

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 placed 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 Sum of 5 to 2
other two by one or
more Points

(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>
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
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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 and Blackjack Premium

(a) If the certificate holder offers Switch Hands, the table layout 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 in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) shall contain:

(1) A separate area for each player designated for the placement of the Switch Hands Ante 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.

(3) An inscription advising that "Switch Hands colored or suited Blackjacks pay 2 to 1."

(b) All Blackjack Wagers placed in accordance with § 633a.6 (d) shall be placed in \$5 increments.

(c) In addition to the Blackjack Wager required under § 633a.6(d), a player shall place a Switch Hands Ante equal to \$1 for every \$5 Blackjack Wager placed.

(d) After placing a Blackjack Wager, the Switch Hands Ante and any optional wagers offered by the certificate holder, the dealer shall deal, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner:

(1) One Switch Hands card, face down, on the designated area of the table layout.

(2) A second Switch Hands card, face down on the designated area of the table layout.

(e) After dealing the player's Switch Hands cards, the dealer shall deal the player's Blackjack hand in accordance with § 633a.7 (a)-(f).

(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, ask 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.

(g) 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).

(h) 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.

(i) For players who:

(1) Did not Switch Hands, 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) Switched Hands, 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.

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

(k) If specified in its rules submission required under § 601a.10(a), the certificate holder may offer Blackjack Premium in which a player may play, on the same gaming table, either Switch Hand in accordance with subsections (a) - (j) above or elect to not place a Switch Hand Ante and play only Blackjack in accordance with § 633a (relating to Blackjack). A player that

elects to play only Blackjack may not elect to switch hands after the dealer has started dealing the cards.

(l) If offering Blackjack Premium, the Switch Hand Ante is optional and shall remain on the layout until the dealer has dealt the cards in accordance with subsections (d) and (e). If a player elects to switch hands, the dealer shall collect the player's two face-up cards, placing them in the discard rack.

(m) After the procedures in subsection (l) 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 (o).

(n) 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.

(o) The certificate holder shall pay out winning Blackjack Wagers at odds of 1 to 1 and player Blackjack at odds of 3 to 2 unless both the dealer and player have Blackjack which shall pay out at odds of 1 to 2 provided that if the player placed a Switched Hands Ante, the certificate holder shall pay a same suit or same color Blackjack at odds of 2 to 1.

§ 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, that insurance pays 2 to 1 and any rules selected by the certificate holder regarding the action that may automatically be taken at the conclusion of the countdown clock when a player does not elect to hit or stand.

(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) Unless a continuous shuffler is used, 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 six or 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 six or 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), (c)(1) and (2), and (d) - (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 provided that if the certificate holder selects different options, such as a player's hand of an 11 will automatically hit if the player takes no action at the conclusion of the countdown clock, those options shall be explained to the player in the game rules icon as provided in subsection (c)(2).

(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>
Primary Incrementation Rate	19%	15%
Secondary Incrementation Rate	4.25%	3.5%

Reseed Amount	\$10,000 plus Secondary Incrementation Meter	\$50,000 plus Secondary Incrementation Meter
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*Paytable C - \$1
Wager*

<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	

Seed Amount \$10,000

Primary Incrementation Rate 19%

Secondary Incrementation Rate 4.25%

Reseed Amount \$10,000 plus
Secondary
Incrementation
Meter

*Paytable D - \$5
Wager*

<i>Hand</i>		Envy Bonus
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

Seed Amount \$50,000

Primary Incrementation 15%
Rate

Secondary 3.5%
Incrementation Rate

Reseed Amount \$50,000 plus
Secondary
Incrementation
Meter

§ 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
1 Ace	1 to 1	1 to 1	1 to 1	1 to 1

(f) After settling the player's Lucky Aces Wager, the dealer shall complete the dealing procedures in § 633a.7(m)-(t).

§ 633b.9. Blazing 7s Blackjack

(a) 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 Blazing 7s Progressive Wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Blazing 7s Progressive Wager for each player. The Blackjack table must have a progressive table game system in accordance with § 605a.7, for the placement of Blazing 7s Progressive Wagers. The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Blazing 7s Progressive 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 placement of any Blazing 7s Progressive Wagers that a player attempts to place after the dealer has begun dealing the cards.

(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
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Ace-King Matching Suited Blackjack	\$600
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Matching Suited Blackjack	\$200
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<i>Hand</i>	\$5 Blackjack Match Wager offered
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Ace-King Matching Suited Blackjack	\$3000
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Matching Suited Blackjack	\$1000
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(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
Seed/Reseed Amount		
Mega	\$10,000 for \$1	\$10,000 for \$1
Major	\$ 1,000 for \$1	\$ 1,000 for \$1
Minor		\$ 250 for \$1
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%

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
Seed/Reseed Amount	
Mega	\$10,000 for \$1
Major	\$ 1,000 for \$1
Minor	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%

(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
Seed/Reseed Amount		
Mega	\$10,000 for \$1	\$10,000 for \$1
Major	\$ 1,000 for \$1	\$ 1,000 for \$1

Minor		\$ 250 for \$1
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%

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	
Mega	\$10,000 for \$1
Major	\$ 1,000 for \$1
Minor	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%

(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		
Mega	\$10,000 for \$1	\$10,000 for \$1
Major	\$ 1,000 for \$1	\$ 1,000 for \$1
Minor		\$ 250 for \$1
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%

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	
Mega	\$10,000 for \$1
Major	\$ 1,000 for \$1
Minor	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%

(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
Seed/Reseed Amount		
Mega	\$10,000 for \$1	\$10,000 for \$1
Major	\$ 1,000 for \$1	\$ 1,000 for \$1
Minor		\$ 250 for \$1
Incrementation Rate		
Mega	11%	9%
Major	10%	7%

Minor

3%

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	
Mega	\$10,000 for \$1
Major	\$ 1,000 for \$1
Minor	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%

(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>
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Royal flush of spades \$100

Royal flush of clubs,

Diamonds or hearts \$50

\$5 Progressive Payout Wager

Hand Envy Bonus

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/Reseed Amount		
Mega	\$10,000 for \$1	\$10,000 for \$1
Major	\$ 1,000 for \$1	\$ 1,000 for \$1
Minor		\$ 250 for \$1
Incrementation Rate		
Mega	11%	9%
Major	10%	7%

Minor

3%

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	
Mega	\$10,000 for \$1
Major	\$ 1,000 for \$1
Minor	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%

(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		
Mega	\$10,000 for \$1	\$10,000 for \$1
Major	\$ 1,000 for \$1	\$ 1,000 for \$1
Minor		\$ 250 for \$1
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%

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	
Mega	\$10,000 for \$1
Major	\$ 1,000 for \$1
Minor	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%

(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
Seed/Reseed Amount		
Mega	\$10,000 for \$1	\$10,000 for \$1
Major	\$ 1,000 for \$1	\$ 1,000 for \$1
Minor		\$ 250 for \$1
Incrementation Rate		
Mega	11%	9%
Major	10%	7%
Minor		3%

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	
Mega	\$10,000 for \$1
Major	\$ 1,000 for \$1
Minor	\$ 250 for \$1
Incrementation Rate	
Mega	10%
Major	8%
Minor	3%

CHAPTER 679b. THREE CARD PRIME

§ 679b.1 Dealing procedure amendment

(a) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may deal one community card to be used by all players who placed a Pair Bonus Wager authorized under § 679a.7(d)(3) (relating to wagers), instead of dealing each player who placed a Pair Bonus Wager an additional card as provided in 679a.8(c), 679a.9(b) and 679a.10(c) (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand and procedures for dealing the cards from an automated dealing shoe).

