

FINAL-FORM RULEMAKING

PENNSYLVANIA GAMING CONTROL BOARD

58 PA.CODE CHS. 461a, 465a, 603a, 609a, 623a, 627a, 629a, 631a, 633a, 635a, 637a, 649a, 659a, 661a, 663a and 665a.

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. §§ 1207(3), (9) and §§ 13A02(1), (2) and (4) proposes to amend chapters 461a, 465a, 603a, 609a, 623a, 627a, 629a, 631a, 633a, 635a, 637a and 649a and add chapters 659a, 661a, 663a and 665a to read as set forth in Annex A.

Purpose of the Rulemaking

This rulemaking will transition the requirements for match play coupons and the game rules for Asia Poker, Three Dice Football and Five Card Hi-Lo from temporary into final form regulations. Additionally, this regulation package contains a new game, Double Attack Blackjack, and optional side wagers.

Explanation of Revisions

In § 461a.9, the title of the section was changed to specify that the section refers to coupons utilized in slot machine gaming. The coupons used in table games, match play coupons, are described in § 603a.20 and 603a.21. The retention period for match play coupons was added in § 465a.6 and are consistent with the retention periods for coupons used in slot machine gaming.

In § 465a.9(c)(2) and § 465a.35, the camera coverage requirements and the personnel assigned to Three Dice Football were added. The requirements are consistent with those established in the temporary regulation. Additionally, the inspection requirements for the dice utilized in Three Dice Football were added in § 603a.13(f)(1) and (2).

In section 603a.1 (relating to definitions), the definition of a match play coupon was added. In § 603a.10, a match play coupon was added as a permissible wager. The requirements for the design, internal controls and distribution of promotional match play coupons were added in a new section 603a.20 (relating to match play coupons; physical characteristics and issuance). Match play coupons are to be controlled by the finance department and distributed to patrons by the marketing

department. Certificate holders are required to file with the Bureau of Casino Compliance a quarterly report listing the total value of all match play coupons redeemed by patrons.

Section 603a.21 (relating to match play coupon use) specifies that a promotional match play coupon must be used with an equal value of gaming chips. The value of the match play coupon is added to the gaming chips wagered by the patron. If the wager wins, it is paid in accordance with the terms and conditions of the match play coupon. Irrespective of whether the match play coupon wins or loses, it is deposited into the table game drop box at the conclusion of each round of play.

In § 603a.13 (relating to dice; receipt, storage, inspection and removal from use), a new subsection, (f)(3), was added as an alternative dice inspection and distribution procedure. This alternative was previously available when the equipment chapter was a temporary regulation but was inadvertently not transitioned when the regulations were promulgated as final. One operator requested to continue utilizing the procedures contained in this subsection.

In § 609a.13(c)(3), the provision was amended allowing the finance department to issue the manual Counter Check book to the table games department provided that adequate internal controls are submitted to Board staff for approval.

A series of new side wagers, Bonus Craps, were added to the game of Craps. The layout requirements are contained in § 623a.2(d)(5) and a description of the side wagers was added to § 623a.3(a)(43) with the payout odds in 623a.5(h). The additional procedures regarding Bonus Craps were added to a new section, 623a.12 (relating to additional procedures and rules for Bonus Craps).

In the three Baccarat style games, (627a, 629a and 631a) a new side wager, the House Money Wager was added. Contained in the revisions to the games are the layout requirements, the description of the wager, dealing procedure and the payout odds.

In the game of Blackjack, two additional side wagers were added, the Straight Jack Progressive Wager and the House Money Wager. The layout requirements were added in § 633a.2(b), a description of the wagers was added in § 633a.6(e), the dealing procedures were added to § 633a.7(g) and (o), and the payout odds were added in § 633a.13(m) and (n).

In Spanish 21, the provision on when a patron may double down was expanded allowing patrons to double down on two or more cards dealt instead of only the first two cards dealt to the patron. Additionally, in § 635a.8 (relating to insurance wager), subsection (e) was deleted as unnecessary. If a player has Blackjack, the player shall win even if the dealer also has a Blackjack.

A new variation and several new games were added to the chapter on Poker (637a). Operators may now offer the Super Seven-Card Stud High Low Split Eight or Better, Five-Card Omaha, Triple Draw 2-7, Triple Draw A-5, Triple Draw Baducey, Triple Draw Badacey and Badugi. The new variation of seven card stud was added in § 637a.10 (relating to Seven-card Stud Poker; procedures for dealing the cards; completion of each round of play) and the new games were added in § 637a.19 - § 637a.21.

