

PROPOSED RULEMAKING 125-205

PENNSYLVANIA GAMING CONTROL BOARD

58 PA. CODE CH. 617a, 625a, 637a, 639a, 641a, 643a, 647a, 653a, 655a, 657a, 677a, 679a and 684a.

Table Game Rules of Play

The Pennsylvania Gaming Control Board (Board), under the general authority in 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers) and the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority), proposes to amend Chapters 617a, 625a, 637a, 639a, 641a, 643a, 647a, 653a, 655a, 657a, 677a, 679a and add Chapter 684a (relating to Roulette, Sic Bo, Poker, Caribbean Stud Poker, Four Card Poker, Let It Ride Poker, Texas Hold 'Em Bonus Poker, Ultimate Texas Hold 'Em Poker, Mississippi Stud, Crazy 4 Poker, World Poker Tour Heads Up Hold 'Em, Three Card Prime and Four Card Frenzy respectively) to read as set forth in Annex A.

Purpose of the Proposed Rulemaking

This proposed rulemaking will incorporate new side wagers, payout tables and variations of existing table games and add a new table game to the compliment of games available for play in the Commonwealth.

Explanation

Minor revisions were made throughout the rulemaking for clarity and for consistency amongst all table game chapters. Revisions to specific chapters are as follows:

Chapter 617a (relating to Roulette)

In Chapter 617a, a new side wager was added, Touchdown Roulette. The layout requirements for Touchdown Roulette were added in 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel), a description of the wagers was added in 617a.3 (relating to placement of wagers) and the payout odds for the wager were added to 617a.4 (relating to payout odds).

Chapter 625a (relating to Sic Bo)

A new variation was added to the game of Sic Bo in which a player can active the automated Sic Bo shaker. Additionally, a new payout table was added to the game in § 625a.6(a) (relating to payout odds) and the language in subsection (b) was amended for clarity.

Chapter 637a (relating to Poker)

In Chapter 637a, § 637a.10 (relating to Seven-card Stud Poker; procedures for dealing the cards; completion of each round of play) was amended allowing up to nine players to participate in a round of play, which is consistent with the number of players allowed in other Poker games.

Chapter 639a (relating to Caribbean Stud Poker)

In § 639a.12(d), new payout tables were added to the progressive payout wager. The same payout tables were also approved for the progressive payout wager (or referred to as the Five-Card Progressive Payout Wager) in Chapters 641a, 643a, 647a, 653a, 655a and 657a (relating to Four Card Poker, Let It Ride Poker, Texas Hold 'Em Bonus Poker, Ultimate Texas Hold 'Em Poker, Mississippi Stud and Crazy 4 Poker respectively).

Additionally, seed/reseed and incrementation rates were specified for all progressives as these rates correspond with the rates submitted by the manufacturer that were tested/approved by the PGCB Gaming Lab. The same revisions were also made in chapters 641a, 643a, 647a, 653a, 655a and 657a

Chapter 641a (relating to Four Card Poker)

A new side wager, the Six Card Bonus Wager, was added to the game. Layout requirements for the new wager were added in 641a.2 (relating to Four Card Poker table physical characteristics), the description of the winning hands was added in 641a.6 (relating to Four Card Poker rankings), a description of the wager was added in § 641a.7 (relating to wagers), the procedure for dealing the Six Card Bonus Wager card was added in § 641a.8 - § 641a.10 (relating to Procedures for dealing the cards from a manual dealing shoe; Procedures for dealing the cards from the hand; Procedures for dealing the cards from an automated dealing shoe) and the procedure to complete the round of play when a patron has placed a Six Card Bonus Wager were added in § 641a.11 (relating to procedures for completion of each round of play). The permissible payout odds for the wager

were added in § 641a.12 (relating to Payout odds; Envy Bonus; rate of progression).

The Six Card Bonus Wager was also added, in the same format, to chapters 643a, 647a, 653a, 655a and 657a.

Chapter 643a (relating to Let It Ride Poker)

In § 643a.12 (relating to payout odds; payout limitation), the odds for the Five Card Bonus Wager in subsection (b) were corrected to reflect that odds are paid out based on the denomination of the wager placed by the player and should thus be in the consistent "to 1" format.

Chapter 653a (relating to Ultimate Texas Hold 'Em Poker)

A Bad Beat Bonus Wager was added to Ultimate Texas Hold 'Em Poker. The table layout requirements for the wager were added in § 653a.2 (relating to Ultimate Texas Hold 'Em Poker table physical characteristics), a description of the wager was added in § 653a.7 (relating to wagers), how the dealer is to complete the round of play when a player has placed a Bad Beat Bonus Wager was added to § 653a.11 (relating to procedures for completion of each round of play), and the payout odds were added in § 653a.12(g) (relating to payout odds; envy bonus; rate of progression; payout limitation).

Additionally, the payout limitation in § 653a.12 was amended to reflect that only required wagers are subject to a payout limitation. Wagers that are optional for players should not be included as a cap on payouts alters the approved hold percentages. Amendments to payout limitations to reflect that only required wagers may be subject to a cap were also made in chapters 677a and 679a (relating to World Poker Tour Heads-Up Hold 'Em and Three Card Prime respectively).

Chapter 655a (relating to Mississippi Stud)

Other table game chapters contain a section addressing the procedures for handling irregularities that occur during play of the game. Section 655a.13 (relating to irregularities) was therefore added to the chapter for consistency with other table game chapters.

Chapter 679a (relating to Three Card Prime)

In § 679a.8 - 679a.10 (relating to Procedures for dealing the cards from a manual dealing shoe; Procedures for dealing the cards from the hand; Procedures for dealing the cards from an automated dealing shoe), an alternative dealing procedure was added which allows operators to deal only one community card to be used by all players who placed a Pair Bonus Wager rather than dealing each player who placed the wager an additional card.

Chapter 684a (relating to Four Card Frenzy)

Chapter 684a contains the requirements for a new table game, Four Card Frenzy. Section 684a.1 (relating to definitions) contains the definitions used throughout the chapter. Section 684a.2 (relating to table physical characteristics) contains the physical characteristics of the table layout. Section 684a.3 (relating to cards; number of decks) details the number of cards and decks used to play the game. Section 684a.4 (relating to opening of the table for gaming) addresses how the dealer is to open the table game for play. Section 684a.5 (relating to shuffle and cut of the cards) details how the cards are to be shuffled and cut. Section 684a.6 (relating to rankings) addresses the rank of the cards and hands. Section 684a.7 (relating to wagers) outlines the permissible wagers players may place during a round of play.

Section 684a.8-684a.10 (relating to procedures for dealing the cards from a manual dealing shoe; the hand; and from an automated dealing shoe) addresses how the cards are to be dealt and the number of cards dealt to each player. Section 684a.11 (relating to procedure for completion of each round of play) specifies how wagers are to be settled and a round of play completed. Section 684a.12 (relating to payout odds; payout limitation) outlines the permissible payout odds for winning wagers and allows the operator to place a payout limit, per player per round of play on required wagers. Section 684a.13 and (relating to irregularities) addresses how a dealer is to handle irregularities during play.

The approved payout tables in section 684a.12 have a hold percentage of between 1.19% and 1.67% for required wagers. For optional wagers, the hold percentage ranges from 1.7% to 7.23% for the Four Bonus Wager, between 6.74% to 18.1% for the All Six Bonus Wager (the same wager offered in Four Card Prime and Cajun Stud), and from 4.74% to 9.8% for the Prime Wager.

Fiscal Impact

Commonwealth. The Board does not expect that this proposed rulemaking will have a fiscal impact on the Board or other Commonwealth agencies. Updates to Rules Submission forms and internal control procedures will be reviewed by existing Board staff.

Political subdivisions. This proposed rulemaking will not have fiscal impact on political subdivisions of this Commonwealth.

Private sector. This proposed rulemaking will provide certificate holders with additional table game options. If a certificate holder decides to offer Four Card Frenzy or the side wagers, payout tables or variations of other approved games within the licensed facility, the certificate holder will be required to train their dealers on the rules of play and purchase new equipment - specifically table layouts corresponding to the game and wagers offered. Costs incurred to train employees or purchase/lease equipment should be offset by the proceeds of gaming.

General public. This proposed rulemaking will not have fiscal impact on the general public.

Paperwork Requirements

If a certificate holder selects different options for the play of table games, the certificate holder will be required to submit an updated Rules Submission form reflecting the changes. These forms are available and submitted to Board staff electronically. Below is the link that contains all table game rules submission forms:

<http://gamingcontrolboard.pa.gov/?p=187>

Effective Date

The proposed rulemaking will become effective upon final-form publication in the *Pennsylvania Bulletin*.

Public Comments

Interested persons are invited to submit written comments, suggestions or objections regarding the proposed rulemaking within 30 days after the date of publication in the *Pennsylvania Bulletin*. Public comments should be addressed to R. Douglas Sherman, Chief Counsel, Attention: Regulation #125-205 Public

Comment, Pennsylvania Gaming Control Board, P.O. Box 69060,
Harrisburg, PA 17106-9060.

Contact Person

The contact person for questions about this proposed rulemaking is R. Douglas Sherman, Chief Counsel, (717) 346-8300.

Regulatory Review

Under section 5(a) of the Regulatory Review Act (71 P.S. § 745.5(a)), on _____, the Board submitted a copy of this proposed rulemaking and a copy of the Regulatory Analysis Form to the Independent Regulatory Review Commission (IRRC) and to the Chairpersons of the House Gaming Oversight Committee and the Senate Community, Economic and Recreational Development Committee. A copy of this material is available to the public upon request and is available on the Board's web site at www.gamingcontrolboard.pa.gov.

Under section 5(g) of the Regulatory Review Act, IRRC may convey any comments, recommendations or objections to the proposed rulemaking within 30 days of the close of the public comment period. The comments, recommendations or objections must specify the regulatory review criteria which have not been met. The Regulatory Review Act specifies detailed procedures for review, prior to final publication of the rulemaking, by the Board, the General Assembly and the Governor of comments, recommendations or objections raised.

DAVID M. BARASCH,
Chairman

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 617a. ROULETTE

§ 617a.1. Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel.

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(f) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain, at a minimum:

* * * * *

(4) If the certificate holder offers the Five Adjacent Number Wager authorized under § 617a.3, a replica of the Roulette wheel.

(5) If the certificate holder offers the Touchdown Roulette Wager offered on a fully automated electronic table game, the electronic layout shall contain a separate area designated for the electronic placement of the Touchdown Roulette Wager for each player. If the certificate holder is offering the Touchdown Roulette Wager, Roulette shall be played on a double zero Roulette wheel as described in subsection (d).

(g) Each Roulette table must have a drop box and tip box attached in locations as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

§ 617a.3. Placement of wagers.

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(f) If the certificate holder offers Touchdown Roulette on a fully automated electronic gaming table, a player may make a Touchdown Roulette Wager before each Roulette spin unless a Touchdown Roulette game is already in progress. A Touchdown Roulette Wager shall be made by electronically placing a value chip on the designated area of the table layout. 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 upon which the ball lands. The color of the compartment 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 § 617a.4(d).