(b) If the certificate holder elects to utilize one Pair Bonus community card, the community card shall be dealt after each player who placed an Ante Wager and the dealer has three cards. The community card shall be dealt to the area on the

table layout designated for the placement of the Pair Bonus community card.

(c) After the dealer reveals his cards as provided in § 679a.11(c) (relating to procedures for completion of each round of play), the dealer shall reveal the Pair Bonus community card then beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the procedures in (c)(1)-(3) in succession for each player.

(d) The Pair Bonus Wager shall be settled in accordance with § 679a.11(d)(2) provided that if the player's hand contains a pair or better, the dealer shall utilize the Pair Bonus community card to determine the payout on the winning Pair Bonus Wager as provided in (d)(2)(ii).

CHAPTER 682b. FOUR CARD PRIME

Sec.

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682b.11. Procedures for completion of each round of play.

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682b.13. Irregularities.

§ 682b.1. Definitions.

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

All-Six Bonus Wager – An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Ante Wager – The wager that a player is required to make prior to any cards being dealt to compete against the dealer's hand.

Aces Bonus Wager – An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Bad Beat Bonus – A payout based the player's Ante Wager when the rank of the player's four card hand is a three-of-a-

kind or higher but is lower in rank than the dealer's four card hand.

Prime Wager – An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Raise Wager – An additional wager of one, two or three times the player's Ante Wager that a player shall make if the player opts to remain in competition against the dealer.

Win Bonus – An additional payout based on the value of the player's Ante Wager when the rank of the player's four card hand is a three-of-a-kind or higher and is higher in rank than the dealer's four card hand.

§ 682b.2. Four Card Prime table physical characteristics.

(a) Four Card Prime shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a Four Card Prime 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 contain, at a minimum:

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

(2) Two separate betting areas designated for the placement of Ante and Raise Wagers for each player.

(3) If the certificate holder offers the optional Prime Wager authorized under § 682b.7(d)(2) (relating to wagers), the Aces Bonus Wager authorized under § 682b.7(d)(3) or the All-Six Bonus Wager authorized under § 682b.7(d)(4), a separate area designated for the placement of each of the wagers for each player.

(4) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If payout odds are not inscribed on the layout, a sign indicating the payout odds for all permissible wagers shall be posted at each Four Card Prime table.

(5) If the certificate holder establishes a payout limit per player, per round of play, as authorized under § 682b.12(g) (relating to payout odds; Bad Beat Bonus; payout limitation), inscriptions that advise patrons of the payout limit. If the payout limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each Four Card Prime table.

(c) Each Four Card Prime table must have a drop box and a tip box attached on the same side of the table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). The Bureau of Casino Compliance may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on

the same side of the gaming table as, but on opposite sides of, the dealer.

(d) Each Four Card Prime table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 682b.3. Cards; number of decks.

(a) Except as provided in subsection (b), Four Card Prime shall be played with one deck of 52 cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Four Card Prime may be played with two decks of 52 cards in accordance with the following requirements:

(1) The cards in each deck must be of the same design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.

(2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.

(3) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

(4) The cards from only one deck are placed in the discard rack at any given time.

(c) The decks of cards used in Four Card Prime shall be changed at least every:

(1) Four hours if the cards are dealt by hand.

(2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

§ 682b.4. Opening of the table for gaming.

(a) After receiving one or more 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.

(b) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.

(c) After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with § 682b.5 (relating to shuffle and cut of the cards).

(d) If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)–(c).

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or

(v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)–(d) do not apply.

§ 682b.5. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were preshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each round of play has been completed or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack. The certificate holder may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) If an automated card shuffling device is being used, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, and the device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

(c) After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 682b.8, §

682b.9 or § 682b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with subsection (d).

(d) If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) After the cards have been cut and before any cards have been dealt, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(f) If there is no gaming activity at a Four Card Prime table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the

procedures in § 682b.4(c) (relating to opening of the table for gaming) and this section shall be completed.

(g) A certificate holder may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use in the licensed facility. If a certificate holder is utilizing the approved device, subsections (d)–(f) do not apply.

§ 682b.6. Four Card Prime rankings.

(a) The rank of the cards used in Four Card Prime, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight with a 2, 3 and 4 but may not be combined with any other sequence of cards (for example, queen, king, ace and 2). All suits shall be equal in rank.

(b) The permissible Poker hands in the game of Four Card Prime, in order of highest to lowest rank, shall be:

(1) A four-of-a-kind, which is a hand consisting of four cards of the same rank with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind.

(2) A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest ranking straight flush and an ace, 2, 3 and 4 being the lowest ranking straight flush.

(3) A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

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

(5) A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with an ace, king, queen and jack being the highest ranking straight and an ace, 2, 3 and 4 being the lowest ranking straight.

(7) Two pairs, which is a hand consisting of two sets of two cards of the same rank, with two aces and two kings being the highest ranking two pairs and two 3s and two 2s being the lowest ranking two pair.

(6) A pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(c) When comparing two Poker hands that are of identical rank under subsection (b), or that contain none of the hands in subsection (b), the hand that contains the highest

ranking card under subsection (a), which is not contained in the other hand, shall be considered the higher ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

(d) If a certificate holder offers the Aces Bonus Wager, the hands eligible for a payout shall be:

(1) Four aces, which is a hand consisting of four aces.

(2) A four-of-a-kind, which is a hand consisting of four cards of the same rank, other than four aces.

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

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

(5) Three aces, which is a hand consisting of three aces.

(6) A three-of-a-kind, which is a hand consisting of three cards of the same rank, other than three aces.

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

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

(9) Two pair, which is a hand consisting of two sets of two cards of the same rank.

(10) Two aces, which is a hand consisting of two aces.

(e) If a certificate holder offers the All-Six Bonus Wager, the rank of the hands shall be:

(1) A six-card royal flush, which is a 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, other than a royal flush.

(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.

§ 682b.7. Wagers.

(a) Wagers at Four Card Prime shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the table layout. Verbal wagers accompanied by cash may not be accepted.

(b) Only players who are seated at a Four Card Prime table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers, except the Raise Wager, shall be placed prior to the dealer announcing 'no more bets' in accordance with the dealing procedures in § 682b.8, § 682b.9 or § 682b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 682b.11(b) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer has announced 'no more bets.'

(d) The following wagers may be placed in the game of Four Card Prime:

(1) A player may compete solely against the dealer's Four Card Prime hand by placing an Ante Wager then a Raise Wager, in an amount equal to one, two or three times the player's Ante Wager, in accordance with § 682b.11(b).

(2) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate

holder may offer to each player at a Four Card Prime table the option to make an additional Prime Wager which shall win if at least four of player's five cards are of the same color.

