1
2 Aces Same Suit	8 to 1	12 to 1	16 to 1	10 to 1
2 Aces	5 to 1	5 to 1	5 to 1	4 to 1
1 Ace of Diamonds	2 to 1	2 to 1	2 to 1	2 to 1

(b) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d), the option of placing a Blazing 7s Progressive Wager which shall win if either of the player's initial two cards is a seven.

(c) After placing a Blackjack Wager, as required in § 633a.6(d), and any optional wagers including the Blazing 7s Progressive Wager, the dealer shall deal the cards in accordance with § 633a.7(a)-(f).

(d) The dealer shall settle any optional wagers in accordance with § 633a.7(g) and complete the dealing procedures in § 633a.7(h)-(o). After settling all other optional wagers, if a player placed a Blazing 7s Progressive Wager:

(1) And the player chose to split, the Blazing 7s Progressive Wager shall be based on the two sevens and the third card dealt to the player.

(2) And the player busts, the bust card shall not count toward the player's Blazing 7s Progressive Wager.

(3) The player's hand shall win if either of the player's first two cards is a seven. If a player has only one seven in the first two cards, hits and receives another seven, the player shall be paid out in accordance with subsections (e)

and (f) for only the seven contained in the initial two cards dealt to the player.

(4) And if the first two cards of the player are sevens and the player hits and receives another seven, the player shall be paid out for three sevens in accordance with subsections (e) and (f). If a dealer has Blackjack and the first two cards of the player are sevens, the player shall be dealt an additional card to determine if the player receives an additional seven.

(e) If a player has won the Blazing 7s Progressive Wager, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Have a floorperson or above verify any Blazing 7s Progressive Payout with odds greater than 200 for 1 in accordance with approved internal control procedures submitted under § 465a.2.

(3) Pay the player the winning Blazing 7s Progressive Wager in accordance with subsection (f). If a player has won a progressive payout that is 10% or more of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of the player must remain on the table until the necessary documentation has been completed. If

more than one player at the table has won a progressive payout that is 100% of the jackpot amount on the progressive meter, each player shall share the maximum amount equally.

(f) The certificate holder shall pay out winning Blazing 7s Progressive Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
Three 7s Same Suit	100% of meter	N/A
Three 7s Diamonds	N/A	100% of meter
Three 7s - Clubs, Spades, Hearts	N/A	10% of meter
Three 7s Same Color	10% of meter	500 for 1
Three 7s	200 for 1	200 for 1
First two cards (two 7s)	25 for 1	25 for 1
Either of first two cards (one 7)	2 for 1	2 for 1

(g) The rate of progression for the meter used for the Blazing 7s Progressive Wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. The initial and reset amounts must also be in the Rules Submission and shall be at least \$2,000 if the required Blazing 7s Progressive Wager is \$1 and \$10,000 if the required Blazing 7s Progressive Wager is \$5.

(h) Notwithstanding the requirements in subsection (d)(4), if the first two cards of the player are sevens, the certificate holder may utilize a dealing procedure wherein the dealer's up card rather than a player's drawn card, shall be used to determine whether the player receives a payout for three sevens in accordance with subsections (e) and (f). The certificate holder shall specify in its Rules Submission required under § 601a.2 if this dealing procedure is being utilized.

§ 633b.10. Blackjack Match Progressive

(a) A certificate holder may offer players the option to place a Blackjack Match Progressive Wager that the dealer's two cards and the player's two cards will form any of the following winning Blackjack Match Progressive combinations:

(1) Ace-King Matching Suited Blackjacks - Both dealer and player have Blackjack consisting of an ace-king with the dealer's two cards identical in suit with the player's two cards.

(2) Matching Suited Blackjacks - Both dealer and player have Blackjack with the dealer's two cards identical in suit and rank with the player's two cards, other than an ace-king. For example a player's ace-ten of spades and the dealer's ace-ten of spades.

(3) Player and Dealer Suited Blackjacks - Both dealer and player have Blackjack with the dealer's two cards identical

in suit, but not rank, with the player's two cards. For example a player's ace-ten of spades and the dealer's ace-queen of spades.

(4) Player and Dealer Blackjacks - Both Dealer and player have Blackjack but the player's hand and the dealer's hand do not match in suit or rank.

(5) Player Suited Blackjack - Player has Blackjack of the same suit and the dealer's two cards are not a blackjack.

(6) Player Blackjack - Player's two cards are a Blackjack but are not the same suit and the dealer's two cards are not a Blackjack.

(7) Player Any Ace - Player's two cards are not a Blackjack but contain at least one ace.

(b) The Blackjack Match Progressive Wager shall be played on a Blackjack table that utilizes 6 or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10 (a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blackjack Match Progressive Wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Blackjack Match Progressive Wager.

(d) If the certificate holder is offering the Blackjack Match Progressive Wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table game systems), for the placement of the Blackjack Match Progressive Wager. If the certificate holder is offering a Progressive Payout Wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive Wager.

(2) A device that controls or monitors the placement of Progressive Wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any Progressive Wager that a player attempts to place after the dealer has announced ``no more bets.``

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack Wager in accordance with § 633a.6(d), the option of placing either a \$1 or \$5 Blackjack Match Progressive Wager as selected by the certificate holder in its Rules Submission form.

(f) After placing a Blackjack Wager, as required in § 633a.6(d), and any optional wagers including the Blackjack Match Progressive Wager, the dealer shall announce ``no more bets`` and, if the Blackjack Match Progressive Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Wagers. If any Progressive Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7 (a)-(g). Immediately after the second card is dealt to each player and the dealer, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h), if applicable. After determining whether the dealer has Blackjack, if applicable, but prior to any additional cards being dealt, the dealer shall settle all Blackjack Match Progressive Wagers. If any player placed a Blackjack Match Progressive Wager, and the first two cards dealt to the player:

(1) Do not contain an ace or Blackjack, the Blackjack Match Progressive Wager shall be lost.