(ii) To the 18 yard line for the black team, the player would be paid out for selecting the losing team as provided in § 617a.4(d).

§ 617a.4. Payout odds.

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(d) 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:

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>
<u>Touchdown</u>	<u>1000 to 1</u>	<u>500 to 1</u>	<u>1000 to 1</u>	<u>500 to 1</u>
<u>1-10 yard line</u>	<u>150 to 1</u>	<u>250 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>
<u>11-20 yard line</u>	<u>75 to 1</u>	<u>75 to 1</u>	<u>75 to 1</u>	<u>100 to 1</u>
<u>21-30 yard line</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>50 to 1</u>
<u>31-40 yard line</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>25 to 1</u>
<u>41-49 yard line</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Tie-50 yard line</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>5 to 1</u>
<u>Losing Team</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>	<u>1 to 1</u>

CHAPTER 625a. SIC BO

§ 625a.1. Sic Bo table; Sic Bo shaker; physical characteristics.

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(d) Sic Bo shall be played with a Sic Bo shaker approved in accordance with § 601a.10(a), which shall be used to shake the dice to arrive at the winning combinations.

* * * * *

(2) An automated Sic Bo shaker, approved by the Bureau of Gaming Laboratory Operations in accordance with § 461a.4, may be used in the game of Sic Bo, provided that:

(i) **[The shaker meets the requirements in paragraph (1)(i) and (ii)] The automated Sic Bo shaker must have a transparent compartment that is capable of being sealed or locked to secure the three dice and, depending on the shaker selected by the certificate holder, may utilize a separate opaque cover which conceals the dice while the automated Sic Bo shaker is activated.**

(ii) The procedures for shaking the dice are submitted to the Bureau of Gaming Operations and approved in accordance with § 465a.2 (relating to internal control systems and audit protocols).

(iii) The shaker's location on the Sic Bo table is approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

(e) The manual Sic Bo shaker shall be the responsibility of the dealer and may not be left unattended while at the table.

§ 625a.5. Procedures for opening and dealing the game.

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(g) Notwithstanding the requirements in subsections (b) and (c), if the certificate holder is utilizing an automated Sic Bo shaker without an opaque cover or a player activated Sic Bo shaker, all wagers shall be placed prior to the shaker being activated. After the dealer announces "no more bets", the dealer, or a selected player if utilizing a player-activated shaker, shall then activate the automated dice shaker and complete the requirements in subsections (d) - (f).

§ 625a.6. Payout odds.

(a) The certificate holder shall pay out winning Sic Bo wagers at the odds in [the following payable] 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):

<i>Wager</i>	<u><i>Paytable A</i></u> <i>[Payout Odds]</i>	<u><i>Paytable B</i></u>
Three of a Kind	150 to 1	<u>180 to 1</u>
Two of a Kind	8 to 1	<u>11 to 1</u>
Any Three of a Kind	24 to 1	<u>31 to 1</u>
Total Value Bet of 4	50 to 1	<u>62 to 1</u>
Total Value Bet of 5	18 to 1	<u>31 to 1</u>
Total Value Bet of 6	14 to 1	<u>18 to 1</u>

Total Value Bet of 7	12 to 1	<u>12 to 1</u>
Total Value Bet of 8	8 to 1	<u>8 to 1</u>
Total Value Bet of 9	6 to 1	<u>7 to 1</u>
Total Value Bet of 10	6 to 1	<u>6 to 1</u>
Total Value Bet of 11	6 to 1	<u>6 to 1</u>
Total Value Bet of 12	6 to 1	<u>7 to 1</u>
Total Value of Bet 13	8 to 1	<u>8 to 1</u>
Total Value of Bet 14	12 to 1	<u>12 to 1</u>
Total Value of Bet 15	14 to 1	<u>18 to 1</u>
Total Value Bet of 16	18 to 1	<u>31 to 1</u>
Total Value Bet of 17	50 to 1	<u>62 to 1</u>
Any Two Dice Combination	5 to 1	<u>6 to 1</u>
Small Bet	1 to 1	<u>1 to 1</u>
Big Bet	1 to 1	<u>1 to 1</u>

(b) For purposes of a One of a Kind [shall be paid at]

Wager:

(1) [1 to 1, if] If only one of the dice show the numeric value upon which the wager was placed, the One of a Kind Wager shall be paid at 1 to 1.

(2) [2 to 1, if] If two of the dice show the numeric value upon which the wager was placed, the One of a Kind Wager shall be paid at 2 to 1.

(3) [3 to 1, if] If all three dice show the same numeric value upon which the wager was placed and if the certificate holder selected:

(i) Paytable A in subsection (a), the One of a Kind Wager shall be paid at 3 to 1.

(ii) Paytable B in subsection (a), the One of a Kind Wager shall be paid at 12 to 1.

(c) A certificate holder may list its payouts odds in subsections (a) and (b) as either "to 1" or "1 wins".

CHAPTER 637a. POKER

§ 637a.10. Seven-card Stud Poker; procedures for dealing the cards; completion of each round of play.

(a) A certificate holder that offers Seven-card Stud High, Seven-card Stud Low, Seven-card Stud High-low Split or Seven-card Stud High-low Split Eight or Better Poker shall observe the procedures in this section.

(b) No more than ~~eight~~ nine players may participate in a Seven-card Stud Poker game. Each player who elects to participate in a round of play may be required to place an Ante bet. The rules governing the placement of an Ante bet and the amount of the Ante bet, if any, shall be specified in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions) and posted on a sign at each Poker table.

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CHAPTER 639a. CARIBBEAN STUD POKER

§ 639a.7. Wagers.

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(e) [A player may not wager on more than one player position at a Caribbean Stud Poker table] The 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.

§ 639a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(b) The dealer shall deliver the first stack of 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 § 639a.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 and spread the cards face down on the layout so the top card of the stack is to the dealer's right and the bottom card is to the dealer's left. The dealer shall turn the bottom card of the stack (the card on the dealer's far left) face up and leave the other four cards in the stack face down on the area designated for the placement of the dealer's cards.

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§ 639a.12. Payout odds; rate of progression.

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(d) If a certificate holder offers the Progressive Payout Wager:

(1) [A player placing a Progressive Payout Wager shall be paid] The certificate holder shall pay out winning Progressive Payout 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>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Royal flush	100% of meter	100% of meter	100% of meter
Straight flush	5,000 for 1	10% of meter	10% of meter
Four-of-a-kind	500 for 1	500 for 1	200 for 1
Full house	100 for 1	100 for 1	50 for 1
Flush	50 for 1	50 for 1	40 for 1
Straight	10 for 1	10 for 1	30 for 1
Three-of-a-kind	3 for 1	3 for 1	9 for 1
Two pair	2 for 1	2 for 1	N/A

<i>Hand</i>	<i>Paytable D</i>	<i>Paytable E</i>
Royal flush	100% of meter	100% of meter

Straight flush	10% of meter	10% of meter
Four-of-a-kind	300 for 1	500 for 1
Full house	50 for 1	100 for 1
Flush	40 for 1	50 for 1
Straight	30 for 1	N/A
Three-of-a-kind	9 for 1	N/A

<u>Hand</u>	<u>Paytable F</u>	<u>Paytable G</u>	<u>Paytable H</u>
<u>Royal flush</u>	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>
<u>Straight flush</u>	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>
<u>Four-of-a-kind</u>	<u>300 for 1</u>	<u>100% Minor Jackpot</u>	<u>100% Minor Jackpot</u>
<u>Full house</u>	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
<u>Flush</u>	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>
<u>Straight</u>	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
<u>Three-of-a-kind</u>	<u>9 for 1</u>	<u>10 for 1</u>	<u>9 for 1</u>

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

(3) Paytables A, B, C and E may not be selected by the certificate holder if the Progressive Payout Wager is offered on multiple linked games with a shared progressive jackpot.

(4) The rate of progression (incrementation rate) and the seed and reseed amounts 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 may not be less than \$10,000.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	<u>Paytable E</u>
<u>Seed/Reseed:</u>	<u>\$10,000 for 1</u>				
<u>Incrementation Rate:</u>					
<u>Primary</u>	<u>53%</u>	<u>53%</u>	<u>25%</u>	<u>21%</u>	<u>65%</u>
<u>Reserve</u>	<u>15%</u>	<u>15%</u>	<u>N/A</u>	<u>N/A</u>	<u>5%</u>
	<u>Paytable F</u>	<u>Paytable G</u>	<u>Paytable H</u>		
<u>Seed/Reseed:</u>					
<u>Mega</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>		
<u>Major</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>		
<u>Minor</u>	<u>N/A</u>	<u>\$250 for 1</u>	<u>\$250 for 1</u>		
<u>Incrementation Rate:</u>					
<u>Mega</u>	<u>11%</u>	<u>9%</u>	<u>10%</u>		
<u>Major</u>	<u>10%</u>	<u>7%</u>	<u>8%</u>		
<u>Minor</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>		

(5) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with § 639a.11(c)(5) (relating to procedure for completion of each round of play).

(6) If the certificate holder selects [**Paytable**] **Paytables** D, **F, G, or H**, Envy Bonus payouts shall be made according to the following payouts for Envy Bonus Qualifying

Hands based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:

\$1 Progressive Payout Wager

<i>Hand</i>	<i>Envy Bonus</i>
Royal flush	\$1,000
Straight flush	\$300

\$5 Progressive Payout Wager

<i>Hand</i>	<i>Envy Bonus</i>
Royal flush	\$5,000
Straight flush	\$1,500

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

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(4) The rate of progression (incrementation rate) and the seed and reseed amounts 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 may not be less than \$10,000.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

<u>Seed:</u>	<u>\$10,000 for 1</u>
<u>Reseed:</u>	<u>\$0</u>
<u>Incrementation Rate:</u>	
<u>Primary</u>	<u>13%</u>

Reserve

8%

CHAPTER 641a. FOUR CARD POKER

§ 641a.2. Four Card Poker table physical characteristics.

(a) Four Card Poker shall be played at a table having betting positions for no more than seven 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 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 contain, at a minimum:

* * * * *

(5) If a certificate holder offers the Five Card Hand Bonus Wager authorized under § 641a.7(d)(7), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(6) If the certificate holder offers the Six Card Bonus Wager authorized under § 641a.7(d)(8), the layout shall contain:

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

(ii) A designated area on the layout for the additional Six Card Bonus card.

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

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§ 641a.6. Four Card Poker rankings.

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(e) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 641a.7. Wagers.

* * * * *

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

* * * * *

(7) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand or the dealer's five-card Poker hand, or both, will contain a flush or better as defined in § 641a.6(d) (relating to Four Card Poker rankings). After placing an Ante Wager, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(8) 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 five cards and the additional Six Card Bonus card forms a three-of-a-kind or better as described in 641a.6(e). A Six Card Bonus Wager shall have no bearing on any other wagers made by the player.

(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.