(3) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Prime table the option to make an additional Aces Bonus Wager, which shall win if the player's five cards contains a pair of aces or better as provided in § 682b.6(d) (relating to Four Card Prime rankings).

(4) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Prime table the option to make an additional All-Six Bonus Wager, which shall win if the player's five cards and the additional All-Six Bonus card forms a three-of-a-kind or better as provided in § 682b.6(e).

(e) A certificate holder shall specify in its Rules Submission under § 601a.2 the number of adjacent boxes on which a player may place a wager in one round of play.

§ 682b.8. Procedures for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the dealing shoe 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). Once the

procedures required under § 682b.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce "no more bets." To deal the cards, the dealer shall remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place it on the appropriate area of the layout with the opposite hand.

(c) If a player has placed an All-Six Bonus Wager, the dealer shall deal the first card face down to the area of the layout designated for the All-Six Bonus card. Thereafter, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 682b.7(d)(1) (relating to wagers) and to the dealer until each player who placed an Ante Wager has five cards and the dealer has six cards. All cards shall be dealt face down.

(d) After five cards have been dealt to each player and six cards to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (e), place the stub in the discard rack without exposing the cards.

(e) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(f) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(g) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 682b.9. Procedures for dealing the cards from the hand.

(a) If the cards are dealt from the dealer's hand, the following requirements shall be observed:

(1) An automated shuffling device shall be used to shuffle the cards.

(2) After the procedures required under § 682b.5 (relating to shuffle and cut of the cards) have been completed, the dealer

shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(3) Prior to dealing any cards, the dealer shall announce 'no more bets.'

(b) To deal the cards, the dealer shall hold the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. If a player has placed an All-Six Bonus Wager, the dealer shall deal the first card face down to the area of the layout designated for the All-Six Bonus card. Thereafter, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 682b.7(d)(1) (relating to wagers) and to the dealer until each player who placed an Ante Wager has five cards and the dealer has six cards.

(c) After five cards have been dealt to each player and six cards to the dealer, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 682b.10. Procedures for dealing the cards from an automated dealing shoe.

(a) If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

(1) After the procedures required under § 682b.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce 'no more bets.'

(b) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed an Ante Wager in accordance with § 682b.7(d)(1) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante Wager. The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards. The dealer shall then remove the next stack of five cards dispensed by the automated dealing shoe and if any player placed an All-Six Bonus Wager, the dealer shall deal the top card of the stack face down to the area of the layout designated for the All-Six Bonus card. The dealer shall then deal a sixth card face down to the dealer's hand and place the remaining cards in the discard rack.

(c) After all cards have been dispensed and delivered in accordance with subsection (b), the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d), place the cards in the discard rack without exposing the cards.

(d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 682b.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 682b.8, § 682b.9 or § 682b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards subject to the following limitations:

(1) Each player who wagers at Four Card Prime shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(2) Each player shall keep his five cards in full view of the dealer at all times.

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed an Ante Wager if he wishes to make a Raise Wager in an amount equal to one, two or three times the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. If a player has placed an Ante Wager and an optional Prime, Aces Bonus or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante Wager but does not forfeit the Prime, Aces Bonus or All-Six Bonus Wagers.

(c) After each player who has placed an Ante Wager has either placed a Raise Wager on the designated area of the layout or forfeited his Ante Wager, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed an optional Prime, Aces Bonus or All-Six Bonus Wager, and place the cards in the discard rack.

(d) The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking four

card hand. After the dealer's cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

(1) The dealer shall turn the cards of each player face up on the layout and compare the player's four card hand to the dealer's four card hand.

(2) If the player's highest ranking four card hand is:

(i) Higher than or equal to the dealer's hand, as described in § 682b.6(b), the dealer shall pay the winning Ante and Raise Wagers in accordance with § 682b.12(a). Additionally, after paying the player's winning Ante and Raise Wagers, if the player's hand is a three-of-kind or better, the dealer shall pay a Win Bonus, based on the value of the player's Ante Wager, in accordance with § 682b.12(b).

(ii) Lower than the dealer's hand, and the player's losing hand:

(A) Is not a three-of-a-kind or better, the dealer shall collect the player's losing Ante and Raise Wagers.

(B) Is a three-of-a-kind or better, the dealer shall collect the player's losing Raise Wager, return the player's Ante Wager and pay the player a Bad Beat Bonus on the player's Ante Wager, in accordance with § 682b.12(c).

(e) After settling the player's Ante and Raise Wagers, the dealer shall settle any optional wagers as follows:

(1) For the Prime Wager, if four or more of the player's five cards:

(i) Are not the same color, the dealer shall collect the losing Prime Wager.

(ii) Are of the same color, the dealer shall pay the winning Prime Wager in accordance with § 682b.12(d).

(2) For the Aces Bonus Wager, if the player's five card hand:

(i) Does not contain a pair of aces or better, as described in § 682b.6(d), the dealer shall collect the losing Aces Bonus Wager.

(ii) Contains a pair of aces or better, as described in § 682b.6(d), the dealer shall pay the winning Aces Bonus Wager in accordance with § 682b.12(e).

(3) For the All-Six Bonus Wager, the dealer shall expose the All-Six Bonus card and combine it with the player's five cards to form the highest ranking six-card hand as provided in § 682b.6(e). If the hand:

(i) Does not contain a three-of-a-kind or better, as described in § 682b.6(e), the dealer shall collect the losing All-Six Bonus Wager.

(ii) Contains a three-of-a-kind or better, as described in § 682b.6(e), the dealer shall pay the winning All-Six Bonus Wager in accordance with § 682b.12(f).

(f) After all wagers of the player have been settled, the dealer shall remove any remaining 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.

§ 682b.12. Payout odds; Bad Beat Bonus; payout limitation.

(a) A certificate holder shall pay winning Ante and Raise Wagers at odds of 1 to 1.

(b) A certificate holder shall pay a Win Bonus based on the value of the player's Ante Wager in accordance with the following payout table:

Hand	Payout
Four-of-a-kind	25 for 1
Straight flush	20 for 1
Three-of-a-kind	2 for 1

(c) A certificate holder shall pay a Bad Beat Bonus on the player's Ante Wager in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Four-of-a-kind	25 to 1	50 to 1	100 to 1	100 TO 1
Straight flush	20 to 1	40 to 1	50 to 1	50 TO 1
Three-of-a-kind	2 to 1	5 to 1	5 to 1	10 TO 1

(d) A certificate holder shall pay out winning Prime Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
All five same color	6 to 1	5 to 1
Four of the same color	1 to 1	1 to 1

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

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Four aces	500 to 1	500 to 1	500 to 1	500 to 1
Four-of-a-kind	100 to 1	100 to 1	100 to 1	100 to 1
Royal flush	50 to 1	40 to 1	50 to 1	50 to 1
Straight flush	30 to 1	30 to 1	40 to 1	30 to 1
Three aces	20 to 1	15 to 1	25 to 1	20 to 1
Three-of-a-kind	10 to 1	10 to 1	10 to 1	10 to 1