(2) Contains an ace or Blackjack, the dealer shall settle each player's winning Blackjack Match Progressive Wager as provided in subsection (h).

(h) If a player has won a Blackjack Match Progressive payout, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.

(4) Pay the winning Blackjack Match Progressive Wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(5) Pay any Envy Bonus, if selected by the certificate holder in its Rules Submission filed in accordance with 601a.2. A player making a Blackjack Match Progressive Wager shall receive an Envy Bonus when another player at the same Blackjack

table and the dealer are holders of Matching Suited Blackjacks, as defined in subsection (a). Players are entitled to multiple Envy Bonuses if more than one other player and the dealer have Matching Suited Blackjacks. A player is not entitled to an Envy Bonus for his own hand. Blackjack Match Envy Bonus payouts shall be made in accordance with the payouts in subsection (k).

(i) The certificate holder shall pay out winning Blackjack Match Progressive Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	Paytable A	Paytable B
Ace-King Matching Suited Blackjack	100% of meter	100% of meter
Matching Suited Blackjack	10% of meter	10% of meter
Player and Dealer Suited Blackjacks	200 for 1	200 for 1
Player and Dealer Blackjacks	30 for 1	30 for 1
Player Suited Blackjacks	10 for 1	10 for 1
Player Blackjack	5 for 1	5 for 1
Player Any Ace	3 for 1	3 for 1
Seed	\$10,000 for 1	\$5,000 for 1
Increment Rate	13%	13%
Secondary Seed	2.5%	3.25%

Hand	Paytable C	Paytable D
Ace-King Matching Suited Blackjack	100% of meter	100% of meter

Matching Suited Blackjack	10% of meter	10% of meter
Player and Dealer Suited Blackjacks	300 for 1	300 for 1
Player and Dealer Blackjacks	50 for 1	50 for 1
Player Suited Blackjacks	10 for 1	10 for 1
Player Blackjack	5 for 1	5 for 1
Player Any Ace	2 for 1	2 for 1
Seed Amount	\$10,000 for 1	\$5,000 for 1
Increment Rate	13%	13%
Secondary Seed	2.5%	3.25%

(j) If in the same round of play two or more players have won the same progressive jackpot amount on the progressive meter, the jackpot amount shall be split equally between the winning players. For example, if two players have Ace-King Matching Suited Blackjacks in the same round of play, both players shall split 100% of the progressive jackpot amount equally.

(k) If selected by a certificate holder, a player shall be paid an Envy Bonus in accordance with the payout tables below depending on the value of the Blackjack Match Progressive Wager selected by the certificate holder in its Rules Submission form:

<i>Hand</i>	\$1 Blackjack Match Wager offered
Ace-King Matching Suited Blackjack	\$600
Matching Suited Blackjack	\$200

<i>Hand</i>	\$5 Blackjack Match Wager offered
Ace-King Matching Suited Blackjack	\$3000
Matching Suited Blackjack	\$1000

(1) After settling the Blackjack Match Progressive Wagers, the dealer shall continue the hand in accordance with § 633a.7 (i)-(t).

CHAPTER 637b. Poker

§ 637b.5 Seven-card Stud Poker

Seven-card Stud Poker shall be played in accordance with § 637a.10 but may be played with up to nine players, instead of eight, provided that the operator complies with the requirements in § 637a.10 (h) if there are insufficient cards in the deck to give each player remaining in the round of play a sixth or seventh card.

CHAPTER 639b. CARIBBEAN STUD POKER

§ 639b.1. [Five-Card Progressive Payout Wager] Reserved

§ 639b.2. [Five Card Hand Bonus Wager] Reserved

§ 639b.3 Progressive Payout Wager

(a) If the certificate holder is offering the Progressive Payout Wager on multiple linked games with a shared progressive jackpot, the operator may select one of the following payout tables in addition to payable D in § 639a.12(d)(1):

Hand	Paytable F	Paytable G
Royal Flush	100% Mega Jackpot	100% Mega Jackpot
Straight Flush	100% Major Jackpot	100% Major Jackpot
Four-of-a-kind	300 for 1	100% Minor Jackpot
Full House	50 for 1	50 for 1
Flush	40 for 1	40 for 1
Straight	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1
<u>Seed/Reseed Amount</u>	\$11,000 for \$1	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>		<u>\$ 250 for \$1</u>
<u>Incrementation Rate</u>		
Mega	11%	9%
Major	10%	7%
Minor		3%
Secondary Seed Rate	2.92%	8.93%

Hand	Paytable H
Royal Flush	100% Mega Jackpot
Straight Flush	100% Major Jackpot
Four-of-a-kind	100% Minor Jackpot
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1
<u>Seed/Reseed Amount</u>	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>	<u>\$ 250 for \$1</u>
<u>Incrementation Rate</u>	
Mega	10%
Major	8%
Minor	3%
Secondary Seed Rate	8.93%

(b) If the certificate holder selects Paytables F-H, Envy Bonus payouts shall be made according to the payout in 639a.12(d)(6) based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus.

CHAPTER 641b. FOUR CARD POKER

§ 641b.1. Six Card Bonus Wager

(a) The layout for a Four Card Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Six Card Bonus Wager authorized under subsection (b), the layout shall contain:

(1) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(2) A designated area on the layout for the Six Card Bonus card dealt in accordance with subsection (d).

(b) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante and Aces Up Wager the option of placing a Six Card Bonus Wager which shall win if the player's five cards and the additional Six Card Bonus card form a three-of-a-kind or better as described in subsection (c).

(c) For the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(1) A Super Royal, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

(2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

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

(5) A full house, which is a hand consisting of three-of-a-kind and a pair.