In Three Card Poker, a new hand ranking, a mini-royal flush, was added in § 649a.6(e)(relating to Three Card Poker) and the corresponding payout was added in § 649a.12(g). This payout was, at one time, available when the regulation was a temporary but was not transitioned when the regulations were promulgated as final.

Three games that are currently available in temporary form are contained in this proposed rulemaking including Asia Poker, Three Dice Football and Five Card Hi-Lo (659a, 661a and 663a respectively). Contained in these chapters are the table layout requirements, dealing procedures, permissible wagers and payout odds for all permissible wagers.

Lastly, a new game was added in this rulemaking: Double Attack Blackjack (665a). This is a variation on Blackjack in which a player may place an additional wager after seeing the dealer's up card and may surrender even after taking additional cards. Contained in this rulemaking are the table layout requirements, the dealing procedures, permissible wagers and payout odds.

Comment and Response Summary

Notice of the proposed rulemaking was published at 43 Pa.B. 834 (February 9, 2013). The Board did not receive comments from the public or regulated community. On April 10, 2013, the Board received comments from Independent Regulatory Review Commission on the rulemaking.

627a, 629a and 631a (Minibaccarat, Midibaccarat and Baccarat)

IRRC requested that the Board clarify when a House Money Wager would win and when it would lose. The Board did not add additional language relating to when a House Money Wager would win but has amended the language relating to losing wagers. A House Money Wager in Baccarat style games will lose if in the first two cards dealt to the player's hand or banker's hand, neither hand contains a pair. This revision was made in § 627a.7(a)(7)(ii), 629a.7(a)(7)(ii) and 631a.8(a)(7)(ii)(relating to wagers).

659a (Asia Poker)

IRRC requested that the Board clarify the provisions in 629a.6(b)(2)-(6) regarding when a Joker may be used. The rules relating to the use of the Joker are contained in subsection (a). For consistency between all paragraphs in subsection (b), the reference to the Joker was removed from (b)(1).

The same rules relating to the use of the Joker are also applicable to subsection (d) with the exception of (d)(4) and (d)(5) which either specifically include or exclude the use of a Joker.

In § 659a.10 (procedures for dealing the cards from an automated dealing shoe), IRRC commented that the provisions in (a)(2) are redundant with the requirements in subsection (a)(1). The Board agrees and has amended the language accordingly.

663a (Five Card Hi-Lo)

In § 663a.6(a) (Five Card Hi-Lo rankings), the Board has added corrective language relating to the point value of non-face cards.

In 663a.11 (relating to procedures for the completion of each round of play), IRRC commented that the regulation in subsection (j) was unclear as to when a player's Tie Wager would win or lose. IRRC requested that the Board clarify the language. The language in subsection (j)(1)(i) was amended to reflect that if neither the high hand nor the low hand of the player is identical in point value to the high and low hands of the dealer, the Tie Wager will be collected as a losing wager.

Affected Parties

Slot machine licensees will be impacted by this rulemaking as operators will have a greater number of table games and side wagers to offer at their facilities.

Fiscal Impact

Commonwealth. The Board does not expect that the provisions contained in this rulemaking will have any fiscal impact on the Board or any other Commonwealth agency. Internal control procedures submitted by certificate holders related to table games rules submissions and match play coupons will be reviewed by existing Board staff.

Promotional match play coupons, which are contained in this rulemaking, have been utilized by the licensed facilities to increase the amount of table game play and the overall revenue to the facilities and the tax collected for the Commonwealth. Match play coupons are neither included in nor deducted from gross table game revenue.

Political Subdivisions. This proposed rulemaking will have no fiscal impact on political subdivisions of the Commonwealth. Host municipalities and counties will benefit from the local share funding that is mandated by Act 1.

Private Sector. Slot machine licensees that decide to offer the new games, variations or side wagers will be required to comply with the requirements contained in this rulemaking and will be required to submit updated rules submission forms and internal controls to reflect any additions. Any costs incurred to purchase equipment and train employees should be offset by the proceeds of gaming.

General Public. This proposed rulemaking will have no 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 update its gaming guide and submit an updated rules submission reflecting the changes. These forms are available and submitted to the PGCB electronically. If a certificate holder elects to offer match play coupons to patrons, the certificate holder will have to submit updated internal controls for approval and will

have to submit a quarterly report listing the total value of all match play given to patrons.