Flush	5 to 1	5 to 1	5 to 1	5 to 1
Straight	4 to 1	4 to 1	3 to 1	3 to 1
Two pair	2 to 1	2 to 1	2 to 1	2 to 1
Two Aces	1 to 1	1 to 1	1 to 1	1 to 1

Hand	Paytable E	Paytable F	Paytable G	Paytable H
Four aces	500 to 1	50 to 1	50 to 1	50 to 1
Four-of-a-kind	100 to 1	50 to 1	50 to 1	50 to 1
Royal flush	50 to 1	30 to 1	30 to 1	40 to 1
Straight flush	20 to 1	30 to 1	30 to 1	40 to 1
Three aces	15 to 1	7 to 1	9 to 1	8 to 1
Three-of-a-kind	10 to 1	7 to 1	9 to 1	8 to 1
Flush	5 to 1	6 to 1	6 to 1	5 to 1
Straight	3 to 1	5 to 1	4 to 1	4 to 1
Two pair	2 to 1	2 to 1	2 to 1	3 to 1
Two Aces	1 to 1	1 to 1	1 to 1	1 to 1

(f) A certificate holder shall pay out winning All-Six Bonus Wagers as provided in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1

Straight flush	200 to 1	200 to 1	200 to 1
Four-of-a-kind	50 to 1	50 to 1	100 to 1
Full house	25 to 1	25 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1
Three-of-a-kind	5 to 1	5 to 1	8 to 1

Hand	Paytable D	Paytable E
Six-card royal flush—diamonds		200,000 to 1
Six-card royal flush—hearts, spades or clubs		20,000 to 1
Royal flush	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1
Four-of-a-kind	100 to 1	50 to 1
Full house	20 to 1	20 to 1
Flush	15 to 1	15 to 1
Straight	10 to 1	10 to 1
Tour-of-a-kind	7 to 1	5 to 1

(g) Notwithstanding the payout odds in subsections (a) (e) and (b), if specified in its Rules Submission form filed in accordance with § 601a.2, the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron

could win per round when betting the minimum wager, whichever is greater. Any maximum payout limit established by the certificate holder shall apply only to payouts of Ante, Raise Wagers under subsection (a) but does not apply to payouts for Bad Beat Bonus, Prime, Aces Bonus or All-Six Bonus Wagers under subsections (c) - (f).

§ 682b.13. Irregularities.

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

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.

(c) If a player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the player's placing their Raise Wagers in accordance with § 682b.11(b) (relating to procedures for completion of each round of play), all hands shall be void, all Ante and Raise Wagers shall be returned to the players and the

cards shall be reshuffled, provided that if any player placed a Prime, Aces Bonus or All-Six Bonus Wager, those wagers shall be settled in accordance with § 682b.11(e).

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards or fails to deal all cards during a round of play, the round of play shall be void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

(g) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe must be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.

CHAPTER 683b. CAJUN STUD

Sec.

683b.1. Definitions.

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- 683b.9. Procedures for dealing the cards from the hand.
- 683b.10. Procedures for dealing the cards from an automated dealing shoe.
- 683b.11. Procedures for completion of each round of play.
- 683b.12. Payout odds; payout limitation.
- 683b.13. Irregularities.

§ 683b.1. Definitions.

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

All-Six Bonus Wager – An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Ante Wager – The wager a player is required to make prior to any cards being dealt to participate in a round of play.

Board Bonus Wager - An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Community card - A card which is used by all players to form the best possible five-card Poker hand.

Fold - The withdrawal of a player from a round of play by not making Raise Wagers.

Pocket Bonus Wager - An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Lo Ball Wager - An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Raise Wager - An additional wager of one, two or three times the player's Ante Wager that a player shall make after examining the two cards dealt to the player and after the first and second community cards are revealed if the player opts to remain in the round of play.

§ 683b.2. Cajun Stud table physical characteristics.

(a) Cajun Stud shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a Cajun Stud 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 contain, at a minimum:

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

(2) A separate betting area designated for the placement of the Ante Wager and three separate betting areas designated for the placement of the Raise Wagers for each player.

(3) If the certificate holder offers the optional Pocket Bonus Wager authorized under § 683b.7(d)(2) (relating to wagers), the Board Bonus Wager authorized under § 683b.7(d)(3), the Lo Ball Wager authorized under § 683b.7(d)(4) or the All-Six Bonus Wager authorized under § 683b.7(d)(5), a separate area designated for the placement of each of the wagers for each player.

(4) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If payout odds are not inscribed on the layout, a sign indicating the payout odds for all permissible wagers shall be posted at each Cajun Stud table.

(5) If the certificate holder establishes a payout limit, per player, per round of play, as authorized under § 683b.12(f)(relating to payout odds; payout limitation), inscriptions that advise patrons of the payout limit. If the payout limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each Cajun Stud table.

(c) Each Cajun Stud table must have a drop box and a tip box attached on the same side of the table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). The Bureau of Casino Compliance may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer.

(d) Each Cajun Stud table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 683b.3. Cards; number of decks.

(a) Except as provided in subsection (b), Cajun Stud shall be played with one deck of 52 cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Cajun Stud may be played with two decks of 52 cards in accordance with the following requirements:

(1) The cards in each deck must be of the same design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.

(2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.

(3) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

(4) The cards from only one deck are placed in the discard rack at any given time.

(c) The decks of cards used in Cajun Stud shall be changed at least every:

(1) Four hours if the cards are dealt by hand.

(2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

§ 683b.4. Opening of the table for gaming.

(a) After receiving one or more 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.

(b) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.

(c) After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with § 683b.5 (relating to shuffle and cut of the cards).

(d) If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)–(c).

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)–(d) do not apply.

§ 683b.5. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each round of play has been completed or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack. The certificate holder may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) If an automated card shuffling device is being used, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are

present, and the device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

(c) After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 683b.8, § 683b.9 or § 683b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with subsection (d).

(d) If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) After the cards have been cut and before any cards have been dealt, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(f) If there is no gaming activity at a Cajun Stud table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 683b.4(c) (relating to opening of the table for gaming) and this section shall be completed.

(g) A certificate holder may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use in the licensed facility. If a certificate holder is utilizing the approved device, subsections (d)–(f) do not apply.

§ 683b.6. Cajun Stud rankings.

(a) The rank of the cards used in Cajun Stud, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight with a 2, 3, 4 and 5 but may not be combined with any other sequence of cards (for example, queen, king, ace and 2). All suits shall be equal in rank.

(b) The permissible Poker hands in the game of Cajun Stud, in order of highest to lowest rank, shall be:

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

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

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

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

(5) A flush, which is a hand consisting of five cards of the same suit, not in consecutive order.

(6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank.

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

(8) Two pairs, which is a hand consisting of two sets of two cards which are of the same rank.

(9) Pair, which is a hand consisting of two cards of the same rank.

(c) If a certificate holder offers the Pocket Bonus Wager, the player's two cards eligible for a payout shall be:

(1) A pair of aces, which is a hand consisting of two aces.

(2) Suited Ace, which is a hand consisting of a jack, queen or king and an ace all of the same suit.

(3) Unsuited Ace, which is a hand consisting of a jack, queen or king and an ace of different suits.

(4) Pair, which is a hand consisting of two cards of the same rank.