(6) A flush, which is a hand consisting of five cards of the same suit.

(7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

(8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager the dealer shall deal one card, face down, to the area on the layout designated for the Six Card Bonus card. The dealer shall then deal the cards in accordance with § 641a.8, 641a.9 or 641a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe).

(e) After each player has examined his cards, the dealer shall complete the procedures in § 641a.11(b) (relating to

procedures for completion of each round of play), provided that if a player placed a Six Card Bonus Wager and forfeits the Ante and Aces Up Wagers, the player shall not forfeit the Six Card Bonus Wager. The dealer shall collect all forfeited wagers but shall place the player's cards under the player's Six Card Bonus Wager until resolved. The dealer shall then complete the procedures in § 641a.11(c).

(f) After the Play, Ante and Aces Up Wagers have been settled, the dealer shall settle the player's Six Card Bonus Wager. The dealer shall reveal the Six Card Bonus card and combine it with the player's five cards to form the highest ranking Poker hand in accordance with subsection (c).

(g) The certificate holder shall pay out winning Six Card Bonus Wagers at the odds in the following payout table:

<i>Hand</i>	<i>Payout</i>
Super Royal of diamonds	\$1,000,000
Super Royal of hearts, spades or clubs	\$100,000
Royal flush	1,000 to 1
Straight flush	200 to 1
Four-of-a-kind	50 to 1
Full house	20 to 1
Flush	15 to 1
Straight	10 to 1

Three-of-a-kind

5 to 1

§ 641b.2. [Five-Card Progressive Payout Wager] Reserved

§ 641b.3. [Bad Beat Bonus Wager] Reserved (Final in 125-169)

§ 641b.4. [Five Card Hand Bonus Wager] Reserved (Final in 125-170)

§ 641b.5. Five-Card Progressive Payout Wager

(a) If the certificate holder is offering the Five-Card Progressive Payout Wager on multiple linked games with a shared progressive jackpot, the operator may select one of the following payout tables in addition to payable in § 641a.12(e)(1):

Hand	Paytable B	Paytable C
Royal Flush	100% Mega Jackpot	100% Mega Jackpot
Straight Flush	100% Major Jackpot	100% Major Jackpot
Four-of-a-kind	300 for 1	100% Minor Jackpot
Full House	50 for 1	50 for 1
Flush	40 for 1	40 for 1
Straight	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1
<u>Seed/Reseed Amount</u>	\$11,000 for \$1	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>		<u>\$ 250 for \$1</u>
<u>Incrementation Rate</u>		
Mega	11%	9%
Major	10%	7%
Minor		3%
Secondary Seed Rate	2.92%	8.93%

Hand	Paytable D
Royal Flush	100% Mega Jackpot
Straight Flush	100% Major Jackpot
Four-of-a-kind	100% Minor Jackpot
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1

Three-of-a-kind	9 for 1
Seed/Reseed Amount	\$11,250 for \$1
Mega	<u>\$10,000 for \$1</u>
Major	<u>\$ 1,000 for \$1</u>
Minor	<u>\$ 250 for \$1</u>
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%
Secondary Seed Rate	8.93%

(b) If the certificate holder selects Paytables B-D, Envy Bonus payouts shall be made according to the payout in 641a.12(e)(5) based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus.

CHAPTER 643b. LET IT RIDE POKER

§ 643b.1. Six Card Bonus Wager

(a) The layout for a Let it Ride Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Six Card Bonus Wager authorized under subsection (b), the layout shall contain:

(1) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(2) A designated area on the layout for the Six Card Bonus cards dealt in accordance with subsection (d).

(b) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed the three wagers required under § 643a.7(d) (relating to wagers) and the Three Card Bonus Wager under 643a.7(f) the option of placing a Six Card Bonus Wager which shall win if the player's three cards and the three additional Six Card Bonus cards form a three-of-a-kind or better as described in subsection (c).

(c) For the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(1) A Super Royal, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

(2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

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

(5) A full house, which is a hand consisting of three-of-a-kind and a pair.

(6) A flush, which is a hand consisting of five cards of the same suit.

(7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

(8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager the dealer shall deal three cards, face down, to the area on the layout designated for the Six Card Bonus cards. The dealer shall then deal the cards in accordance with § 643a.8, 643a.9 or 643a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe).

(e) After each player has examined his cards, the dealer shall complete the procedures in § 643a.11(b)-(e) (relating to procedures for completion of each round of play), provided that if a player placed a Six Card Bonus Wager and removes any of the wagers required under § 643a.7(d), the player shall not forfeit the Six Card Bonus Wager. The dealer shall collect all forfeited wagers but shall place the player's cards under the player's Six Card Bonus Wager until resolved. The dealer shall then complete the procedures in § 657a.11(f).

(f) After each of the player's wagers have been settled, the dealer shall settle the Six Card Bonus Wager. The dealer shall reveal the three Six Card Bonus cards and combine them with the player's three cards to form the highest ranking Poker hand in accordance with subsection (c).