§ 641a.8. Procedures for dealing the cards from a manual dealing shoe.

* * * * *

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(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 placement of the Six Card Bonus card. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed a wager in accordance with § 641a.7 (relating to wagers) and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players and the first five cards

dealt to the dealer shall be dealt face down. The dealer's sixth card shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

* * * * *

§ 641a.9. Procedures for dealing the cards from the hand.

* * * * *

(b) The dealer shall deal each card by holding 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 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 placement of the Six Card Bonus card.**

The dealer shall **then**, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed a wager in accordance with § 641a.7 (relating to wagers) and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players and the first five cards dealt to the dealer shall be dealt face down. The sixth card dealt to the dealer shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

* * * * *

§ 641a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with § 641a.7 (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 a wager in accordance with § 641a.7. The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards. **[When the automated dealing shoe dispenses the next sequence of five cards, the dealer shall remove the stack and spread the cards face down on the layout so that the top card of the stack is to the dealer's right and the bottom card is to the dealer's left. The dealer shall turn the bottom card of the stack (the card on the dealer's far left) face up on the dealer's hand. The dealer shall collect the remaining four cards of that stack and place the cards in the discard rack without revealing the cards.]**

(c) The dealer shall then remove the next stack of five cards dispensed by the automated dealing shoe and turn the bottom card of the stack face up on the dealer's hand. If any player placed a Six Card Bonus Wager, the dealer shall then deal the next card in the stack face down on the area of the layout

designated for the placement of the Six Card Bonus card. The dealer shall then place the remaining cards of that stack in the discard rack without exposing the cards. After [each stack of five cards has] the 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 remaining cards in the discard rack without exposing the cards.

* * * * *

§ 641a.11. Procedures for completion of each round of play.

* * * * *

(b) After each player has examined his cards and placed the cards face down on the layout, 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 Play Wager in an amount from one to three times the amount of the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. If a player:

(1) Has placed an Ante Wager and an Aces Up or Six Card Bonus Wager but does not make a Play Wager, the player shall forfeit the Ante Wager but may not forfeit the Aces Up or Six Card Bonus Wager.

(2) Has placed an Ante Wager and a Four or Five-Card Progressive Payout Wager but does not make a Play Wager, the

player shall forfeit both the Ante Wager and the Progressive Payout Wager but may not forfeit the eligibility to receive an Envy Bonus under § 641a.12(d) or (e) (relating to payout odds; Envy Bonus; rate of progression).

(c) After each player who has placed an Ante Wager has either placed a Play Wager on the designated area of the layout or forfeited his Ante Wager **[and hand]**, the dealer shall collect all forfeited wagers and associated cards, if applicable, and place the cards in the discard rack. The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking Four Card Poker 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:

* * * * *

(6) After settling any Aces Up Wagers, the dealer shall settle a player's Bad Beat Bonus Wager[. **A player shall win a Bad Beat Bonus payout, in accordance with § 641a.12(f), based on the rank of the losing hand if] as follows:**

(i) **[The] If the player's hand contains a two pair or better and the dealer's hand outranks the player's hand, as provided in § 641a.6(b), the certificate holder shall pay the**

winning Bad Beat Bonus Wager in accordance with § 641a.12(f)
based on the rank of the player's losing hand.

(ii) [The] If the dealer's hand contains a two pair or better and the player's hand outranks the dealer's hand, as provided in § 641a.6(b), the certificate holder shall pay the winning Bad Beat Bonus Wager in accordance with § 641a.12(f) based on the rank of the dealer's losing hand.

(iii) If the player's hand and the dealer's hand tie, if the player's hand of two pair or better does not lose to the dealer's hand, or if the dealer's hand of two pair or better does not lose to the player's hand, the dealer shall collect the player's losing Bad Beat Bonus Wager.

* * * * *

(8) The dealer shall then settle a player's Six Card Bonus Wager by revealing the Six Card Bonus card and combining it with the player's five cards to form the highest ranking Poker hand as provided with § 641a.6(e). If the player's hand:

(i) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(ii) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with 641a.12(h).

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

§ 641a.12. Payout odds; Envy Bonus; rate of progression.

* * * * *

(d) If a certificate holder offers a Four-Card Progressive Payout Wager:

(1) [A player placing a Four-Card Progressive Payout Wager shall be paid] The certificate holder shall pay out winning Four-Card Progressive Payout 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:

* * * * *

(3) The rate of progression (incrementation rate) and the seed and reseed amounts 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 be at least \$5,000 for payable A and \$1,000 for payable B.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

<u>Seed/Reseed:</u>	<u>Paytable A</u>	<u>Paytable B</u>
<u>Incrementation</u>	<u>\$5,000 for 1</u>	<u>\$1,000 for 1</u>
<u>Rate:</u>		
<u>Primary</u>	<u>29%</u>	<u>25%</u>
<u>Reserve</u>	<u>N/A</u>	<u>5%</u>

* * * * *

(e) If a certificate holder offers the Five-Card Progressive Payout Wager:

(1) [A player placing a Five-Card Progressive Payout Wager shall be paid at the following odds] The certificate holder shall pay out winning Five-Card Progressive Payout 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>	<i>Paytable A</i>	<u><i>Paytable B</i></u>	<u><i>Paytable C</i></u>	<u><i>Paytable D</i></u>
Royal flush	100% of meter	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>
Straight flush	10% of meter	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>
Four-of-a-kind	300 for 1	<u>300 for 1</u>	<u>100% Minor Jackpot</u>	<u>100% Minor Jackpot</u>
Full house	50 for 1	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
Flush	40 for 1	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>
Straight	30 for 1	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
Three-of-a-kind	9 for 1	<u>9 for 1</u>	<u>10 for 1</u>	<u>9 for 1</u>

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

(3) The rate of progression (incrementation rate) and the seed and reseed amounts 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. shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>			
<u>Seed/Reseed:</u>	<u>\$10,000 for 1</u>			
<u>Incrementation Rate:</u>				
<u>Primary</u>	<u>21%</u>			
<u>Reserve</u>	<u>N/A</u>			
	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	
<u>Seed/Reseed:</u>				
<u>Mega</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	
<u>Major</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	
<u>Minor</u>	<u>N/A</u>	<u>\$250 for 1</u>	<u>\$250 for 1</u>	
<u>Incrementation Rate:</u>				
<u>Mega</u>	<u>11%</u>	<u>9%</u>	<u>10%</u>	
<u>Major</u>	<u>10%</u>	<u>7%</u>	<u>8%</u>	
<u>Minor</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>	

* * * * *

(f) If a certificate holder offers the Bad Beat Bonus Wager, the certificate holder shall pay out winning Bad Beat Wagers at the [amounts] odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

* * * * *

(g) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts 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 may not be less than \$10,000.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

<u>Seed:</u>	<u>\$10,000 for 1</u>
<u>Reseed:</u>	<u>\$0</u>
<u>Incrementation Rate:</u>	
<u>Primary</u>	<u>13%</u>
<u>Reserve</u>	<u>8%</u>

(h) A certificate holder shall pay out winning Six Card Bonus 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:

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Royal flush</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>

<u>Four-of-a-kind</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>100 to 1</u>
<u>Full house</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>20 to 1</u>
<u>Flush</u>	<u>20 to 1</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Straight</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>9 to 1</u>
<u>Three-of-a-kind</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>8 to 1</u>

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

CHAPTER 643a. LET IT RIDE POKER

§ 643a.2. Let It Ride Poker table physical characteristics.

(a) Let It Ride Poker shall be played at a table having betting positions for no more than seven 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 Let It Ride 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 contain, at a minimum:

* * * * *

(8) If a certificate holder offers the Five Card Hand Bonus Wager authorized under § 643a.7(i), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(9) If the certificate holder offers the Six Card Bonus Wager authorized under § 643a.7(j), the layout shall contain:

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

(ii) A designated area on the layout for the Six Card Bonus card.

(10) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Let It Ride Poker table.

[(10)] (11) An inscription indicating the payout limit per hand established by the certificate holder under § [643a.12(e)] 643a.12(h) (relating to payout odds; payout limitation) or a generic inscription indicating the game is subject to the posted payout limit. If the payout limit is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Let It Ride Poker table.

* * * * *

§ 643a.6. Let It Ride Poker rankings.

* * * * *

(e) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 643a.7. Wagers.

* * * * *

(j) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed Let it Ride Wagers 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 forms a three-of-a-kind or better as described in 643a.6(e). A Six Card Bonus Wager shall have no bearing on any other wagers made by the player.

(k) A Five Card Bonus Wager, Three Card Bonus Wager, [a] Five Card Hand Bonus Wager, [and] Progressive Payout Wager and a Six Card Bonus Wager do not have a bearing on any other wagers made by the player.

~~[(k)]~~ (1) 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.

§ 643a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) 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 placement of the Six Card Bonus cards.

The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 643a.9. Procedure for dealing the cards from the hand.

* * * * *

(b) The dealer shall deal each card by holding 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 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 placement of the Six Card Bonus cards.

The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 643a.10. Procedure for dealing the cards from an automated dealing shoe.

* * * * *

(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d) (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 the three required wagers in accordance with § 643a.7(d). The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards and spread the stack within the designated area so that the top card is to the dealer's right and the bottom card is to the dealer's left. The dealer shall then remove the [community] card that is to his left and place that card in the discard rack without exposing the card. If any player placed a Six Card Bonus Wager, the dealer shall then remove the next stack of three cards dispensed by the automated dealing shoe and place the cards face down on the area of the layout designated for the placement of the Six Card Bonus cards.

(c) After each stack of three cards has 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.

* * * * *

§ 643a.11. Procedures for completion of each round of play.

* * * * *

(f) After the second community card is 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] the dealer shall turn the three cards of the player face up on the layout and combine the two community cards and the three cards dealt to the player shall form the highest ranking five-card Poker hand of that player. If the player's hand:**

(1) **[The dealer shall turn the three cards of the player face up on the layout. The two community cards and the three cards dealt to the player shall form the five-card Poker hand of that player.] Contains a pair of nines or lower, the dealer shall collect the player's losing Let It Ride Poker Wagers.**

(2) [The dealer shall examine the cards of the player and form the highest ranking five-card Poker hand for each player] Contains a pair of tens or better, the dealer shall pay the player's winning Let it Ride Poker Wagers in accordance with § 643a.12(a) (relating to payout odds; payout limitation).

[(3) The dealer shall first settle all Let It Ride Poker Wagers of that player by collecting losing wagers and paying winning wagers in accordance with § 643a.12(a) (relating to payout odds; payout limitation).]

(g) After settling the player's Let It Ride Poker Wagers, the dealer shall settle any Five Card Bonus Wagers, Three Card Bonus Wagers, Progressive Payout Wagers or Five Card Hand Bonus Wagers as follows:

[(i)] (1) If a player placed a Five Card Bonus Wager and the two community cards and the three cards dealt to the player [form]:

(i) Forms a five-card Poker hand of two pair or better, or [if included in the payable selected by the certificate holder,] a pair of tens, [jacks, queens, kings or aces] or better, depending on the payout table selected by the certificate holder, the dealer shall pay the winning Five Card Bonus Wager in accordance with § 643a.12(b).