(d) If a certificate holder offers the Board Bonus Wager, the hands eligible for a payout shall be:

(1) A mini-royal, which is a hand consisting of an ace, king and queen of the same suit.

(2) A straight flush, which is a hand consisting of three cards of the same suit in consecutive ranking, other than a mini-royal.

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

(4) A straight, which is a hand consisting of three cards of more than one suit and of consecutive rank.

(5) A flush, which is a hand consisting of three cards of the same suit, regardless of rank.

(6) Pair, which is a hand consisting of two cards of the same rank.

(e) If a certificate holder offers the All-Six Bonus Wager, the rank of the hands shall be:

(1) A six-card royal flush, which is a 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, other than a royal flush.

(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.

§ 683b.7. Wagers.

(a) Wagers at Cajun Stud shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the table layout. Verbal wagers accompanied by cash may not be accepted.

(b) Only players who are seated at a Cajun Stud table may wager at the game. Once a player has placed a wager and received

cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers, except Raise Wagers, shall be placed prior to the dealer announcing ''no more bets'' in accordance with the dealing procedures in § 683b.8, § 683b.9 or § 683b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 683b.11(b), (d) and (f) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer has announced ''no more bets.''

(d) The following wagers may be placed in the game of Cajun Stud:

(1) To compete in a round of play, a player shall place an Ante Wager then Raise Wagers, in an amount equal to one, two or three times the player's Ante Wager, in accordance with § 683b.11(b), (d) and (f).

(2) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player at a Cajun Stud table the option to make an additional Pocket Bonus Wager which shall win if the

two cards dealt to the player are a pair or better as provided in § 683b.6(c) (relating to Cajun Stud rankings).

(3) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Cajun Stud table the option to make an additional Board Bonus Wager, which shall win if the three community cards contains a pair of aces or better as provided in § 683b.6(d).

(4) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Cajun Stud table the option to make an additional Lo Ball Wager which shall win if the highest five card hand formed from the player's two cards and the three community cards is a single Jack or lower or a single Queen or lower, depending on the payout table selected by the certificate holder.

(5) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Cajun Stud table the option to make an additional All-Six Bonus Wager, which shall win if the player's two cards and the four additional All-Six cards form a three-of-a-kind or better as provided in § 683b.6(e).

(e) A certificate holder shall specify in its Rules Submission under § 601a.2 the number of adjacent boxes on which a player may place a wager in one round of play.

§ 683b.8. Procedures for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the dealing shoe 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). Once the procedures required under § 683b.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce "no more bets." To deal the cards, the dealer shall remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place it on the appropriate area of the layout with the opposite hand.

(c) If a player has placed an All-Six Bonus Wager, the dealer shall deal the first four cards face down to the area of the layout designated for the All-Six Bonus cards. Thereafter, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 683b.7(d)(1) (relating to wagers) until each player who placed an Ante Wager has two cards

and the area designated for the placement of the community cards has three cards. All cards shall be dealt face down.

(d) After two cards have been dealt to each player and three cards have been dealt to the area designated for the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (e), place the stub in the discard rack without exposing the cards.

(e) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(f) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(g) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 683b.9. Procedures for dealing the cards from the hand.

(a) If the cards are dealt from the dealer's hand, the following requirements shall be observed:

(1) An automated shuffling device shall be used to shuffle the cards.

(2) After the procedures required under § 683b.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(3) Prior to dealing any cards, the dealer shall announce 'no more bets.'

(b) To deal the cards, the dealer shall hold the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. If a player has placed an All-Six Bonus Wager, the dealer shall deal the first four cards face down to the area of the layout designated for the All-Six Bonus cards. Thereafter, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has

placed an Ante Wager in accordance with § 683b.7(d)(1) (relating to wagers) until each player who placed an Ante Wager has two cards and the area designated for the placement of the community cards has three cards. All cards shall be dealt face down.

(c) After two cards have been dealt to each player and three cards have been dealt to the area designated for the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all

hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 683b.10. Procedures for dealing the cards from an automated dealing shoe.

(a) If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

(1) After the procedures required under § 683b.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce "'no more bets.'"

(b) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed an Ante Wager in accordance with § 683b.7(d)(1) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante Wager.

(c) After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe and follow the procedures in § 683b.9(a)(2) (relating to procedure

for dealing the cards from the hand) and deal the remaining cards as follows:

(1) If any player placed an All-Six Bonus Wager, deal four cards face down to the area of the layout designated for the placement of the All-Six Bonus Wager.

(2) Deal the three community cards. Except as provided in subsection (d), after all three community cards have been dealt, the dealer shall place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all

hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 683b.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 683b.8, § 683b.9 or § 683b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards subject to the following limitations:

(1) Each player who wagers at Cajun Stud shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(2) Each player shall keep his five cards in full view of the dealer at all times.

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed an Ante Wager if he wishes to make a Raise Wager in an amount equal to one, two or three times the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. If a player has placed an Ante Wager and an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante

Wager but does not forfeit the Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wagers. After each player who has placed an Ante Wager has either placed a Raise Wager on the designated area of the layout or forfeited his Ante Wager, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, and place the cards in the discard rack.

(c) Once all players have either placed a Raise Wager or folded, the dealer shall turn over and reveal the first community card.

(d) Each player shall then make a second Raise Wager, in an amount equal to one, two or three times the player's Ante Wager or forfeit the Ante Wager and the first Raise Wager and end his participation in the round of play. If a player has placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante Wager and the first Raise Wager but does not forfeit the Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wagers. After each player who has placed an Ante Wager has either placed a second Raise Wager on the designated area of the layout or forfeited, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who

placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, and place the cards in the discard rack.

(e) Once all remaining players have either placed a second Raise Wager or folded, the dealer shall turn over and reveal the second community card.

(f) Each player shall then make a third Raise Wager, in an amount equal to one, two or three times the player's Ante Wager or forfeit the Ante Wager and the first and second Raise Wagers and end his participation in the round of play. If a player has placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante Wager and the first and second Raise Wagers but does not forfeit the Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wagers. After each player who has placed an Ante Wager has either placed a third Raise Wager on the designated area of the layout or forfeited, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, and place the cards in the discard rack.

(g) Once all remaining players have either placed a third Raise Wager or folded, the dealer shall turn over and reveal the third community card.

(h) Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn over and reveal the player's cards. The dealer shall then evaluate and announce the best possible five-card Poker hand that can be formed using the player's two cards and the three community cards. The wagers of each remaining player shall be resolved one player at a time regardless of outcome. All Ante and Raise wagers shall be settled as follows:

(1) If a player's highest ranking five card hand is a pair of sixes or higher, as provided in § 683b.6(b) (relating to Cajun Stud hand rankings), the dealer shall pay the winning Ante and Raise Wagers in accordance with § 683b.12(a).

(2) If a player's highest ranking five card hand is lower than a pair of sixes, as provided in § 683b.6(b), the dealer shall collect the player's losing Ante and Raise Wagers.

(i) After settling the player's Ante and Raise Wagers, the dealer shall settle any optional wagers as follows:

(1) For the Pocket Bonus Wager, if the two cards dealt to the player:

(i) Are not a pair or better, as provided in § 683b.6(c), the dealer shall collect the losing Pocket Bonus Wager.