(g) The certificate holder shall pay out winning Six Card Bonus Wagers at the odds in the following payout table:

<i>Hand</i>	<i>Payout</i>
Super Royal of diamonds	\$1,000,000
Super Royal of hearts, spades or clubs	\$100,000
Royal flush	1,000 to 1
Straight flush	200 to 1
Four-of-a-kind	50 to 1
Full house	20 to 1
Flush	15 to 1
Straight	10 to 1
Three-of-a-kind	5 to 1

§ 643b.2. [Five-Card Progressive Payout Wager] Reserved

§ 643b.3. [Five Card Hand Bonus Wager] Reserved

§ 643b.4 Five-Card Progressive Payout Wager

(a) If the certificate holder is offering the Five-Card Progressive Payout Wager on multiple linked games with a shared progressive jackpot, the operator may select one of the following payout tables in addition to payable in § 643a.12(e)(1):

Hand	Paytable B	Paytable C
Royal Flush	100% Mega Jackpot	100% Mega Jackpot
Straight Flush	100% Major Jackpot	100% Major Jackpot
Four-of-a-kind	300 for 1	100% Minor Jackpot
Full House	50 for 1	50 for 1

Flush	40 for 1	40 for 1
Straight	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1
Seed/Reseed Amount	\$11,000 for \$1	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>		<u>\$ 250 for \$1</u>
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%
Secondary Seed Rate	2.92%	8.93%

Hand	Paytable D
Royal Flush	100% Mega Jackpot
Straight Flush	100% Major Jackpot
Four-of-a-kind	100% Minor Jackpot
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1
Seed/Reseed Amount	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>	<u>\$ 250 for \$1</u>
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%
Secondary Seed Rate	8.93%

(b) If the certificate holder selects Paytables B-D, Envy Bonus payouts shall be made according to the payout in 643a.12(e)(5) based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus.

CHAPTER 645b. PAI GOW POKER

§ 645b.1. [EZ Pai Gow Poker.] Reserved

§ 645b.2. Commission Free Pai Gow Poker

(a) In addition to the provisions in Chapter 645a, an operator may offer a variation of Pai Gow Poker in which no vigorish is collected as provided in this section.

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

Commission Free Pai Gow Poker - A variation of Pai Gow Poker in which vigorish is not collected.

Tiger 9 - The dealer's two-card low hand which contains a 9-high.

(c) In addition to the requirements in § 645a.2(b), if a certificate holder offers Commission Free Pai Gow Poker, the layout shall contain:

(1) Separate areas designated for the Tiger 9 Wager, if offered by the certificate holder.

(2) Inscriptions that advise patrons that if the dealer's hand contains a Tiger 9, all Pai Gow Poker Wagers shall push and be returned to the player.

(d) If Commission Free Pai Gow Poker is being played, the certificate holder may offer the following additional wagers:

(1) The Fortune Bonus Wager as provided in § 645a.7(e)(1) and the Progressive Payout Wager as provided in 645a.7(e)(4).

(2) The Tiger 9 Wager which shall win if the dealer's low hand is a 9-high.

(e) The dealer shall deal the cards in accordance with § 645a.8, 645a.9 or 645a.10. After the dealing procedures have been completed, each player shall examine and set his hand in accordance with § 645a.11(a)-(b). The cards of the dealer shall then be revealed and set in accordance with 645a.11(c).

(f) The dealer shall then reveal the player's cards and complete the dealing procedures in 645a.11(e) and (f) provided that if Commission Free Pai Gow is being offered and the dealer:

(1) Has a Tiger 9 the player's Pai Gow Poker Wager shall push and be returned to the player. If the player placed a Tiger 9 Wager the dealer shall pay the winning wager in accordance with subsection (h).

(2) Does not have a Tiger 9, the player Pai Gow Poker Wager shall be settled in accordance with 645a.11(f). If the player placed a Tiger 9 Wager, the dealer shall collect the player's losing Tiger 9 Wager.

(g) If any player placed a Fortune Bonus or Progressive Payout Wager, after settling the player's Tiger 9 and Pai Gow

Poker Wagers, the dealer shall complete the procedures in 645a.11(h).

(h) The certificate holder shall pay out winning Tiger 9 Wagers at odds of 30 to 1.

§ 645b.3 Player Activated Pai Gow Poker; Wagers based on the outcome of the dice.

(a) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may use a player activated shaker to determine the starting position for the dealing of the cards in Pai Gow Poker.

(b) The player activated shaker shall be submitted to the Gaming Lab for approval in accordance with § 461a.4 prior to its use and must:

(1) Have the capability of being sealed or locked to ensure the integrity of the three dice contained inside the shaker.

(2) Shake the dice for at least five seconds to cause a random mixture of the dice.

(c) If the certificate holder offering the Beat It Wager in accordance with (e)(3)(i), the one red and two blue dice shall be used in the shaker. Dice used in the shaker shall comply with the requirements in:

(1) Section 603a.12(a) and (c) (relating to dice; physical characteristics) if the certificate holder is utilizing an electronic shaker.

(2) Section 603a.12(b) if a manual shaker is being utilized. If a manual shaker is being utilized, the certificate holder shall comply with the requirements in § 621a.2(d).

(d) If the certificate holder offers optional wagers based on the outcome of the dice in the manual or player-activated automated shaker, the layout shall comply with the requirements in § 645a.2(b) (relating to Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics) and shall contain:

(1) A separate betting area for each player designated for the placement of the Sum Wager if offered by the certificate holder.

(2) Six separate betting areas for each player inscribed with a one through six designated for the placement of the Match Wager if offered by the certificate holder.

(3) A separate betting area for each player designed for the placement of the Beat It Wager if offered by the certificate holder.

(e) The certificate holder may offer the following optional wagers based on the outcome of the dice contained in the shaker:

(1) A Sum Wager, which shall win, depending on the payout table selected by the certificate holder in its Rules Submission, if:

(i) The total of the three dice is equal to an 8, 16 or 17.

(ii) The total of the three dice is equal to a 3, 8 or 9.

(iii) At least two of the dice are matching.

(iv) The three dice form a series, such as a 1, 2 and 3 or 3, 4 and 5.

(2) A Match Wager which shall win if at least two of the dice match the value selected by the player. For example, a player's Match Wager on the one shall win if two or three of the dice rolled is a one.

(3) A Beat It Wager which shall win, depending on the payout table selected by the certificate holder in its Rules Submission, if:

(i) The red dice is equal in value to or greater than the sum of the two blue dice. For example, a player's Beat It Wager shall win if the red dice is a six and the two blue dice are a two and a one for a total of three.