(ii) Does not form a five-card Poker hand of two pair or better, or a pair of tens, or better, depending on the

payout table selected by the certificate holder, the dealer shall collect the losing Five Card Bonus Wager.

~~[(ii)]~~ (2) If a player placed a Three Card Bonus Wager and the three cards dealt to the player [**form a three-card Poker hand of a**]:

(i) Form a three-card Poker hand of a pair or better as defined in § 643a.6(c) (relating to Let It Ride Poker rankings), the dealer shall pay the winning Three Card Bonus Wager in accordance with § 643a.12(c).

(ii) Does not form a three-card Poker hand of a pair or better as defined in § 643a.6(c), the dealer shall collect the player's losing Three Card Bonus Wager.

~~[(iii)]~~ (3) If a player placed a Three-Card Progressive Payout Wager and the three cards dealt to the player form a three-of-a-kind or better, as defined in § 643a.6(d), or a straight or better, depending on the payable selected by the certificate holder, the dealer shall:

~~[(A)]~~ (i) Verify that the hand is a winning hand.

~~[(B)]~~ (ii) Verify that the appropriate light on the progressive table game system has been illuminated.

~~[(C)]~~ (iii) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.

[(D)] (iii) Pay the winning Three-Card

Progressive Payout Wager in accordance with the payout odds in § 643a.12(d)(1). If a player has won a progressive payout that is 100% 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.

[(E)] (iv) Pay any Three-Card Envy Bonus won in

accordance with § 643a.12(d)(5). Players making a Three-Card Progressive Payout Wager shall receive a Three-Card Envy Bonus when another player at the same Let It Ride Poker table is the holder of a Three-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of a Three-Card Envy Bonus Qualifying Hand. A player is not entitled to a Three-Card Envy Bonus for his own hand.

[(iv)] (4) If a player placed a Five-Card Progressive

Payout Wager and the player's three cards and the two community cards form a three-of-a-kind or better, as defined in § 643a.6(b), the dealer shall:

[(A)] (i) Verify that the hand is a winning hand.

[(B)] (ii) Verify that the appropriate light on the progressive table game system has been illuminated.

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

[(D)] (iii) Pay the winning Five-Card Progressive Payout Wager in accordance with the payout odds in § 643a.12(e)(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.

[(E)] (iv) Pay any Five-Card Envy Bonus won in accordance with § 643a.12(e)(5). Players making a Progressive Payout Wager shall receive a Five-Card Envy Bonus when another player at the same Let It Ride Poker table is the holder of a Five-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of a Five-Card Envy Bonus Qualifying Hand. A player is not entitled to a Five-Card Envy Bonus for his own hand.

[(v)] (5) If a player placed a Five Card Hand Bonus Wager, the dealer shall settle any Magic Card or Lucky Bonus payouts and any winning Five Card Hand Bonus wagers as follows:

[(A)] (i) Verify that the hand is a winning hand.

[(B)] (ii) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

[(C)] (iii) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 643a.12(f). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(6) If a player placed a 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 as provided in § 643a.6(e). If the player's hand:

(i) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(ii) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with 643a.12(g).

[(g)] (h) After all wagers of the player have been settled, the dealer shall remove all 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.

§ 643a.12. Payout odds; payout limitation.

* * * * *

(b) If a certificate holder offers the Five Card Bonus Wager, the certificate holder shall pay out winning Five Card Bonus Wagers at the [amounts] odds 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>	<i>Paytable C</i>
Royal flush	[\$20,000] <u>20,000 to 1</u>	[\$20,000] <u>20,000 to 1</u>	[\$20,000] <u>20,000 to 1</u>
Straight flush	[\$2,000] <u>2,000 to 1</u>	[\$2,000] <u>2,000 to 1</u>	[\$2,000] <u>2,000 to 1</u>
Four-of-a-kind	[\$150] <u>150 to 1</u>	[\$200] <u>200 to 1</u>	[\$100] <u>100 to 1</u>
Full house	[\$75] <u>75 to 1</u>	[\$75] <u>75 to 1</u>	[\$75] <u>75 to 1</u>
Flush	[\$50] <u>50 to 1</u>	[\$50] <u>50 to 1</u>	[\$50] <u>50 to 1</u>
Straight	[\$25] <u>25 to 1</u>	[\$25] <u>25 to 1</u>	[\$25] <u>25 to 1</u>
Three-of-a-kind	[\$4]	[\$5]	[\$9]

	<u>4 to 1</u>	<u>5 to 1</u>	<u>9 to 1</u>
Two pair	[\$3]	[\$4]	[\$6]
	<u>3 to 1</u>	<u>4 to 1</u>	<u>6 to 1</u>
Pair of tens, jacks, queens, kings or aces	[\$2]	[\$1]	[\$0]
	<u>2 to 1</u>	<u>1 to 1</u>	

<i>Hand</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>	<i>Paytable G</i>
Royal flush	[\$10,000] <u>10,000 to 1</u>	[\$10,000] <u>10,000 to 1</u>	[\$10,000] <u>10,000 to 1</u>	[\$25,000] <u>25,000 to 1</u>
Straight flush	[\$2,000] <u>2,000 to 1</u>	[\$2,000] <u>2,000 to 1</u>	[\$2,000] <u>2,000 to 1</u>	[\$2,500] <u>2,500 to 1</u>
Four-of-a-kind	[\$200] <u>200 to 1</u>	[\$200] <u>200 to 1</u>	[\$100] <u>100 to 1</u>	[\$400] <u>400 to 1</u>
Full house	[\$75] <u>75 to 1</u>	[\$100] <u>100 to 1</u>	[\$75] <u>75 to 1</u>	[\$200] <u>200 to 1</u>
Flush	[\$50] <u>50 to 1</u>	[\$50] <u>50 to 1</u>	[\$50] <u>50 to 1</u>	[\$50] <u>50 to 1</u>
Straight	[\$25] <u>25 to 1</u>	[\$25] <u>25 to 1</u>	[\$25] <u>25 to 1</u>	[\$25] <u>25 to 1</u>
Three-of-a-kind	[\$5] <u>5 to 1</u>	[\$10] <u>10 to 1</u>	[\$9] <u>9 to 1</u>	[\$5] <u>5 to 1</u>
Two pair	[\$4] <u>4 to 1</u>	[\$6] <u>6 to 1</u>	[\$6] <u>6 to 1</u>	
Pair of tens, jacks, queens, kings or aces	[\$1] <u>1 to 1</u>	[\$0]	[\$0]	

* * * * *

(d) If a certificate holder offers the Three-Card

Progressive Payout Wager:

* * * * *

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payouts in paragraph (1) **[must be in the certificate holder's Rules Submission filed in accordance with § 601a.2. The**

initial and reset amounts must also be in the certificate holder's Rules Submission and may not be less than \$1,000.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>	<u>Paytable B</u>
<u>Seed/Reseed:</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>
<u>Incrementation Rate:</u>		
<u>Primary</u>	<u>14%</u>	<u>20%</u>

(4) Winning Three-Card Progressive Payout Wagers shall be paid the amount on the meter when it is the player's turn to be paid in accordance with [~~§ 643a.11(f)(3)(iii)~~] § 643a.11(g)(3) (relating to procedures for completion of each round of play).

* * * * *

(e) If a certificate holder offers the Five-Card Progressive Payout Wager:

(1) [A player placing a Five-Card Progressive Payout Wager shall be paid at the following odds] The certificate holder shall pay out winning Five-Card Progressive Payout 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>	<i>Paytable A</i>	<u><i>Paytable B</i></u>	<u><i>Paytable C</i></u>	<u><i>Paytable D</i></u>
Royal flush	100% of meter	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>

Straight flush	10% of meter	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>
Four-of-a-kind	300 for 1	<u>300 for 1</u>	<u>100% Minor Jackpot</u>	<u>100% Minor Jackpot</u>
Full house	50 for 1	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
Flush	40 for 1	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>
Straight	30 for 1	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
Three-of-a-kind	9 for 1	<u>9 for 1</u>	<u>10 for 1</u>	<u>9 for 1</u>

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

(3) The rate of progression (incrementation rate) and the seed and reseed amounts 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.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>			
<u>Seed/Reseed:</u>	<u>\$10,000 for 1</u>			
<u>Incrementation Rate:</u>				
<u>Primary</u>	<u>21%</u>			
<u>Reserve</u>	<u>N/A</u>			
	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>	
<u>Seed/Reseed:</u>				
<u>Mega</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	
<u>Major</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	
<u>Minor</u>	<u>N/A</u>	<u>\$250 for 1</u>	<u>\$250 for 1</u>	
<u>Incrementation Rate:</u>				

<u>Mega</u>	<u>11%</u>	<u>9%</u>	<u>10%</u>
<u>Major</u>	<u>10%</u>	<u>7%</u>	<u>8%</u>
<u>Minor</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

(4) Winning Five-Card Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with **[\$ 643a.11(f)(3)(iv)] § 643a.11(g)(4)**.

* * * * *

(f) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression **(incrementation rate) and the seed and reseed amounts** 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 may not be less than \$10,000]** **shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:**

<u>Seed:</u>	<u>\$10,000 for 1</u>
<u>Reseed:</u>	<u>\$0</u>
<u>Incrementation Rate:</u>	
<u>Primary</u>	<u>13%</u>
<u>Reserve</u>	<u>8%</u>

(g) A certificate holder shall pay out winning Six Card Bonus 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:

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

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

<u>Straight</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Three-of-a-kind</u>	<u>7 to 1</u>	<u>5 to 1</u>

(h) Notwithstanding the payout odds in subsection (a), a certificate holder may establish in its Rules Submission under § 601a.2 a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least \$50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. Any maximum payout limit established by a certificate holder shall apply only to payouts of Let It Ride Poker Wagers **[placed under § 643a.7(d) (relating to wagers) subsection (a)** but may not apply to payouts of Five Card Bonus Wagers **[placed under § 643a.7(e)]**, Three Card Bonus Wagers **[placed under § 643a.7(f)]**, Progressive Payout Wagers **[placed under § 643a.7(g) or (h)]**, **[or] Five Card Hand Bonus Wagers **[under § 643a.7(i)]**, or Six Card Hand Bonus Wagers as provided in subsections (b)-(g).**

CHAPTER 647a. TEXAS HOLD 'EM BONUS POKER

§ 647a.2. Texas Hold 'Em Bonus Poker table physical characteristics.

(a) Texas Hold 'Em Bonus Poker 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 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 contain, at a minimum:

* * * * *

(7) If a certificate holder offers the optional Five Card Hand Bonus Wager authorized under § 647a.7(d)(4), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(8) If the certificate holder offers the Six Card Bonus Wager authorized under § 647a.7(d)(5), the layout shall contain:

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

(ii) A designated area on the layout for the four Six Card Bonus cards.