Effective Date

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

Regulatory Review

Under section 5(a) of the Regulatory Review Act (71 P.S. §745.5(a)), on **INSERT DATE**, 2013, the Board submitted a copy of the rulemaking, published at **43 Pa.B. XXXX (, 2013)** and a copy of the Regulatory Analysis Form to the Independent Regulatory Review Commission (IRRC) and to the House Gaming Oversight Committee and the Senate Community, Economic and Recreational Development Committee (Committees).

Under section 5(c) of the Regulatory Review Act, IRRC and the Committees were provided with copies of comments received during the public comment period, as well as other documents when requested. With regard to this rulemaking, no comments were received from IRRC or the Committees.

Under section 5.1(j.2) of the Regulatory Review Act, the final-form rulemaking was deemed approved by the Committees on **INSERT DATE**. IRRC met on **INSERT DATE** and approved the regulations in accordance with section 5.1(e) of the Regulatory Review Act.

Findings

The Board finds that:

(1) Public notice of intention to adopt these amendments was given under sections 201 and 202 of the act of July 31, 1968 (P.L. 769, No. 240)(45 P.S. §§ 1201 and 1202) and the regulations thereunder, 1 Pa.Code §§ 7.1 and 7.2.

(2) The final-form rulemaking is necessary and appropriate for the administration and enforcement of 4 Pa.C.S. Part II (relating to gaming).

Order

The Board, acting under 4 Pa.C.S. Part II, orders that:

(a) The regulations of the Board, 58 Pa.Code Chapters 461a, 465a, 603a, 609a, 623a, 627a, 629a, 631a, 633a, 635a, 637a, 649a, 659a, 661a, 663a and 665a to read as set forth in Annex A.

(b) The Chairman of the Board shall certify this order, 43 Pa.B. and Annex A and deposit them with the Legislative Reference Bureau as required by law.

(c) This order shall take effect upon publication in the *Pennsylvania Bulletin*.

William H. Ryan, Jr.
Chairman

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart E. SLOT MACHINES AND ASSOCIATED EQUIPMENT

CHAPTER 461a. SLOT MACHINE AND TABLE GAME DEVICE TESTING AND
CONTROL

§ 461a.9. Coupons utilized in slot machine gaming.

* * * * *

CHAPTER 465a. ACCOUNTING AND INTERNAL CONTROLS

§ 465a.6. Retention, storage and destruction of books, records
and documents.

* * * * *

(c) Original books, records and documents shall be retained
by a slot machine licensee for a minimum of 5 years with the
following exceptions:

(1) Documentation with regard to gaming vouchers
reported to the Board as possibly counterfeit, altered or
tampered with should be retained for a minimum of 2 years.

(2) Coupons entitling patrons to cash, match play at a
table game or slot machine credits, whether unused, voided or
redeemed shall be retained for a minimum of 6 months.

* * * * *

§ 465a.9. Surveillance system; surveillance department control;
surveillance department restrictions.

* * * * *

(c) The surveillance system required in this section must include:

* * * * *

(2) The following number of cameras dedicated to table games that are not fully automated electronic gaming tables:

(i) At least one stationary camera for each table game offered by the licensed facility except Craps, Baccarat, Roulette and Big Six Wheel.

(ii) At least two stationary cameras for each Craps and Three Dice Football table, with one camera covering each end of the table.

* * * * *

§ 465a.35. Personnel assigned to the operation and conduct of table games.

* * * * *

(b) Certificate holders shall maintain the following minimum levels of staffing when table games are being operated:

(1) One dealer for any table game other than Craps or Baccarat.

(2) Two dealers for each Baccarat table.

(3) Three dealers for each Craps and Three Dice Football table, one of whom shall act as the stickperson.

(4) One boxperson for each Craps table.

(c) Certificate holders shall provide a sufficient number of floorpersons to supervise the operation of table games in accordance with the standards in this subsection. A floorperson may not supervise more than the number of tables specified in one of the following paragraphs:

(1) Four tables comprised of any combination of banking table games excluding:

(i) Baccarat.

(ii) Midibaccarat.

(iii) Craps.

(iv) Mini-Craps.

(v) Pai Gow.

(vi) Three Dice Football.

(2) One Baccarat table.