(ii) Any single dice beats the sum of the two other dice by one to four points. For example, a player's Beat

It Wager shall win if the dice rolled are a five, a one and a one (5-(1+1)=3).

(f) All Wagers must be placed before the electronic shaker is activated or the manual shaker is utilized. After all Wagers have been placed, the dealer shall announce ``no more bets`` and

(1) If a player-activated electronic shaker is utilized, a selected player shall then activate the electronic shaker by pressing an activation button at the player's wagering position.

(2) If a manual shaker is utilized, the dealer shall shake the Pai Gow shaker at least three times to cause a random mixture of the dice. The dealer shall then remove the lid covering the Pai Gow shaker and place the uncovered Pai Gow shaker on the designated area of the table layout.

(g) After the dice come to rest, the dealer shall announce the numeric value of each die and settle the player's Sum, Match and Beat It Wagers by collecting losing wagers and paying out winning wagers as follows:

(1) Winning Sum Wagers shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

Sum of Dice	Paytable A	Sum of Dice	Paytable B
17	25 to 1	3	25 to 1

16	6 to 1	8	4 to 1
8	3 to 1	9	2 to 1

Paytable C

Paytable D

Any three match	3 to 1	Any Series of three	15 to 2
Any two match	1 to 1		

(2) Winning Match Wagers shall be paid out at following odds:

	Payout
Triple Match	100 to 1
Double Match	6 to 1

(3) Winning Beat It Wagers shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

Red Die Beats Blue Dice by:	Sum of	Paytable A	Paytable B
4 Points		50 to 1	60 to 1
2 or 3 Points		10 to 1	10 to 1
Tie or 1 Point		1 to 1	1 to 1

Paytable C

Any Die Beats other two by one or more Points Sum of 5 to 2

(e) After settling the Sum, Match and Beat It Wagers, the dealer shall deal the cards in accordance with § 645a.8, 645a.9 and 645a.10 (relating to procedures for dealing the cards) and complete the round of play in accordance with § 645a.11 (relating to procedures for completion of each round of play) and § 645a.13 (relating to payout odds; envy bonus; rate of progression; payout limitation).

CHAPTER 647b. TEXAS HOLD 'EM BONUS POKER

§ 647b.1. Six Card Bonus Wager

(a) The layout for a Texas Hold 'Em Bonus Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Six Card Bonus Wager authorized under subsection (b), the layout shall contain:

(1) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(2) A designated area on the layout for the four Six Card Bonus cards dealt in accordance with subsection (d).

(b) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante Wager the option of placing a Six Card Bonus Wager which shall win if the player's two cards and the four additional Six Card

Bonus cards form a three-of-a-kind or better as described in subsection (c).

(c) For the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(1) A Super Royal, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

(2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

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

(5) A full house, which is a hand consisting of three-of-a-kind and a pair.

(6) A flush, which is a hand consisting of five cards of the same suit.

(7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

(8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager the dealer shall deal four cards, face down, to the area on the layout designated for the Six Card

Bonus cards. The dealer shall then deal the cards in accordance with § 647a.8, 647a.9 or 647a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe).

(e) After each player has examined his cards, the dealer shall complete the procedures in § 647a.11(b) (relating to procedures for completion of each round of play), provided that if a player placed a Six Card Bonus Wager and forfeits the Ante Wager, the player shall not forfeit the Six Card Bonus Wager. The dealer shall collect all forfeited wagers but shall place the player's cards under the player's Six Card Bonus Wager until resolved. The dealer shall then complete the procedures in § 647a.11(c) - (h).

(f) After the player's Ante, Flop, Turn, River and Texas Hold 'Em Bonus Wagers have been settled, the dealer shall settle the Six Card Bonus Wager. The dealer shall reveal the four Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand in accordance with subsection (c).

(g) The certificate holder shall pay out winning Six Card Bonus Wagers at the odds in the following payout table:

<i>Hand</i>	<i>Payout</i>
Super Royal of diamonds	\$1,000,000

Super Royal of hearts, spades or clubs	\$100,000
Royal flush	1,000 to 1
Straight flush	200 to 1
Four-of-a-kind	50 to 1
Full house	20 to 1
Flush	15 to 1
Straight	10 to 1
Three-of-a-kind	5 to 1

§ 647b.2. [Five-Card Progressive Payout Wager] Reserved

§ 647b.3. [Five Card Hand Bonus Wager] Reserved

§ 647b.4 Progressive Payout Wager

(a) If the certificate holder is offering the Progressive Payout Wager on multiple linked games with a shared progressive jackpot, the operator may select one of the following payout tables in addition to payable in § 647a.12(d)(1):

Hand	Paytable B	Paytable C
Royal Flush	100% Mega Jackpot	100% Mega Jackpot
Straight Flush	100% Major Jackpot	100% Major Jackpot
Four-of-a-kind	300 for 1	100% Minor Jackpot
Full House	50 for 1	50 for 1
Flush	40 for 1	40 for 1
Straight	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1
<u>Seed/Reseed</u> Amount	\$11,000 for \$1	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>		<u>\$ 250 for \$1</u>
Incrementation Rate		
Mega	11%	9%
Major	10%	7%

Minor		3%
Secondary Seed Rate	2.92%	8.93%

Hand	Paytable D
Royal Flush	100% Mega Jackpot
Straight Flush	100% Major Jackpot
Four-of-a-kind	100% Minor Jackpot
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1
<u>Seed/Reseed Amount</u>	<u>\$11,250 for \$1</u>
<u>Mega</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>	<u>\$ 250 for \$1</u>
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%
Secondary Seed Rate	8.93%

(b) If the certificate holder selects Paytables B-D, Envy Bonus payouts shall be made according to the payout in 647a.12(d)(5) based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus.