(9) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If the payout odds are not inscribed on the layout, a sign identifying the payout odds for all permissible wagers shall be posted at each Texas Hold 'Em Bonus Poker table.

~~[(9)]~~ (10) Inscriptions indicating the following:

(i) The Ante Wager will be returned if the player's winning hand is not a straight or better or a flush or

better as specified in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions).

(ii) The payout limit per hand established by the certificate holder under § 647a.12(c) (relating to payout odds; payout limitation) or a generic inscription indicating that the game is subject to the posted payout limit.

~~[(10)]~~ (11) If the information required under paragraph ~~[(8)]~~ (10) is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Texas Hold 'Em Bonus Poker table.

(c) If a certificate holder offers a Progressive Payout Wager in accordance with § 647a.7(d)(3), the Texas Hold 'Em Bonus Poker table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of Progressive Payout Wagers. If the certificate holder is offering the 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:

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§ 647a.6. Texas Hold 'Em Bonus Poker rankings.

* * * * *

(c) When comparing two hands that are of identical rank under subsection (b), or that contain none of the hands listed 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 identical rank after the application of this subsection, the hands shall be considered a tie.

(d) If the certificate holder is offering the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 647a.7. Wagers.

* * * * *

(d) The following wagers may be placed in the game of Texas Hold 'Em Bonus Poker:

* * * * *

(4) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player at a Texas Hold 'Em Bonus Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand formed from the player's two cards and the three-card Flop, the dealer's five-card Poker hand formed from the dealer's two cards and the three-card Flop, or both, will contain a flush or better as defined in § 647a.6(b) (relating to Texas Hold 'Em Bonus Poker rankings). After placing an Ante Wager, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(5) 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 § 647a.6(d) (relating to Texas Hold 'Em Bonus Poker rankings). A Six Card Bonus Wager shall have no bearing on any other wagers made by the player.

(e) [A player may not wager on more than one player position at a Texas Hold 'Em Bonus Poker table] The 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.

§ 647a.8. Procedure for dealing the cards from a manual dealing shoe.

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(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) 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 placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time, face down, to each player who

placed an Ante Wager in accordance with § 647a.7(d)(1) (relating to wagers) and to the dealer, **[under a cover card,]** until each player who placed an Ante Wager and the dealer have two cards.

* * * * *

§ 647a.9. Procedure for dealing the cards from the hand.

(b) The dealer shall announce ``no more bets`` and, if the Progressive Payout Wager or Five Card Hand Bonus Wager is being offered, use the progressive table game system or electronic wagering system to prevent the placement of any additional Progressive Payout Wagers. If any Progressive Payout 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 Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container. **[The dealer shall then deal each card by holding 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. The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed an Ante Wager in accordance with § 647a.7(d)(1) (relating to wagers) and to the dealer,**

under a cover card, until each player who placed an Ante Wager and the dealer have two cards.]

(c) The dealer shall then deal each card by holding 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.

(d) 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 placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed an Ante Wager in accordance with § 647a.7(d)(1) (relating to wagers) and to the dealer until each player who placed an Ante Wager and the dealer have two cards.

(e) After two cards have been dealt to each player and to the area designated for the placement of the dealer's hand, the dealer shall deal the five community cards in accordance with § 647a.11(c), (e) and (f) (relating to procedure for completion of each round of play). After all community cards have been dealt, the dealer shall, except as provided in subsection [(d)] (f), place the stub in the discard rack without exposing the cards.

[(d)] (f) 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)] (g) 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)] (h) 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.

§ 647a.10. Procedure for dealing the cards from an automated dealing shoe.

* * * * *

(c) After each stack of two cards has been dispensed and delivered in accordance with subsection (b), the dealer shall

remove the remaining cards from the automated dealing shoe [**and, following**]. **If any player placed a Six Card Bonus Wager, the dealer shall, in accordance with** the procedures in § 647a.9(a)(2) (relating to procedure for dealing the cards from the hand), deal **face down** from his hand **the top four cards of the stack to the area of the layout designated for the placement of the Six Card Bonus cards then deal** the five community cards in accordance with § 647a.11(c), (e) and (f) (relating to procedure for completion of each round of play). After all five community cards have been dealt, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

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§ 647a.11. Procedure for completion of each round of play.

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(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 if he wishes to place a Flop Wager prior to the dealing of the Flop. The player may either fold or place a Flop Wager equal to twice the amount of the player's Ante Wager. If a player:

(1) Places a Flop Wager, the wager shall be placed in the area designated for the Flop Wager.

(2) Folds, the player's Ante Wager shall be collected by the dealer and placed in the table inventory container. If the player:

(i) Has also placed:

(A) A Texas Hold 'Em Bonus or a Six Card Bonus Wager, the dealer shall place the cards of the player face down underneath the Texas Hold 'Em Bonus or a Six Card Bonus Wager pending its resolution at the conclusion of the round of play.

(B) A Progressive Payout Wager, the player is not eligible to receive a Progressive Payout. The player's cards shall remain face down on the table pending resolution of the Envy Bonus in accordance with subsection (i)(5).

(C) A Five Card Hand Bonus Wager, the dealer shall place the cards of the player face down on the table pending resolution of the Five Card Hand Bonus Wager in accordance with subsection (j).

(ii) Has not placed a Texas Hold 'Em Bonus Wager, Six Card Hand Bonus Wager, Five Card Hand Bonus Wager or a Progressive Payout Wager, the dealer shall immediately collect the player's cards and place them in the discard rack provided that if another player at the table placed a Progressive Payout Wager, the player's cards shall remain on the table pending the resolution of the Progressive Payout Wager in accordance with subsection (i).

* * * * *

(k) To settle the Six Card Bonus Wager, the dealer shall reveal the four additional Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand as provided in 647a.6(d). If the player's hand:

(1) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(2) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 647a.12(f).

[(k)] (1) After all wagers of the player have been settled, the dealer shall remove all 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.

§ 647a.12. Payout odds; payout limitation.

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(c) Notwithstanding the payout odds in [subsections] subsection (a) [and (b)], the maximum aggregate payout limit on all winning Ante, Flop, Turn[,] and River [and Texas Hold 'Em Bonus] Wagers for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

(d) If a certificate holder offers the Progressive Payout Wager:

(1) [A player placing a Progressive Payout Wager shall be paid at the following odds] The certificate holder shall pay each winning Progressive Payout Wager 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>	<i>Paytable A</i>	<i><u>Paytable B</u></i>	<i><u>Paytable C</u></i>	<i><u>Paytable D</u></i>
Royal flush	100% of meter	<u>100% Mega</u> <u>Jackpot</u>	<u>100% Mega</u> <u>Jackpot</u>	<u>100% Mega</u> <u>Jackpot</u>
Straight flush	10% of meter	<u>100% Major</u> <u>Jackpot</u>	<u>100% Major</u> <u>Jackpot</u>	<u>100% Major</u> <u>Jackpot</u>
Four-of-a-kind	300 for 1	<u>300 for 1</u>	<u>100% Minor</u> <u>Jackpot</u>	<u>100% Minor</u> <u>Jackpot</u>
Full house	50 for 1	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
Flush	40 for 1	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>
Straight	30 for 1	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
Three-of-a-kind	9 for 1	<u>9 for 1</u>	<u>10 for 1</u>	<u>9 for 1</u>

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

(3) The rate of progression incrementation rate) and the seed and reseed amounts 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 (relating to table games Rules Submissions). The initial and reset amount must also be in the certificate holder's Rules Submission and may not be less than \$10,000] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>		
<u>Seed/Reseed:</u>	<u>\$10,000 for 1</u>		
<u>Incrementation</u>			
<u>Rate:</u>			
<u>Primary</u>	<u>21%</u>		
<u>Reserve</u>	<u>N/A</u>		
	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>
<u>Seed/Reseed:</u>			
<u>Mega</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>
<u>Major</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>
<u>Minor</u>	<u>N/A</u>	<u>\$250 for 1</u>	<u>\$250 for 1</u>
<u>Incrementation</u>			
<u>Rate:</u>			
<u>Mega</u>	<u>11%</u>	<u>9%</u>	<u>10%</u>
<u>Major</u>	<u>10%</u>	<u>7%</u>	<u>8%</u>
<u>Minor</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

* * * * *

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts 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 may not be less than \$10,000.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

<u>Seed:</u>	<u>\$10,000 for 1</u>
<u>Reseed:</u>	<u>\$0</u>
<u>Incrementation Rate:</u>	
<u>Primary</u>	<u>13%</u>
<u>Reserve</u>	<u>8%</u>

(f) A certificate holder shall pay out winning Six Card Bonus 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:

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Royal flush</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>100 to 1</u>
<u>Full house</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>20 to 1</u>
<u>Flush</u>	<u>20 to 1</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Straight</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>9 to 1</u>
<u>Three-of-a-kind</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>8 to 1</u>
<u>Hand</u>	<u>Paytable D</u>	<u>Paytable E</u>	
<u>Six-card royal flush-diamonds</u>			<u>200,000 to 1</u>

<u>Six-card royal flush—hearts, spades</u>		<u>20,000 to 1</u>
<u>or clubs</u>		
<u>Royal flush</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>	<u>200 to 1</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>	<u>100 to 1</u>	<u>50 to 1</u>
<u>Full house</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Flush</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Straight</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Three-of-a-kind</u>	<u>7 to 1</u>	<u>5 to 1</u>

CHAPTER 653a. ULTIMATE TEXAS HOLD 'EM POKER

§ 653a.2. Ultimate Texas Hold 'Em Poker table physical characteristics.

(a) Ultimate Texas Hold 'Em Poker shall be played on 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 an Ultimate Texas Hold 'Em 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 contain, at a minimum:

* * * * *

(6) If a certificate holder offers the optional Five Card Hand Bonus Wager authorized under § 653a.7(d)(4), each

betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(7) If the certificate holder offers the Six Card Bonus Wager authorized under § 653a.7(d)(5), the layout shall contain:

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

(ii) A designated area on the layout for the four Six Card Bonus cards.

(8) If the certificate holder offers the Bad Beat Bonus Wager authorized under § 653a.7(d)(6), the layout shall contain a separate area designated for the placement of the Bad Beat Bonus Wager for each player.

~~[(7)]~~ (9) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If the payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Ultimate Texas Hold 'Em Poker table.

~~[(8)]~~ (10) Inscriptions indicating the following:

(i) An Ante Wager will push if the dealer has less than a pair.

(ii) A Blind Wager will push if the player's winning hand is not a straight or better or a flush or better, depending on the payable selected by the certificate holder.

(iii) The rules governing the required amount of a Play Wager as a multiple of the player's Ante Wager.

(iv) The payout limit per hand established by the certificate holder under § **[653a.12(e)] 653a.12(h)** (relating to payout odds; Envy Bonus; rate of progression; payout limitation) or a generic inscription indicating that the game is subject to the posted payout limit.

[(9)] (11) If the information required under paragraph **[(8)] (10)** is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Ultimate Texas Hold 'Em Poker table.