(ii) Are a pair or better, as provided in § 683b.6(c), the dealer shall pay the winning Pocket Bonus Wager in accordance with § 683b.12(b).

(2) For the Board Bonus Wager, if the three community cards:

(i) Do not contain a pair or better, as provided in § 683b.6(d), the dealer shall collect the losing Board Bonus Wager.

(ii) Contains a pair or better, as provided in § 683b.6(d), the dealer shall pay the winning Board Bonus Wager in accordance with § 683b.12(c).

(3) For the Lo Ball Wager, if the player's five card hand formed from the player's two cards and the three community cards:

(i) Forms a five card Poker hand, as provided in § 683b.6(b), or is higher than a single Jack or a single Queen, depending on the payout table selected by the certificate holder, the dealer shall collect the losing Lo Ball Wager.

(ii) Does not form a five card Poker hand, as provided in § 683b.6(b), but is a single Jack or lower, or a single Queen or lower, depending on the payout table selected by the certificate holder, the dealer shall pay the winning Lo Ball Wager in accordance with § 683b.12(d).

(4) For the All-Six Bonus Wager, the dealer shall expose the four All-Six Bonus cards and combine them with the player's two cards to form the highest ranking six-card hand as provided in § 683b.6(e). If the hand:

(i) Does not contain a three-of-a-kind or better, as provided in § 683b.6(e), the dealer shall collect the losing All-Six Bonus Wager.

(ii) Contains a three-of-a-kind or better, as provided in § 683b.6(e), the dealer shall pay the winning All-Six Bonus Wager in accordance with § 683b.12(e).

(j) After all wagers of the player have been settled, the dealer shall remove any remaining 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.

§ 683b.12. Payout odds; payout limitation.

(a) A certificate holder shall pay winning Ante and Raise Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions)

Hand	Paytable A	Paytable B	Paytable C
Royal flush	500 to 1	500 to 1	500 to 1

Straight flush	100 to 1	100 to 1	100 to 1
Four-of-a-kind	40 to 1	40 to 1	40 to 1
Full house	10 to 1	11 to 1	11 to 1
Flush	6 to 1	7 to 1	7 to 1
Straight	4 to 1	4 to 1	5 to 1
Three-of-a-kind	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	3 to 2	3 to 2
Pair of jacks or better	1 to 1	1 to 1	1 to 1
Pair of 6s to 10s	Push	Push	Push

(b) A certificate holder shall pay out winning Pocket Bonus Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C
Pair of aces	30 to 1	25 to 1	30 to 1
Ace and a king, queen or jack of the same suit	20 to 1	20 to 1	20 to 1
Ace and a king, queen or jack of different suits	10 to 1	10 to 1	10 to 1
Pair of 2s-kings	5 to 1	5 to 1	4 to 1

(c) A certificate holder shall pay out winning Board Bonus Wagers in accordance with one of the following payout tables

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

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Mini-royal	40 to 1	40 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1

(d) A certificate holder shall pay out winning Lo Ball Wagers as provided in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
7 High	100 to 1	100 to 1
8 High	50 to 1	50 to 1
9 High	15 to 1	10 to 1
10 High	5 to 1	5 to 1
Jack High	1 to 1	1 to 1
Queen High	Loss	Push

(e) A certificate holder shall pay out winning All-Six Bonus Wagers as provided in one of the following payout tables

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

Hand	Paytable A	Paytable B	Paytable C
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1	200 to 1
Four-of-a-kind	50 to 1	50 to 1	100 to 1
Full house	25 to 1	25 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1
Three-of-a-kind	5 to 1	5 to 1	8 to 1

Hand	Paytable D	Paytable E
Six-card royal flush—diamonds		200,000 to 1
Six-card royal flush—hearts, spades or clubs		20,000 to 1
Royal flush	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1
Four-of-a-kind	100 to 1	50 to 1
Full house	20 to 1	20 to 1
Flush	15 to 1	15 to 1
Straight	10 to 1	10 to 1
Tour-of-a-kind	7 to 1	5 to 1

(f) Notwithstanding the payout odds in subsection (a), if specified in its Rules Submission form filed in accordance with § 601a.2, the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum Ante and Raise Wager, whichever is greater.

§ 683b.13. Irregularities.

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

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.

(c) If a player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d) If any of the community cards are exposed prior to the dealer revealing the community cards in accordance with § 683b.11(c), (e) and (g) (relating to procedures for completion

of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled, provided that if any player placed a Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, those wagers shall be settled in accordance with § 683b.11(i).

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards or fails to deal all cards during a round of play, the round of play shall be void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

(g) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe must be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.

CHAPTER 684b. FOUR CARD FRENZY

Sec.

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- 684b.11. Procedures for completion of each round of play.
- 684b.12. Payout odds; payout limitation.
- 684b.13. Irregularities.

§ 684b.1. Definitions.

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

All-Six Bonus Wager – An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Ante Wager – The wager that a player is required to make prior to any cards being dealt to compete against the dealer's hand.

Fold – The withdrawal of a player from a round of play by not making a Raise Wager.

Four Card Bonus Wager – An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Odds Wager – A wager that a player is required to make prior to any cards being dealt to compete against the dealer's hand and a posted payout table.

Prime Wager – An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Raise Wager – An additional wager that a player shall make if the player opts to remain in competition against the dealer.

§ 684b.2. Four Card Frenzy table physical characteristics.

(a) Four Card Frenzy shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a Four Card Frenzy 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 contain, at a minimum:

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

(2) Three separate betting areas designated for the placement of Ante, Odds and Raise Wagers for each player.

(3) If the certificate holder offers the optional Prime Wager authorized under § 684b.7(d)(2) (relating to wagers), the Four Card Bonus Wager authorized under § 684b.7(d)(3) or the All-Six Bonus Wager authorized under § 684b.7(d)(4), a separate area designated for the placement of each of the wagers for each player.

(4) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If payout odds are not inscribed on the layout, a sign indicating the payout odds for all permissible wagers shall be posted at each Four Card Frenzy table.

(5) If the certificate holder establishes a payout limit per player, per round of play, as authorized under § 684b.12(g) (relating to payout odds; payout limitation), inscriptions that advise patrons of the payout limit. If the payout limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each Four Card Frenzy table.

(c) Each Four Card Frenzy table must have a drop box and a tip box attached on the same side of the table as, but on

opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). The Bureau of Casino Compliance may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer.

(d) Each Four Card Frenzy table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 684b.3. Cards; number of decks.

(a) Except as provided in subsection (b), Four Card Frenzy shall be played with one deck of 52 cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Four Card Frenzy may be played with two decks of 52 cards in accordance with the following requirements:

(1) The cards in each deck must be of the same design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.

(2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.

(3) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

(4) The cards from only one deck are placed in the discard rack at any given time.

(c) The decks of cards used in Four Card Frenzy shall be changed at least every:

(1) Four hours if the cards are dealt by hand.

(2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

§ 684b.4. Opening of the table for gaming.

(a) After receiving one or more 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.

(b) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.