CHAPTER 649b. THREE CARD POKER

§ 649b.1. 5 of 6 Progressive Payout Wager

(a) For purposes of the 5 of 6 Progressive Payout Wager, the following words and terms have the following meanings:

(1) *Envy Bonus* - An additional fixed sum payout made to a player who placed a 5 of 6 Progressive Payout Wager when another player at the Three Card Poker table is the holder of an Envy Bonus Qualifying Hand.

(2) *Envy Bonus Qualifying Hand* - A player's five-card Poker hand with a rank of a royal flush, as defined in § 649a.6(d) (relating to Three Card Poker rankings).

(b) The layout for a Three Card Poker table shall be submitted to the Bureau of Gaming Operations in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the optional 5 of 6 Progressive Payout Wager authorized under subsection (d), the layout shall contain a separate area designated for the placement of the 5 of 6 Progressive Payout Wager for each player.

(c) If the certificate holder is offering the 5 of 6 Progressive Payout Wager, the Three Card Poker table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table game systems), for the placement of Progressive Payout Wagers. If the certificate holder is offering a Progressive Payout Wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating

to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive Payout Wager.

(2) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced ``no more bets.``

(d) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante Wager or a Pair Plus Wager the option of placing a 5 of 6 Progressive Payout Wager which shall win if the player's three cards combined with the dealer's three cards forms a straight or better as described in § 649a.6(d) (relating to Three Card Poker rankings). After placing an Ante Wager or a Pair Plus Wager, or both, a player making a 5 of 6 Progressive Payout Wager shall place a value chip onto the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective Five-Card Progressive Payout Wager has been accepted.

(e) After all wagers have been placed, the dealer shall then deal the cards in accordance with § 649a.8, 649a.9 or 649a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe).

(f) After each player has examined his cards, the dealer shall complete the procedures in § 649a.11(b) (relating to procedures for completion of each round of play), provided that if a player placed a 5 of 6 Progressive Payout Wager and forfeits the Ante Wager, the player shall not forfeit the 5 of 6 Progressive Payout Wager. The dealer shall collect all forfeited wagers but shall place the player's cards under the player's 5 of 6 Progressive Payout Wager until resolved. The dealer shall then complete the procedures in § 649a.11(c).

(g) After settling the player's other wagers, the dealer shall settle the 5 of 6 Progressive Payout Wager by forming the highest ranking five-card Poker hand of the player by combining the player's three cards and the dealer's three cards. If a player has won a progressive payout, the dealer shall:

- (1) Verify that the hand is a winning hand.
- (2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.

(4) Pay the winning 5 of 6 Progressive Payout Wager in accordance with the payout odds in subsection (h)(1). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(5) Pay any Envy Bonus won in accordance with subsection (h)(5). Players making a 5 of 6 Progressive Payout Wager shall receive an Envy Bonus when another player at the same Three Card Poker table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand. A player is not entitled to an Envy Bonus for his own hand.

(h) If a certificate holder offers the 5 of 6 Progressive Payout Wager:

(1) A player placing a 5 of 6 Progressive Payout Wager shall be paid at the following odds:

<i>Hand</i>	<i>Paytable</i>
Royal flush of spades	100% of meter
Royal flush of clubs, Diamonds or hearts	25% of meter
Straight flush	250 for 1
Four-of-a-kind	100 for 1
Full house	20 for 1
Flush	10 for 1
Straight	5 for 1

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed.

(3) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the certificate holder's Rules Submission filed in accordance with § 601a.2. The initial and reset amount must also be in the certificate holder's Rules Submission and must be at least \$10,000.

(4) Winning 5 of 6 Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid.

(5) Envy Bonus payouts shall be made according to the following payouts for Envy Bonus Qualifying Hands based upon the amount of the 5 of 6 Progressive Payout Wager placed by the player receiving the Envy Bonus:

\$1 Progressive Payout Wager

<i>Hand</i>	<i>Envy Bonus</i>
Royal flush of spades	\$100
Royal flush of clubs, Diamonds or hearts	\$50
<i>\$5 Progressive Payout Wager</i>	

<i>Hand</i>	<i>Envy Bonus</i>
Royal flush of spades	\$500
Royal flush of clubs, Diamonds or hearts	\$250

§ 649b.2. [Five-Card Progressive Payout Wager] Reserved

§ 649b.3. [Five Card Hand Bonus Wager] Reserved

CHAPTER 653b. ULTIMATE TEXAS HOLD 'EM POKER

§ 653b.1. Six Card Bonus Wager

(a) The layout for a Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Six Card Bonus Wager authorized under subsection (b), the layout shall contain:

(1) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(2) A designated area on the layout for the four Six Card Bonus cards dealt in accordance with subsection (d).

(b) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante and Blind Wager the option of placing a Six Card Bonus Wager which shall win if the player's two cards and the four additional Six Card Bonus cards form a three-of-a-kind or better as described in subsection (c).

(c) For the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(1) A Super Royal, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

(2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

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

(5) A full house, which is a hand consisting of three-of-a-kind and a pair.

(6) A flush, which is a hand consisting of five cards of the same suit.

(7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

(8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager the dealer shall deal four cards, face down, to the area on the layout designated for the Six Card Bonus cards. The dealer shall then deal the cards in accordance with § 653a.8, 653a.9 or 653a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe).

(e) After each player has examined his cards, the dealer shall complete the procedures in § 653a.11(b)- (f) (relating to procedures for completion of each round of play), provided that if a player placed a Six Card Bonus Wager and forfeits the Ante and Blind Wagers, the player shall not forfeit the Six Card Bonus Wager. The dealer shall collect all forfeited wagers but shall place the player's cards under the player's Six Card Bonus Wager until resolved. The dealer shall then complete the procedures in § 653a.11(g) - (j).