* * * * *

§ 653a.6. Ultimate Texas Hold 'Em Poker rankings.

* * * * *

(c) When comparing two Poker hands that are of identical rank under subsection (b), or that contain none of the hands listed 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 identical rank after the application of this subsection, the hands shall be considered a tie.

(d) If the certificate holder is offering the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 653a.7. Wagers.

* * * * *

(d) The following wagers may be placed in the game of Ultimate Texas Hold 'Em Poker:

* * * * *

(4) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player at an Ultimate Texas Hold 'Em Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand formed from the player's two cards and the three-card Flop or the dealer's five-card Poker hand formed from the dealer's two cards and the three-card Flop, or both, will contain a flush or better as defined in § 653a.6(b) (relating to Ultimate Texas Hold 'Em Poker rankings). After placing an Ante and a Blind Wager, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(5) 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 § 653a.6(d) (relating to Ultimate Texas Hold 'Em Poker rankings). A Six Card Bonus Wager shall have no bearing on any other wagers made by the player.

(6) 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 which shall win if either the player's hand contains a three-of-a-kind or better and the dealer's hand outranks the player's hand or the dealer's five-card hand contains a three-of-a-kind or better and the player's hand outranks the dealer's hand.

(e) [A player may not wager on more than one player position at an Ultimate Texas Hold 'Em Poker table] The 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.

§ 653a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) 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 placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the

required wagers in accordance with § 653a.7(d)(1) (relating to wagers) and to the dealer, **[under a cover card,]** until each player who placed the required wagers, and the dealer have two cards.

(e) After two cards have been dealt to each player and to the area designated for the placement of the dealer's hand, the dealer shall deal the five community cards in accordance with § 653a.11 (relating to procedures for completion of each round of play). After all community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f), place the stub in the discard rack without exposing the cards.

* * * * *

§ 653a.9. Procedure for dealing the cards from the hand.

(b) The dealer shall deal each card by holding 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 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 placement of the Six Card Bonus cards.**

The dealer shall **then**, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required wagers in accordance with § 653a.7(d)(1) (relating to

wagers) and to the dealer, **[under a cover card,]** until each player who placed the required wagers, and the dealer have two cards.

* * * * *

§ 653a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(c) After each stack of two cards has been dispensed and delivered in accordance with subsection (b), the dealer shall remove the remaining cards from the automated dealing shoe **[and, following]. If any player placed a Six Card Bonus Wager, the dealer shall, in accordance with** the procedures in § 653a.9(a)(2) and (b) (relating to procedure for dealing the cards from the hand), deal **face down** from his hand **the top four cards of the stack to the area of the layout designated for the placement of the Six Card Bonus cards then deal** the five community cards in accordance with § 653a.11 (relating to procedures for completion of each round of play). After all five community cards have been dealt, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

* * * * *

§ 653a.11. Procedures for completion of each round of play.

* * * * *

(f) After the final two community cards have been dealt, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who has not already placed a Play Wager whether he wishes to fold or place a Play Wager equal in amount to the player's Ante Wager. If a player:

(1) Places a Play Wager, the wager shall be placed in the area designated for the Play Wager.

(2) Folds, the Ante, [and] Blind and Bad Beat Bonus Wagers of the player shall be collected by the dealer and placed in the table inventory container. If the player:

(i) Has also placed a Trips Wager or a Six Card Bonus Wager, the dealer shall place the cards of the player face down underneath the player's Trips Wager or Six Card Bonus Wager pending its resolution at the conclusion of the round of play.

(ii) Has not placed a Trips Wager or a Six Card Bonus Wager, the dealer shall immediately collect the player's cards and place them in the discard rack.

* * * * *

(i) After settling a player's Ante, Blind and Play Wagers, the dealer shall settle any Trips Wager made by the player **[by determining whether the player's five-card Poker hand qualifies for a payout in accordance with § 653a.12(c)].** A winning Trips Wager shall be paid irrespective of whether the

player's five-card Poker hand outranks the dealer's hand.] as follows:

(1) If the player's hand contains a three-of-a-kind or better as provided in § 653a.6(b), the dealer shall pay the winning Trips Wager in accordance with § 653a.12(c).

(2) If the player's hand does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Trips Wager.

(j) The dealer shall then settle the Bad Beat Bonus Wager as follows:

(1) If the player's hand contains a three-of-a-kind or better and the dealer's hand outranks the player's hand, as provided in § 653a.6(b), the certificate holder shall pay the winning Bad Beat Bonus Wager in accordance with § 653a.12(g) based on the rank of the player's losing hand.

(2) If the dealer's hand contains a three-of-a-kind or better and the player's hand outranks the dealer's hand, as provided in § 653a.6(b), the certificate holder shall pay the winning Bad Beat Bonus Wager in accordance with § 653a.12(g) based on the rank of the dealer's losing hand.

(3) If the player's hand and the dealer's hand tie, if the player's hand of a three-of-a-kind or better does not lose to the dealer's hand, or if the dealer's hand of a three-of-a-

kind or better does not lose to the player's hand, the dealer shall collect the losing Bad Beat Bonus Wager.

[(j)] (k) The dealer shall then settle the Progressive Payout Wager, if offered by the certificate holder. A winning Progressive Payout Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand and be based on the rank of the player's two cards and the three-card Flop. If a player has won a progressive payout, the dealer shall:

* * * * *

[(k)] (l) The dealer shall settle the Five Card Hand Bonus Wager, if offered by the certificate holder, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus shall be paid irrespective of whether the player's hand outranks the dealer's hand and based on the rank of the player's or the dealer's two cards and the three-card Flop. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:

* * * * *

(m) To settle the Six Card Bonus Wager, the dealer shall reveal the four additional Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand as provided in 653a.6(d). If the player's hand:

(1) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(2) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 653a.12(f).

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

§ 653a.12. Payout odds; Envy Bonus; rate of progression; payout limitation.

* * * * *

(c) [A player placing a Trips Wager shall be paid] The certificate holder shall pay the player's winning Trips Wager at the odds in one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

* * * * *

(d) If a certificate holder offers the Progressive Payout Wager:

(1) [A player placing a Progressive Payout Wager shall be paid at the following odds] The certificate holder

shall pay the player's winning Progressive Payout Wager 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>	<i>Paytable A</i>	<i><u>Paytable B</u></i>	<i><u>Paytable C</u></i>	<i><u>Paytable D</u></i>
Royal flush	100% of meter	<u>100% Mega</u> <u>Jackpot</u>	<u>100% Mega</u> <u>Jackpot</u>	<u>100% Mega</u> <u>Jackpot</u>
Straight flush	10% of meter	<u>100% Major</u> <u>Jackpot</u>	<u>100% Major</u> <u>Jackpot</u>	<u>100% Major</u> <u>Jackpot</u>
Four-of-a-kind	300 for 1	<u>300 for 1</u>	<u>100% Minor</u> <u>Jackpot</u>	<u>100% Minor</u> <u>Jackpot</u>
Full house	50 for 1	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
Flush	40 for 1	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>
Straight	30 for 1	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
Three-of-a-kind	9 for 1	<u>9 for 1</u>	<u>10 for 1</u>	<u>9 for 1</u>

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed from the player's two cards and the three-card Flop.

(3) The rate of progression incrementation rate) and the seed and reseed amounts 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 (relating to table games Rules Submissions)]. The initial and

reset amount must also be in the certificate holder's Rules Submission and may not be less than \$10,000] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>		
<u>Seed/Reseed:</u>	<u>\$10,000 for 1</u>		
<u>Incrementation Rate:</u>			
<u>Primary</u>	<u>21%</u>		
<u>Reserve</u>	<u>N/A</u>		
	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>
<u>Seed/Reseed:</u>			
<u>Mega</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>
<u>Major</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>
<u>Minor</u>	<u>N/A</u>	<u>\$250 for 1</u>	<u>\$250 for 1</u>
<u>Incrementation Rate:</u>			
<u>Mega</u>	<u>11%</u>	<u>9%</u>	<u>10%</u>
<u>Major</u>	<u>10%</u>	<u>7%</u>	<u>8%</u>
<u>Minor</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

* * * * *

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts 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 may not be less than \$10,000.]

shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

<u>Seed:</u>	<u>\$10,000 for 1</u>
<u>Reseed:</u>	<u>\$0</u>
<u>Incrementation Rate:</u>	
<u>Primary</u>	<u>13%</u>
<u>Reserve</u>	<u>8%</u>

(f) A certificate holder shall pay out winning Six Card Bonus 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:

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

<u>Hand</u>	<u>Paytable D</u>	<u>Paytable E</u>
<u>Six-card royal flush—diamonds</u>		<u>200,000 to 1</u>
<u>Six-card royal flush—hearts, spades or clubs</u>		<u>20,000 to 1</u>

<u>Royal flush</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>	<u>200 to 1</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>	<u>100 to 1</u>	<u>50 to 1</u>
<u>Full house</u>	<u>20 to 1</u>	<u>20 to 1</u>
<u>Flush</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Straight</u>	<u>10 to 1</u>	<u>10 to 1</u>
<u>Three-of-a-kind</u>	<u>7 to 1</u>	<u>5 to 1</u>

(g) The certificate holder shall pay out winning Bad Beat Bonus 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:

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

[(f)] (h) Notwithstanding the payout odds in subsections [(a)-(c)] (a) and (b), a certificate holder may, in its Rules

Submission under § 601a.2, establish a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least \$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 Ultimate Texas Hold 'Em Poker Wagers [placed] under [§ 653a.7(d)(1) and (2) (relating to wagers)] subsections (a) and (b) but does not apply to payouts for Trips, Progressive Payout, Five Card Hand Bonus, Six Card Bonus or Bad Beat Bonus Wagers, Wagers [placed] under [§ 653a.7(d)(3) or the Five Card Hand Bonus Wager under § 653a.7(d)(4)] subsections (c)-(g).

CHAPTER 655a. MISSISSIPPI STUD

§ 655a.2. Mississippi Stud table physical characteristics.

(a) Mississippi Stud shall be played on 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 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 contain, at a minimum:

* * * * *

(7) If the certificate holder offers the Six Card Bonus Wager authorized under § 655a.7(d)(6), the layout shall contain:

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

(ii) A designated area on the layout for the four Six Card Bonus cards.

(8) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers and the rules governing the required amount of the 3rd Street, 4th Street or 5th Street Wager as a multiple of the player's Ante Wager. If the information is not inscribed on the layout, a sign that sets forth the required information must be posted at each Mississippi Stud table.

* * * * *

§ 655a.6. Mississippi Stud hand rankings.

* * * * *

(d) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 655a.7. Wagers.

* * * * *

(c) All Ante, Progressive Payout, Three Card Bonus, [and] Five Card Hand Bonus and Six Card Bonus Wagers shall be placed prior to the dealer announcing ``no more bets'' in accordance with the dealing procedure in § 655a.8, § 655a.9 or § 655a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 655a.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 announces
``no more bets`` and begins dealing the cards.