* * * * *

(12) Ten Poker tables, if the floorperson assigned to Poker does not have responsibilities for seating players.

(13) Two Three Dice Football tables or one Three Dice Football table and one table of any other banking table game excluding Baccarat, Midibaccarat, Craps, Mini-Craps and Pai Gow.

(d) If the gaming tables being supervised by a floorperson are electronic gaming tables, other than fully automated

electronic gaming tables, the maximum number of gaming tables that the floorperson may supervise may be increased by 50%. For example, under subsection (c)(1) the floorperson would be allowed to supervise six banking gaming tables instead of four.

* * * * *

Subpart K. TABLE GAMES

CHAPTER 525. [TABLE GAME INTERNAL CONTROLS] (Reserved)

(Editor's Note: As part of this proposed rulemaking, the Board is proposing to rescind Chapter 525 and §§ 525.21 and 525.22, which appear in 58 Pa.Code pages 525-6-525-11, serial pages (362184)-(362189).)

Sec.

525.21. (Reserved).

525.22. (Reserved).

CHAPTER 575. [ASIA POKER] (Reserved)

(Editor's Note: As part of this proposed rulemaking, the Board is proposing to rescind Chapter 575 which appears in 58 Pa.Code pages 575-1-575-15, serial pages (358829)-(358842) and (363063).)

Sec.

575.1-575.13. (Reserved).

CHAPTER 577. [THREE DICE FOOTBALL] (Reserved)

(*Editor's Note:* As part of this proposed rulemaking, the Board is proposing to rescind Chapter 577 which appears in 58 Pa.Code pages 577-1-577-8 serial pages (363065)-(363070), (363735) and (363736).)

Sec.

577.1-577.9. (Reserved).

CHAPTER 579. [FIVE CARD HI-LO] (Reserved)

(*Editor's Note:* As part of this proposed rulemaking, the Board is proposing to rescind Chapter 579 which appears in 58 Pa.Code pages 579-1-579-13 serial pages (363737)-(363749).)

Sec.

579.1-579.13. (Reserved).

CHAPTER 603a. TABLE GAME EQUIPMENT

§ 603a.1. Definitions.

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

* * * * *

Impressment—An inventory conducted on each impress.

Match Play Coupon—A noncash equivalent with a stated value imprinted thereon that when presented at a gaming table with gaming chips equal to or greater than the value of the coupon shall be included in the amount of the patron's wager.

Primary color—The predominant color used on a gaming chip.

* * * * *

§ 603a.10. Permissible wagering; exchange and redemption of gaming chips and plaques.

(a) Wagering at table games in a licensed facility shall be conducted with gaming chips, plaques, electronic wagering credits or gaming vouchers, provided that noncashable promotional or free-play credits on a gaming voucher may be used only for the purpose of slot machine gaming, Match Play Coupons and other wagering instruments approved by the Board.

* * * * *

§ 603a.13. Dice; receipt, storage, inspection and removal from use.

* * * * *

(f) Dice shall be inspected and distributed to the gaming tables in accordance with one of the following applicable alternatives:

(1) Alternative No. 1.

(i) The assistant table games shift manager or above and the security department employee who removed the dice from the approved storage area shall distribute sufficient dice directly to the pit manager or above in each pit, or place them in a locked compartment in the pit stand, the keys to which shall be in the possession of the pit manager or above.

(ii) Immediately upon opening a table for gaming, the pit manager or above shall distribute a set of dice to the table. At the time of receipt, a boxperson at each Craps table and the floorperson at each Pai Gow, Pai Gow Poker, Sic Bo, **Three Dice Football** or Mini-Craps table, to ensure that the dice are in a condition to assure fair play and otherwise conform to the requirements of this chapter, shall, in the presence of the dealer, inspect the dice given to him with a micrometer or any other instrument approved by the Board's Executive Director which performs the same function, a balancing caliper, a steel set square and a magnet. These instruments shall be kept in a compartment at each Craps table or pit stand and shall be at all times readily available for use by the casino compliance representatives or other Board employees upon request. The inspection shall be performed on a flat surface which allows the dice inspection to be observed through the slot machine licensee's surveillance system and by any persons in the immediate vicinity of the table.

(iii) Following the inspection required under subparagraph (ii):

(A) For Craps, the boxperson shall, in the presence of a dealer, place the dice in a cup on the table for use in gaming.