(f) After the player's other wagers have been settled, the dealer shall settle the Six Card Bonus Wager. The dealer shall reveal the four Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand in accordance with subsection (c).

(g) The certificate holder shall pay out winning Six Card Bonus Wagers at the odds in the following payout table:

<i>Hand</i>	<i>Payout</i>
Super Royal of diamonds	\$1,000,000
Super Royal of hearts, spades or clubs	\$100,000
Royal flush	1,000 to 1
Straight flush	200 to 1
Four-of-a-kind	50 to 1
Full house	20 to 1
Flush	15 to 1
Straight	10 to 1
Three-of-a-kind	5 to 1

§ 653b.2. [Five Card Hand Bonus Wager] Reserved

§ 653b.3. Bad Beat Bonus Wager

(a) The layout for a Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Bad Beat Bonus Wager authorized under subsection (b), the layout shall contain a separate area designated for the placement of the Bad Beat Bonus Wager for each player.

(b) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante, Blind and Trips Wager the option of placing a Bad Beat Bonus Wager. After placing an Ante, Blind and Trips Wager, a player may make the additional Bad Beat Bonus Wager by placing a value chip onto the designated area of the layout for that player. Winning wagers shall be paid out based on the rank of the losing hand.

(c) After all required wagers have been placed, the dealer shall deal the cards in accordance with § 653a.8, 653a.9 or 653a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe) and complete the dealing procedures in § 653a.11(b)- (i) (relating to procedures for completion of each round of play).

(d) After settling the player's Ante, Blind, Play and Trips Wagers, the dealer shall settle a player's Bad Beat Bonus Wager. A player shall win a Bad Beat Bonus Payout, in accordance with subsection (e), based on the rank of the losing hand if:

(1) The player's hand contains a three-of-a-kind or better as defined in § 653a.6(b) (relating to Ultimate Texas Hold 'Em Poker rankings) and the dealer's hand outranks the player's hand.

(2) The dealer's hand contains a three-of-a-kind or better as defined in § 653a.6(b) and the player's hand outranks the dealer's hand.

(e) The certificate holder shall pay out winning Bad Beat Bonus Wagers at the amounts contained in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Straight flush	10,000 to 1	7,500 to 1
Four-of-a-kind	500 to 1	500 to 1
Full house	40 to 1	50 to 1
Flush	25 to 1	30 to 1
Straight	20 to 1	20 to 1
Three-of-a-kind	9 to 1	9 to 1

§ 653b.4 Progressive Payout Wager

(a) If the certificate holder is offering the Progressive Payout Wager on multiple linked games with a shared progressive jackpot, the operator may select one of the following payout tables in addition to payable in § 653a.12(d)(1):

Hand	Paytable B	Paytable C
Royal Flush	100% Mega Jackpot	100% Mega Jackpot
Straight Flush	100% Major Jackpot	100% Major Jackpot
Four-of-a-kind	300 for 1	100% Minor Jackpot
Full House	50 for 1	50 for 1
Flush	40 for 1	40 for 1
Straight	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1
Seed/ <u>Reseed</u> Amount	\$11,000 for \$1	\$11,250 for \$1

<u>Mega</u>	<u>\$10,000 for \$1</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>		<u>\$ 250 for \$1</u>
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%
Secondary Seed Rate	2.92%	8.93%

Hand	Paytable D
Royal Flush	100% Mega Jackpot
Straight Flush	100% Major Jackpot
Four-of-a-kind	100% Minor Jackpot
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1
<u>Seed/Reseed</u> Amount	<u>\$11,250 for \$1</u>
<u>Mega</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>	<u>\$ 250 for \$1</u>
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%
Secondary Seed Rate	8.93%

(b) If the certificate holder selects Paytables B-D, Envy Bonus payouts shall be made according to the payout in 653a.12(d)(5) based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus.

CHAPTER 655b. MISSISSIPPI STUD

§ 655b.1. Six Card Bonus Wager

(a) The layout for a Mississippi Stud table shall be submitted to the Bureau of Gaming Operations and approved in

accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Six Card Bonus Wager authorized under subsection (b), the layout shall contain:

(1) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(2) A designated area on the layout for the four Six Card Bonus cards dealt in accordance with subsection (d).

(b) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante Wager and Three Card Bonus Wager the option of placing a Six Card Bonus Wager which shall win if the player's two cards and the four additional Six Card Bonus cards form a three-of-a-kind or better as described in subsection (c).

(c) For the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(1) A Super Royal, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

(2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

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

(5) A full house, which is a hand consisting of three-of-a-kind and a pair.

(6) A flush, which is a hand consisting of five cards of the same suit.

(7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

(8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager the dealer shall deal four cards, face down, to the area on the layout designated for the Six Card Bonus cards. The dealer shall then deal the cards in accordance with § 655a.8, 655a.9 or 655a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe).

(e) After each player has examined his cards, the dealer shall complete the procedures in § 655a.11(b) (relating to procedures for completion of each round of play), provided that if a player placed a Six Card Bonus Wager and forfeits the Ante Wager and the 3rd and 4th Street Wagers, if applicable, the player shall not forfeit the Six Card Bonus Wager. The dealer shall

collect all forfeited wagers but shall place the player's cards under the player's Six Card Bonus Wager until resolved. The dealer shall then complete the procedures in § 655a.11(c) - (i).

(f) After the player's other wagers have been settled, the dealer shall settle the player's Six Card Bonus Wager. The dealer shall reveal the four Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand in accordance with subsection (c).