(c) After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with § 684b.5 (relating to shuffle and cut of the cards).

(d) If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards

shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)–(c).

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)–(d) do not apply.

§ 684b.5. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each round of play has been completed or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack. The certificate holder may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) If an automated card shuffling device is being used, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, and the device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

(c) After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 684b.8, § 684b.9 or § 684b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with subsection (d).

(d) If a cut of the cards is required, the dealer shall place a cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) After the cards have been cut and before any cards have been dealt, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(f) If there is no gaming activity at a Four Card Frenzy table which is open for gaming, the cards shall be removed from

the dealing shoe and discard rack and spread on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 684b.4(c) (relating to opening of the table for gaming) and this section shall be completed.

(g) A certificate holder may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use in the licensed facility. If a certificate holder is utilizing the approved device, subsections (d)–(f) do not apply.

§ 684b.6. Four Card Frenzy rankings.

(a) The rank of the cards used in Four Card Frenzy, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight with a 2, 3 and 4 but may not be combined with any other sequence of cards (for example, queen, king, ace and 2). All suits shall be equal in rank.

(b) The permissible Poker hands in the game of Four Card Frenzy, in order of highest to lowest rank, shall be:

(1) A four-of-a-kind, which is a hand consisting of four cards of the same rank with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind.

(2) A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest ranking straight flush and an ace, 2, 3 and 4 being the lowest ranking straight flush.

(3) A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

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

(5) A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with an ace, king, queen and jack being the highest ranking straight and an ace, 2, 3 and 4 being the lowest ranking straight.

(6) Two pairs, which is a hand consisting of two sets of two cards of the same rank, with two aces and two kings being the highest ranking two pairs and two 3s and two 2s being the lowest ranking two pair.

(7) A pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(c) When comparing two Poker hands that are of identical rank under subsection (b), or that contain none of the hands in subsection (b), the hand that contains the highest ranking card under subsection (a), which is not contained in the other hand, shall be considered the higher ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

(d) If a certificate holder offers the Four Card Bonus Wager authorized under § 684b.7(d)(3) (relating to wagers), the hands eligible for a payout shall be:

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

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

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

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

(5) A flush, which is a hand consisting of four cards of the same suit, regardless of rank.

(6) A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank.

(7) Two pairs, which is a hand consisting of two sets of two cards of the same rank.

(e) If a certificate holder offers the All-Six Bonus Wager authorized under § 684b.7(d)(4), the hands eligible for a payout shall be:

(1) A six-card royal flush, which is a 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, other than a royal flush.

(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.

§ 684b.7. Wagers.

(a) Wagers at Four Card Frenzy shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the table layout. Verbal wagers accompanied by cash may not be accepted.

(b) Only players who are seated at a Four Card Frenzy table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers, except the Raise Wager, shall be placed prior to the dealer announcing 'no more bets' in accordance with the dealing procedures in § 684b.8, § 684b.9 or § 684b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 684b.11(b) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer has announced 'no more bets.'

(d) The following wagers may be placed in the game of Four Card Frenzy:

(1) A player may compete solely against the dealer's Four Card Frenzy hand by placing an Ante and Odds Wager in equal amounts, then a Raise Wager in accordance with § 684b.11(b).

(2) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player at a Four Card Frenzy table the option to make an additional Prime Wager which shall win if at least four of player's five cards are of the same color.

(3) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Frenzy table the option to make an additional Four Card Bonus Wager, which shall win if the player's four card hand contains two pair or better as provided in § 684b.6(d) (relating to Four Card Frenzy rankings).

(4) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Frenzy table the option to make an additional All-Six Bonus Wager, which shall win if the player's five cards and the additional All-Six Bonus card forms a three-of-a-kind or better as provided in § 684b.6(e).

(e) A certificate holder shall specify in its Rules Submission under § 601a.2 the number of adjacent boxes on which a player may place a wager in one round of play.

§ 684b.8. Procedures for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the dealing shoe 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). Once the procedures required under § 684b.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce "no more bets." To deal the cards, the dealer shall remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place it on the appropriate area of the layout with the opposite hand.

(c) If a player has placed an All-Six Bonus Wager, the dealer shall deal the first card face down to the area of the layout designated for the All-Six Bonus card. Thereafter, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante and Odds Wager in accordance with § 684b.7(d)(1) (relating to wagers) and to the dealer until each player who placed an

Ante and Odds Wager and the dealer has five cards. All cards shall be dealt face down.

(d) After five cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (e), place the stub in the discard rack without exposing the cards.

(e) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(f) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(g) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 684b.9. Procedures for dealing the cards from the hand.

(a) If the cards are dealt from the dealer's hand, the following requirements shall be observed:

(1) An automated shuffling device shall be used to shuffle the cards.

(2) After the procedures required under § 684b.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(3) Prior to dealing any cards, the dealer shall announce 'no more bets.'

(b) To deal the cards, the dealer shall hold the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. If a player has placed an All-Six Bonus Wager, the dealer shall deal the first card face down to the area of the layout designated for the All-Six Bonus card. Thereafter, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante and Odds Wager in accordance with § 684b.7(d)(1)

(relating to wagers) and to the dealer until each player who placed an Ante and Odds Wager and the dealer has five cards.

(c) After five cards have been dealt to each player and the dealer, except as provided in subsection (d), the dealer shall place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 684b.10. Procedures for dealing the cards from an automated dealing shoe.

(a) If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

(1) After the procedures required under § 684b.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce "'no more bets.'"

(b) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed an Ante and Odds Wager in accordance with § 684b.7(d)(1) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante and Odds Wager. The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards. If any player placed an All-Six Bonus Wager, the dealer shall then remove the next stack of five cards dispensed by the automated dealing shoe and deal the top card of the stack face down to the area of the layout designated for the All-Six Bonus card.

(c) After all cards have been dispensed and delivered in accordance with subsection (b), the dealer shall remove the stub from the automated dealing shoe and, except as provided in

subsection (d), place the cards in the discard rack without exposing the cards.

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 684b.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 684b.8, § 684b.9 or § 684b.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from

an automated dealing shoe) have been completed, each player shall examine his cards subject to the following limitations:

(1) Each player who wagers at Four Card Frenzy shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(2) Each player shall keep his five cards in full view of the dealer at all times.

(b) After each player has examined his cards and formed the best possible four-card hand, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed an Ante and Odds Wager if he wishes forfeit the Ante and Odds Wagers and end his participation in the round of play or make a Raise Wager. If the player elects to:

(1) Place a Raise Wager, the player's Raise Wager shall be equal to the player's Ante Wager if player's hand is a pair of kings or lower as provided in § 684b.6(b)(relating to Four Card Frenzy rankings). If the player's hand is a pair of aces or higher, the player's Raise Wager may be equal to one, two or three times the player's Ante Wager.

(2) Forfeit his Ante and Odds Wagers by failing to place a Raise Wager, the dealer shall collect the player's Ante and Odds Wager and place the player's cards in the discard rack

provided that if a player has placed an optional Four Card Bonus, Prime or All Six-Bonus Wager, the player does not forfeit the optional wagers and the player's cards shall remain on the layout until the optional wagers are settled in accordance with subsection (d).