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

* * * * *

(6) 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 655a.6(d). A Six Card Bonus Wager shall have no bearing on any other wagers made by the player.

(e) [A player may not wager on more than one player position at a Mississippi Stud Poker table] The 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.

§ 655a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(d) 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 placement of the Six Card Bonus cards. The

dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 655a.9. Procedure for dealing the cards from the hand.

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(b) 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 placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 655a.10. Procedures for dealing the cards from an automated dealing shoe.

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(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, following**]. If any player placed a Six Card Bonus Wager, the dealer shall, in accordance with the procedures in § 655a.9(a)(2) (relating to procedure for dealing the cards from the hand), deal face down from his hand the top four cards of the stack to the area of the layout designated for the placement

of the Six Card Bonus cards then 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.

* * * * *

§ 655a.11. Procedures for completion of each round of play.

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(b) After each player has examined his cards and replaced them face down on the layout, 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 place a 3rd Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager or fold. If a player folds, the Ante Wager shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout, Three Card Bonus, ~~or~~ Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all optional wagers are resolved in accordance with subsection (i).

(c) Once all players have either placed a 3rd Street Wager or folded, the dealer shall turn over and reveal the first community card.

(d) Each player shall then either place a 4th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designed 4th Street betting area or fold. If a player folds, the Ante Wager and 3rd Street Wager shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout, Three Card Bonus, [or] Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all wagers are resolved in accordance with subsection (i).

(e) Once all remaining players have either placed a 4th Street Wager or folded, the dealer shall turn over and reveal the second community card.

(f) Each player shall then either place a 5th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designed 5th Street betting area or fold. If a player folds, the Ante Wager and the 3rd Street and 4th Street Wagers shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout, Three Card Bonus, [or] Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all optional wagers are resolved in accordance with subsection (i).

(g) Once all remaining players have either placed a 5th Street Wager or folded, the dealer shall turn over and reveal the third community card.

(h) [If a player has placed an Ante Wager and a Progressive Payout Five Card Hand Bonus Wager but does not make a 3rd Street, 4th Street or 5th Street Wager, the player shall forfeit the Ante Wager, the Progressive Payout Wager and, if applicable, the 3rd Street and 4th Street Wagers but may not forfeit the eligibility to receive an Envy Bonus under § 655a.12(c)(5) (relating to payout odds; Envy Bonus; rate of progression), a Three Card Bonus payout under § 655a.12(d) or a Five Card Hand Bonus payout under § 655a.12(e)]. Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn the player's two cards face up on the layout and combine them with the three community cards to form the highest ranking five-card Poker hand of that player. If the player's hand:

(1) Is a pair of 5s or lower, the dealer shall collected the player's losing Ante, 3rd Street, 4th Street and 5th Street Wagers.

(2) Is a pair of 6s, 7s, 8s, 9s or 10s, the player's hand is a push and all Ante, 3rd Street, 4th Street and 5th Street Wagers shall be returned to the player.

(3) Is a pair of jacks or higher, the dealer shall pay the winning Ante, 3rd Street, 4th Street and 5th Street Wagers in accordance with the payout odds in § 655a.12(a).

(i) [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 wagers shall be settled as follows:

(1) All losing wagers shall immediately be collected by the dealer and placed in the table inventory container and the player's cards shall be collected and placed in the discard rack.

(2) If the player's five-card Poker hand is a pair of 6s, 7s, 8s, 9s or 10s, the player's hand is a push. The dealer may not collect or pay the wagers, but shall immediately collect the cards of that player.

(3) All winning Mississippi Stud wagers in accordance with the payout odds in § 655a.12(a).

(4)] After settling the player's [Mississippi Stud Wager] Ante, 3rd Street, 4th Street and 5th Street Wagers, the dealer shall settle the Progressive Payout, Three Card Bonus,

[or] Five Card Hand Bonus and Six Card Bonus Wager, if offered by the certificate holder, as follows:

[(i)] (1) If a player has [won the progressive payout] placed a Progressive Payout Wager and the player's two cards and the three community cards form a three-of-a-kind or better, as defined in § 655a.6(b), the dealer shall:

[(A)] (i) Verify that the hand is a winning hand.

[(B)] (ii) Verify that the appropriate light on the progressive table game system has been illuminated.

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

[(D)] (iii) Pay the winning Progressive Payout Wager in accordance with § 655a.12(c)(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 shall remain on the table until the necessary documentation has been completed.

[(E)] (iv) Pay any Envy Bonus won in accordance with § 655a.12(c)(5). Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Mississippi Stud 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.

[(ii)] (2) If a player placed a Three Card Bonus Wager and the three community cards:

(i) Form a three-card Poker hand of a pair or better as defined in § 655a.6(c), the dealer shall pay the winning Three Card Bonus Wager in accordance with § 655a.12(d).

(ii) Does not form a three-card Poker hand of a pair or better as defined in § 655a.6(c), the dealer shall collect the player's losing Three Card Bonus Wager.

[(iii)] (3) If a player placed a Five Card Hand Bonus Wager, the dealer shall settle any Magic Card or Lucky Bonus payouts and any winning Five Card Hand Bonus wagers as follows:

[(A)] (i) Verify that the hand is a winning hand.

[(B)] (ii) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

[(C)] (iii) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 655a.12(e). If a player

has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(4) For the Six Card Bonus Wager, the dealer shall reveal the four additional Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand as provided in 655a.6(d). If the player's hand:

(i) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with 655a.12(f).

(ii) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(j) After all wagers have been settled, the dealer shall remove all 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.

§ 655a.12. Payout odds; Envy Bonus; rate of progression.

(a) A certificate holder shall pay each winning [Mississippi Stud wager] Ante, 3rd Street, 4th Street and 5th Street Wagers in accordance with the following odds:

* * * * *

(c) If a certificate holder offers the Progressive Payout Wager:

(1) The certificate holder shall pay each winning Progressive Payout Wager [in accordance with the following odds] 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>	<i>Paytable A</i>	<u><i>Paytable B</i></u>	<u><i>Paytable C</i></u>	<u><i>Paytable D</i></u>
Royal flush	100% of meter	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>
Straight flush	10% of meter	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>
Four-of-a-kind	300 for 1	<u>300 for 1</u>	<u>100% Minor Jackpot</u>	<u>100% Minor Jackpot</u>
Full house	50 for 1	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
Flush	40 for 1	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>
Straight	30 for 1	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
Three-of-a-kind	9 for 1	<u>9 for 1</u>	<u>10 for 1</u>	<u>9 for 1</u>

(2) A player shall receive the payout for only the highest ranking hand formed from the player's two cards and the three community cards.

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payouts in paragraph (1) [must be in the certificate holder's Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions). The initial and reset amount must also be in the certificate holder's Rules Submission and may not be less than \$10,000] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>		
<u>Seed/Reseed:</u>	<u>\$10,000 for 1</u>		
<u>Incrementation Rate:</u>			
<u>Primary</u>	<u>21%</u>		
<u>Reserve</u>	<u>N/A</u>		
	<u>Paytable B</u>		<u>Paytable C</u>
<u>Seed/Reseed:</u>			<u>Paytable D</u>
<u>Mega</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>
<u>Major</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>
<u>Minor</u>	<u>N/A</u>	<u>\$250 for 1</u>	<u>\$250 for 1</u>
<u>Incrementation Rate:</u>			
<u>Mega</u>	<u>11%</u>	<u>9%</u>	<u>10%</u>
<u>Major</u>	<u>10%</u>	<u>7%</u>	<u>8%</u>
<u>Minor</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

* * * * *

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts 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 may not be less than \$10,000.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

<u>Seed:</u>	<u>\$10,000 for 1</u>
<u>Reseed:</u>	<u>\$0</u>
<u>Incrementation Rate:</u>	
<u>Primary</u>	<u>13%</u>
<u>Reserve</u>	<u>8%</u>

(f) A certificate holder shall pay out winning Six Card Bonus 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:

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

<u>Three-of-a-kind</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>8 to 1</u>
<u>Hand</u>		<u>Paytable D</u>	<u>Paytable E</u>
<u>Six-card royal flush—diamonds</u>			<u>200,000 to 1</u>
<u>Six-card royal flush—hearts, spades or clubs</u>			<u>20,000 to 1</u>
<u>Royal flush</u>		<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>		<u>200 to 1</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>		<u>100 to 1</u>	<u>50 to 1</u>
<u>Full house</u>		<u>20 to 1</u>	<u>20 to 1</u>
<u>Flush</u>		<u>15 to 1</u>	<u>15 to 1</u>
<u>Straight</u>		<u>10 to 1</u>	<u>10 to 1</u>
<u>Three-of-a-kind</u>		<u>7 to 1</u>	<u>5 to 1</u>

§ 655a.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 any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d) If any of the community cards are inadvertently exposed prior to each player having either folded or placed a 3rd Street, 4th Street or 5th Street Wager as provided in § 655a.11 (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.

(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 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 shall 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 657a. CRAZY 4 POKER

§ 657a.2. Crazy 4 Poker table physical characteristics.

* * * * *

(b) 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 contain, at a minimum:

* * * * *

(4) If a certificate holder offers the Five Card Hand Bonus Wager authorized under § 657a.7(d)(5), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(5) If the certificate holder offers the Six Card Bonus Wager authorized under § 657a.7(d)(6), the layout shall contain:

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

(ii) A designated area on the layout for the Six Card Bonus card.

(6) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If payout odds or amounts are not inscribed

on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Crazy 4 Poker table.

[(6)] (7) Inscriptions that advise patrons of the following:

(i) The best four-card hand plays.

(ii) The dealer qualifies with a king or better.

(iii) A player who has a pair of aces or better may place a Play Wager in an amount up to three times the player's Ante Wager.

(iv) The player's Super Bonus Wager shall be returned if the player beats or ties the dealer with a hand that is not a straight or better.

[(7)] (8) If the information in paragraph [(6)] (7) is not on the layout, a sign which sets forth the required information must be posted at each Crazy 4 Poker table.

* * * * *

§ 657a.6. Crazy 4 Poker rankings.

* * * * *

(e) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 657a.7. Wagers.

* * * * *

(d) The following wagers may be placed in the game of Crazy 4 Poker:

* * * * *

(6) 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 657a.6(e). A Six Card Bonus Wager shall have no bearing on any other wagers made by the player.

(e) [A player may not wager on more than one player position at a Crazy 4 Poker table] The 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.

§ 657a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(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 placement of the Six Card Bonus card. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required wagers in accordance with § 657a.7(d)(1) (relating to wagers) and to the dealer until each player and the dealer have five cards.

* * * * *

§ 657a.9. Procedure for dealing the cards from the hand.

* * * * *

(b) The dealer shall deal each card by holding 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 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 placement of the Six Card Bonus card.**

The dealer shall **then**, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required wagers in accordance with § 657a.7(d)(1) (relating to wagers) and to the dealer until each player and the dealer have five cards.

* * * * *

§ 657a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with § 657a.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 a wager in accordance with § 657a.7(d)(1). 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 a Six Card 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 placement of the Six Card
Bonus card then place the remaining cards of the stack in the
discard rack without exposing the cards.