(g) The certificate holder shall pay out winning Six Card Bonus Wagers at the odds in the following payout table:

<i>Hand</i>	<i>Payout</i>
Super Royal of diamonds	\$1,000,000
Super Royal of hearts, spades or clubs	\$100,000
Royal flush	1,000 to 1
Straight flush	200 to 1
Four-of-a-kind	50 to 1
Full house	20 to 1
Flush	15 to 1
Straight	10 to 1
Three-of-a-kind	5 to 1

§ 655b.2. [Five Card Hand Bonus Wager] Reserved

§ 655b.3 Progressive Payout Wager

(a) If the certificate holder is offering the Progressive Payout Wager on multiple linked games with a shared progressive jackpot, the operator may select one of the following payout tables in addition to payable in § 655a.12(c)(1):

Hand	Paytable B	Paytable C
Royal Flush	100% Mega Jackpot	100% Mega Jackpot
Straight Flush	100% Major Jackpot	100% Major Jackpot
Four-of-a-kind	300 for 1	100% Minor Jackpot
Full House	50 for 1	50 for 1
Flush	40 for 1	40 for 1
Straight	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1
Seed/Reseed Amount	\$11,000 for \$1	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>		<u>\$ 250 for \$1</u>
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%
Secondary Seed Rate	2.92%	8.93%

Hand	Paytable D
Royal Flush	100% Mega Jackpot
Straight Flush	100% Major Jackpot
Four-of-a-kind	100% Minor Jackpot
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1
Seed/Reseed Amount	\$11,250 for \$1
<u>Mega</u>	<u>\$10,000 for \$1</u>
<u>Major</u>	<u>\$ 1,000 for \$1</u>
<u>Minor</u>	<u>\$ 250 for \$1</u>
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%
Secondary Seed Rate	8.93%

(b) If the certificate holder selects Paytables B-D, Envy Bonus payouts shall be made according to the payout in 655a.12(c)(5) based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus.

CHAPTER 657b. CRAZY 4 POKER

§ 657b.1. Six Card Bonus Wager

(a) The layout for a Crazy 4 Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Six Card Bonus Wager authorized under subsection (b), the layout shall contain:

(1) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(2) A designated area on the layout for the Six Card Bonus card dealt in accordance with subsection (d).

(b) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante and Super Bonus Wager the option of placing a Six Card Bonus Wager which shall win if the player's five cards and the

additional Six Card Bonus card form a three-of-a-kind or better as described in subsection (c).

(c) For the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(1) A Super Royal, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

(2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.

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

(5) A full house, which is a hand consisting of three-of-a-kind and a pair.

(6) A flush, which is a hand consisting of five cards of the same suit.

(7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

(8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager the dealer shall deal one card, face down, to the area on the layout designated for the Six Card

Bonus card. The dealer shall then deal the cards in accordance with § 657a.8, 657a.9 or 657a.10 (relating to procedure for dealing the cards from a manual dealing shoes; procedure for dealing the cards from the hand; procedures for dealing the cards from an automated dealing shoe).

(e) After each player has examined his cards, the dealer shall complete the procedures in § 657a.11(b) (relating to procedures for completion of each round of play), provided that if a player placed a Six Card Bonus Wager and forfeits the Ante and Super Bonus Wagers, the player shall not forfeit the Six Card Bonus Wager. The dealer shall collect all forfeited wagers but shall place the player's cards under the player's Six Card Bonus Wager until resolved. The dealer shall then complete the procedures in § 657a.11(c) - (e).

(f) After the Play, Ante, Queens Up and Super Bonus Wagers have been settled, the dealer shall settle the player's Six Card Bonus Wager. The dealer shall reveal the Six Card Bonus card and combine it with the player's five cards to form the highest ranking Poker hand in accordance with subsection (c).

(g) The certificate holder shall pay out winning Six Card Bonus Wagers at the odds in the following payout table:

<i>Hand</i>	<i>Payout</i>
Super Royal of diamonds	\$1,000,000
Super Royal of hearts, spades	

or clubs	\$100,000
Royal flush	1,000 to 1
Straight flush	200 to 1
Four-of-a-kind	50 to 1
Full house	20 to 1
Flush	15 to 1
Straight	10 to 1
Three-of-a-kind	5 to 1

§ 657b.2. [Five-Card Progressive Payout Wager] Reserved

§ 657b.3. [Five Card Hand Bonus Wager] Reserved

§ 657b.4. Five-Card Progressive Payout Wager

(a) If the certificate holder is offering the Progressive Payout Wager on multiple linked games with a shared progressive jackpot, the operator may select one of the following payout tables in addition to payable in § 657a.12(e)(1):

Hand	Paytable B	Paytable C
Royal Flush	100% Mega Jackpot	100% Mega Jackpot
Straight Flush	100% Major Jackpot	100% Major Jackpot
Four-of-a-kind	300 for 1	100% Minor Jackpot
Full House	50 for 1	50 for 1
Flush	40 for 1	40 for 1
Straight	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1
<u>Seed/Reseed Amount</u>	\$11,000 for \$1	\$11,250 for \$1
<u> Mega</u>	<u>\$10,000 for \$1</u>	<u>\$10,000 for \$1</u>
<u> Major</u>	<u>\$ 1,000 for \$1</u>	<u>\$ 1,000 for \$1</u>
<u> Minor</u>		<u>\$ 250 for \$1</u>
<u>Incrementation Rate</u>		
Mega	11%	9%
Major	10%	7%
Minor		3%
Secondary Seed Rate	2.92%	8.93%

Hand	Paytable D
Royal Flush	100% Mega Jackpot
Straight Flush	100% Major Jackpot
Four-of-a-kind	100% Minor Jackpot
Full House	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1
<u>Seed/Reseed</u> Amount	\$11,250 for \$1
<u>Mega</u>	\$10,000 for \$1
<u>Major</u>	\$ 1,000 for \$1
<u>Minor</u>	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%
Secondary Seed Rate	8.93%