(c) After each player has either placed a Raise Wager on the designated area of the layout or forfeited his Ante and Odds Wagers, the dealer shall reveal the dealer's cards and place the cards so as to form the highest possible ranking four card hand. After the dealer's cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

(1) The dealer shall turn the cards of each player face up on the layout and compare the player's four card hand to the dealer's four card hand. The dealer shall then settle the player's required wagers as provided in (2) - (4).

(2) For purposes of the Ante Wager:

(i) If the dealer's highest ranking four card hand is not a king high or better, as described in § 684b.6(b) and (c), the dealer shall return the player's Ante Wager.

(ii) If the dealer's highest ranking four card hand is a king high or better, and the player's highest ranking four card hand:

(A) Is greater than or equal to the dealer's hand, the dealer shall pay the winning Ante Wager in accordance with § 684b.12(a) (relating to payout odds; payout limitation).

(B) Is lower than the dealer's hand, the dealer shall collect the player's losing Ante Wager.

(3) For purposes of the Raise Wager:

(i) If the player's highest ranking four card hand is greater than or equal to the dealer's hand, the dealer shall pay the winning Raise Wager in accordance with § 684b.12(a).

(ii) If the player's highest ranking four card hand is lower than the dealer's hand, the dealer shall collect the player's losing Raise Wager.

(4) For purposes of the Odds Wager:

(i) If a player's highest ranking four card hand is a straight or higher, as provided in § 684b.6(b):

(A) And the player's hand is greater than or equal to the dealer's hand, the dealer shall pay the winning Odds Wager in accordance with § 684b.12(b).

(B) And the player's hand is lower than the dealer's hand, the dealer shall pay a bad beat payout on the player's Odds Wager in accordance with § 684b.12(c).

(ii) If a player's highest ranking four card hand is two pair or lower, as provided in § 684b.6(b):

(A) And the player's hand is greater than or equal to the dealer's hand, the dealer shall return the player's Odds Wager.

(B) And the player's hand is lower than the dealer's hand, the dealer shall collect the player's losing Odds Wager.

(d) After settling the player's Ante, Odds and Raise Wagers, the dealer shall settle any optional wagers as follows:

(1) For the Prime Wager, if four or more of the player's five cards:

(i) Are not the same color, the dealer shall collect the losing Prime Wager.

(ii) Are of the same color, the dealer shall pay the winning Prime Wager in accordance with § 684b.12(d).

(2) For the Four Card Bonus Wager, if the player's four card hand:

(i) Does not contain two pair or better, as described in § 684b.6(d), the dealer shall collect the losing Four Card Bonus Wager.

(ii) Contains two pair or better, as described in § 684b.6(d), the dealer shall pay the winning Four Card Bonus Wager in accordance with § 684b.12(e).

(3) For the All-Six Bonus Wager, the dealer shall expose the All-Six Bonus card and combine it with the player's five cards to form the highest ranking six-card hand as provided in § 684b.6(e). If the hand:

(i) Does not contain a three-of-a-kind or better, as described in § 684b.6(e), the dealer shall collect the losing All-Six Bonus Wager.

(ii) Contains a three-of-a-kind or better, as described in § 684b.6(e), the dealer shall pay the winning All-Six Bonus Wager in accordance with § 684b.12(f).

(e) After all wagers of the player have been settled, the dealer shall remove any remaining 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.

§ 684b.12. Payout odds; payout limitation.

(a) A certificate holder shall pay winning Ante and Raise Wagers at odds of 1 to 1.

(b) A certificate holder shall pay winning Odds Wagers in accordance with the following payout table:

Hand	Payout
Four Aces	200 to 1
Any other four-of-a-kind	30 to 1
Straight flush	15 to 1
Three-of-a-kind	2 to 1
Flush	3 to 2
Straight	1 to 1

(c) A certificate holder shall pay a bad beat payout on the player's Odds Wager in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Four-of-a-kind	30 to 1	100 to 1	100 to 1	500 TO 1
Straight flush	15 to 1	30 to 1	50 to 1	50 TO 1
Three-of-a-kind	2 to 1	4 to 1	4 to 1	5 TO 1
Flush	3 to 2	3 to 1	3 to 1	4 to 1
Straight	1 to 1	2 to 1	2 to 1	2 to 1

(d) A certificate holder shall pay out winning Prime Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
All five same color	6 to 1	5 to 1
Four of the same color	1 to 1	1 to 1

(e) A certificate holder shall pay out winning Four Card Bonus Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Four aces	50 to 1	50 to 1	200 to 1	200 to 1
Any other four-of-a-kind	50 to 1	50 to 1	100 to 1	100 to 1
Royal flush	40 to 1	40 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	30 to 1	40 to 1
Three aces	8 to 1	7 to 1	20 to 1	20 to 1
Any other three-of-a-kind	8 to 1	7 to 1	8 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair other than two Aces and two Queens	2 to 1	2 to 1	2 to 1	2 to 1
Two Aces and two Queens	1 to 1	1 to 1	1 to 1	1 to 1

Hand	Paytable E	Paytable F	Paytable G	Paytable H
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Four aces	200 to 1	200 to 1	200 to 1	200 to 1
Any other four-of-a-kind	100 to 1	100 to 1	100 to 1	100 to 1
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	30 to 1	40 to 1	40 to 1	40 to 1
Three aces	20 to 1	20 to 1	20 to 1	20 to 1
Any other three-of-a-kind	6 to 1	5 to 1	6 to 1	5 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two Pair other than two Aces and two Queens	2 to 1	2 to 1	2 to 1	2 to 1
Two Aces and two Queens	1 to 1	1 to 1	1 to 1	1 to 1

(f) A certificate holder shall pay out winning All-Six Bonus Wagers as provided in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1	200 to 1
Four-of-a-kind	50 to 1	50 to 1	100 to 1
Full house	25 to 1	25 to 1	20 to 1

Flush	20 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1
Three-of-a-kind	5 to 1	5 to 1	8 to 1

Hand	Paytable D	Paytable E
Six-card royal flush—diamonds		200,000 to 1
Six-card royal flush—hearts, spades or clubs		20,000 to 1
Royal flush	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1
Four-of-a-kind	100 to 1	50 to 1
Full house	20 to 1	20 to 1
Flush	15 to 1	15 to 1
Straight	10 to 1	10 to 1
Three-of-a-kind	7 to 1	5 to 1

(g) Notwithstanding the payout odds above, if specified in its Rules Submission form filed in accordance with § 601a.2, the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater. However, if the certificate holder is offering the All-Six Bonus Wager and

selects payable E, the aggregate payout limit established may not include the payout for the six card royal flush.

§ 684b.13. Irregularities.

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

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.

(c) If a player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the player's placing their Raise Wagers in accordance with § 684b.11(b) (relating to procedures for completion of each round of play), all hands shall be void, all Ante, Odds and Raise Wagers shall be returned to the players and the cards shall be reshuffled, provided that if any player placed a Prime, Four Card Bonus or All-Six Bonus Wager, those wagers shall be settled in accordance with § 684b.11(e).

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards or fails to deal all cards during a round of play, the round of play shall be void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

(g) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe must be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.