* * * * *

§ 657a.11. Procedures for completion of each round of play.

* * * * *

(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 Ante and Super Bonus Wagers if he wishes to forfeit the Ante and Super Bonus Wagers and end his participation in the round of play or make a Play Wager in an amount equal to the player's Ante Wager. A player who has a pair of aces or better may place a Play Wager in an amount up to three times the player's Ante Wager. If a player:

(1) Has placed Ante, Super Bonus and Queens Up Wagers but does not make a Play Wager, the player shall forfeit all three wagers.

(2) Has placed Ante, Super Bonus and Four or Five-Card Progressive Payout Wagers but does not make a Play Wager, the player shall forfeit all three wagers but may not forfeit the

eligibility to receive an Envy Bonus under § 657a.12(d)(5) or (e)(5) (relating to payout odds; Envy Bonus; rate of progression).

(3) Has placed Ante, Super Bonus and a Six Card Bonus Wagers but does not make a Play Wager, the player shall forfeit the Ante and Super Bonus Wager but does not forfeit the Six Card Bonus Wager and the player's cards shall remain on the layout until the optional wager is settled in accordance with subsection (g).

* * * * *

(g) 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 657a.6(e). If the player's hand:

(1) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(2) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with 657a.12(g).

(h) After all wagers have been settled, the dealer shall remove all 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.

§ 657a.12. Payout odds; Envy Bonus; rate of progression.

* * * * *

(c) [A player placing a Queens Up Wager shall be paid] The certificate holder shall pay out winning Queens Up 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 (relating to table games Rules Submissions):

* * * * *

(d) If a certificate holder offers the Four-Card Progressive Payout Wager:

(1) [A player placing a Four-Card Progressive Payout Wager shall be paid] The certificate holder shall pay out winning Four-Card Progressive Payout 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:

* * * * *

(3) The rate of progression (incrementation rate) and the seed and reseed amounts 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 \$5,000 for payable A and \$1,000 for payable B.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>	<u>Paytable B</u>
<u>Seed/Reseed:</u>	<u>\$5,000 for 1</u>	<u>\$1,000 for 1</u>
<u>Incrementation Rate:</u>		
<u>Primary</u>	<u>29%</u>	<u>25%</u>
<u>Reserve</u>	<u>N/A</u>	<u>5%</u>

* * * * *

(e) If a certificate holder offers the Five-Card Progressive Payout Wager:

(1) [A player placing a Five-Card Progressive Payout Wager shall be paid at the following odds] The certificate holder shall pay out winning Five-Card Progressive Payout 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>	<i>Paytable A</i>	<u><i>Paytable B</i></u>	<u><i>Paytable C</i></u>	<u><i>Paytable D</i></u>
Royal flush	100% of meter	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>	<u>100% Mega Jackpot</u>
Straight flush	10% of meter	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>	<u>100% Major Jackpot</u>
Four-of-a-kind	300 for 1	<u>300 for 1</u>	<u>100% Minor Jackpot</u>	<u>100% Minor Jackpot</u>
Full house	50 for 1	<u>50 for 1</u>	<u>50 for 1</u>	<u>50 for 1</u>
Flush	40 for 1	<u>40 for 1</u>	<u>40 for 1</u>	<u>40 for 1</u>

Straight	30 for 1	<u>30 for 1</u>	<u>30 for 1</u>	<u>30 for 1</u>
Three-of-a-kind	9 for 1	<u>9 for 1</u>	<u>10 for 1</u>	<u>9 for 1</u>

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

(3) The rate of progression (incrementation rate) and the seed and reseed amounts 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.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

	<u>Paytable A</u>		
<u>Seed/Reseed:</u>	<u>\$10,000 for 1</u>		
<u>Incrementation Rate:</u>			
<u>Primary</u>	<u>21%</u>		
<u>Reserve</u>	<u>N/A</u>		
	<u>Paytable B</u>	<u>Paytable C</u>	<u>Paytable D</u>
<u>Seed/Reseed:</u>			
<u>Mega</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>	<u>\$10,000 for 1</u>
<u>Major</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>	<u>\$1,000 for 1</u>
<u>Minor</u>	<u>N/A</u>	<u>\$250 for 1</u>	<u>\$250 for 1</u>
<u>Incrementation Rate:</u>			
<u>Mega</u>	<u>11%</u>	<u>9%</u>	<u>10%</u>
<u>Major</u>	<u>10%</u>	<u>7%</u>	<u>8%</u>
<u>Minor</u>	<u>N/A</u>	<u>3%</u>	<u>3%</u>

* * * * *

(f) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts 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 may not be less than \$10,000.] shall be based upon the amount of the Progressive Payout Wager being offered and shall be as follows:

<u>Seed:</u>	<u>\$10,000 for 1</u>
<u>Reseed:</u>	<u>\$0</u>
<u>Incrementation Rate:</u>	
<u>Primary</u>	<u>13%</u>
<u>Reserve</u>	<u>8%</u>

(g) A certificate holder shall pay out winning Six Card Bonus 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:

<u>Hand</u>	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
<u>Royal flush</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>	<u>200 to 1</u>	<u>200 to 1</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>	<u>50 to 1</u>	<u>50 to 1</u>	<u>100 to 1</u>

<u>Full house</u>	<u>25 to 1</u>	<u>25 to 1</u>	<u>20 to 1</u>
<u>Flush</u>	<u>20 to 1</u>	<u>15 to 1</u>	<u>15 to 1</u>
<u>Straight</u>	<u>10 to 1</u>	<u>10 to 1</u>	<u>9 to 1</u>
<u>Three-of-a-kind</u>	<u>5 to 1</u>	<u>5 to 1</u>	<u>8 to 1</u>
<u>Hand</u>		<u>Paytable D</u>	<u>Paytable E</u>
<u>Six-card royal flush-diamonds</u>			<u>200,000 to 1</u>
<u>Six-card royal flush-hearts, spades or clubs</u>			<u>20,000 to 1</u>
<u>Royal flush</u>		<u>1,000 to 1</u>	<u>1,000 to 1</u>
<u>Straight flush</u>		<u>200 to 1</u>	<u>200 to 1</u>
<u>Four-of-a-kind</u>		<u>100 to 1</u>	<u>50 to 1</u>
<u>Full house</u>		<u>20 to 1</u>	<u>20 to 1</u>
<u>Flush</u>		<u>15 to 1</u>	<u>15 to 1</u>
<u>Straight</u>		<u>10 to 1</u>	<u>10 to 1</u>
<u>Three-of-a-kind</u>		<u>7 to 1</u>	<u>5 to 1</u>

CHAPTER 677a. WORLD POKER TOUR HEADS-UP HOLD 'EM

§ 677a.7. Wagers.

* * * * *

(e) [A player may not wager on more than one player position at a World Poker Tour Heads-Up Hold 'Em table] The 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.

§ 677a.12. Payout odds; payout limitation.

* * * * *

(f) Notwithstanding the payout odds in subsections [(a)-(e)] (a) 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 and Odds Wagers placed under subsections (a) and (b) but does not apply to payouts for Bad Beat Bonus, Pocket Bonus or Trips Plus Wagers placed under subsections (c) - (e).

CHAPTER 679a. THREE CARD PRIME

§ 679a.8. Procedures for dealing the cards from a manual dealing shoe.

* * * * *

(h) 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 subsection (c). 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.

§ 679a.9. Procedures for dealing the cards from the hand.

* * * * *

(g) 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 subsection (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.

§ 679a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(h) 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 subsection (c). 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.

§ 679a.11. Procedures for completion of each round of play.

* * * * *

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

* * * * *

(2) For the Pair Bonus Wager, if the player's hand:

(i) Does not contain a pair or better, the dealer shall collect the losing Pair Bonus Wager.

(ii) Contains a pair or better, the dealer shall reveal the fourth card dealt to the player or if the certificate holder is utilizing a Pair Bonus community card as provided in §

679a.8(h), § 679a.9(g) or § 679a.10(h) (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), the dealer shall reveal the Pair Bonus community card. If the fourth card dealt to the player or the Pair Bonus community card is:

(A) **[Is not] Not** a 2, the dealer shall pay the winning Pair Bonus Wager in accordance with § 679a.12(e).

(B) **[Is a] A** 2, the dealer shall pay the winning Pair Bonus Wager in accordance with § 679a.12(f).

* * * * *

§ 679a.12. Payout odds; Bad Beat Bonus.

* * * * *

(h) Notwithstanding the payout odds in subsections **[(a)–(g)] (a) 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. **[However, if a 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.] Any maximum payout limit established by the certificate holder shall apply only to**

payouts of Ante and Play Wagers under subsections (a) and (b)
but does not apply to payouts for Bad Beat Bonus, Prime, Pair
Bonus or All Six Bonus Wagers in subsections (c)-(g).

*(Note: The following is a new chapter and is printed in regular
type to enhance readability).*

CHAPTER 684a. FOUR CARD FRENZY

Sec.

684a.1. Definitions.

684a.2. Four Card Frenzy table physical characteristics.

684a.3. Cards; number of decks.

684a.4. Opening of the table for gaming.

684a.5. Shuffle and cut of the cards.

684a.6. Four Card Frenzy rankings.

684a.7. Wagers.

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

684a.9. Procedures for dealing the cards from the hand.

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

684a.11. Procedures for completion of each round of play.

684a.12. Payout odds; payout limitation.

684a.13. Irregularities.

§ 684a.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.

§ 684a.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 § 684a.7(d)(2) (relating to wagers), the Four Card Bonus Wager authorized under § 684a.7(d)(3) or the All-Six Bonus Wager authorized under § 684a.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 §

684a.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.

§ 684a.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.

§ 684a.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 § 684a.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 preshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)-(d) do not apply.

§ 684a.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 § 684a.8, § 684a.9 or § 684a.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 § 684a.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.

§ 684a.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 § 684a.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 § 684a.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.

§ 684a.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 § 684a.8, § 684a.9 or § 684a.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 § 684a.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 § 684a.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 § 684a.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 § 684a.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.

§ 684a.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 § 684a.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 § 684a.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.

§ 684a.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 § 684a.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 § 684a.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.

§ 684a.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 § 684a.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 § 684a.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 and place the remaining cards of the stack in the discard rack without exposing the cards.

(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.

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

(a) After the dealing procedures required under § 684a.8, § 684a.9 or § 684a.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 § 684a.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 § 684a.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 § 684a.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 § 684a.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 § 684a.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 § 684a.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 § 684a.12(c).

(ii) If a player's highest ranking four card hand is two pair or lower, as provided in § 684a.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 § 684a.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 § 684a.6(d), the dealer shall collect the losing Four Card Bonus Wager.

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

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

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

§ 684a.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
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 in subsections (a) - (c), 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 subsections (a) - (c) but does not apply to payouts for Prime. Four Card Bonus or All-Six Bonus Wagers under subsections (d) - (f).

§ 684a.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 § 684a.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 § 684a.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.