(B) For Mini-Craps and Three Dice Football, the floorperson shall, in the presence of a dealer, place the dice in a cup on the table for use in gaming.

(C) For Sic Bo, the floorperson shall, in the presence of the dealer, place the required number of dice into the shaker and seal or lock the shaker. The floorperson shall then secure the Sic Bo shaker to the table in the presence of the dealer who observed the inspection.

(D) For Pai Gow and Pai Gow Poker, the floorperson shall, in the presence of the dealer, place the dice in the Pai Gow shaker.

(iv) The pit manager or above shall place extra dice for the dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the pit manager or above. No dice taken from the pit stand reserve may be used for actual gaming until the dice have been inspected in accordance with subparagraph (ii).

(2) Alternative No. 2.

(i) The assistant table games shift manager or above and the security department employee who removed the dice from the approved storage area shall distribute the dice directly to the following certificate holder's employees who shall perform the inspection in each pit:

(A) For Craps and Mini-Craps, a boxperson or floorperson in the presence of another boxperson or floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of a Craps or Mini-Craps game.

(B) For Sic Bo, **Three Dice Football**, Pai Gow and Pai Gow Poker, a floorperson, in the presence of another floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of Sic Bo, **Three Dice Football**, Pai Gow or Pai Gow Poker games.

(C) For storage of the dice for the dice reserve in the pit stand, to the pit manager or above.

(ii) To ensure that the dice are in a condition to assure fair play and otherwise conform to the requirements of this chapter, the dice shall be inspected by one of the individuals listed in subparagraph (i)(A) or (B) with a micrometer or other instrument approved by the Board's Executive Director which performs the same function, a balancing caliper, a steel set square and a magnet. These instruments shall be kept at the pit stand and at all times readily available for use by the casino compliance representatives or other Board employees upon request. The inspection shall be performed on a flat surface which allows the dice inspection to be observed through the slot machine licensee's surveillance system and by any persons in the immediate vicinity of the pit stand.

(iii) After completion of the inspection, the dice shall be distributed as follows:

(A) For Craps and Mini-Craps, the boxperson or floorperson who inspected the dice shall, in the presence of the other boxperson or floorperson who observed the inspection, distribute the dice to the boxperson assigned at each Craps table or to the floorperson assigned at each Mini-Craps table. The Craps boxperson or the Mini-Craps floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming.

(B) For Sic Bo, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, place the required number of dice into the shaker and seal or lock the shaker. The floorperson shall then secure the Sic Bo shaker to the table in the presence of the other floorperson who observed the inspection.

(C) For Pai Gow and Pai Gow Poker, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, distribute the dice directly to the dealer at each Pai Gow table. The dealer shall immediately place the dice in the Pai Gow shaker.

(D) For Three Dice Football, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, distribute the dice to

the floorperson assigned at each Three Dice Football table. The floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming.

(iv) The pit manager or above shall place extra sets of dice for the dice reserve in the pit stand, as follows:

(A) Dice in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the pit manager or above.

(B) Except as otherwise provided in subparagraph (v), dice taken from the reserve in the pit stand shall be reinspected by a floorperson or above in the presence of another floorperson or above in accordance with the inspection procedures set forth in subparagraph (ii), prior to their use for actual gaming.

(v) Previously inspected reserve dice may be used for gaming without being reinspected if the dice are maintained in a locked compartment in the pit stand in accordance with the following procedures:

(A) For Craps [**and**], Mini-Craps **and Three Dice Football**, a set of five dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to the envelope or container.

(B) For Sic Bo, three dice, after being inspected, shall be placed in a sealed envelope or container or sealed or locked in a Sic Bo shaker. A label or seal that identifies the date of inspection and contains the signatures of those responsible for the inspection shall, respectively, be attached to each envelope or container or placed over the area that allows access to open the Sic Bo shaker.

(C) For Pai Gow and Pai Gow Poker, a set of three dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

(3) Alternative No. 3.

(i) The inspection of dice for table games shall take place in the approved storage area in the presence of a floorperson or above, the assistant table games shift manager or above and a security department employee.

(ii) Prior to starting the inspection of the dice, notice shall be provided to the certificate holder's surveillance department.

(iii) The dice shall be inspected by the floorperson or above, or the assistant table games shift manager or above, or both, with a micrometer or another instrument approved by the Board's Executive Director which performs the

same function, a balancing caliper, a steel set square and a magnet to ensure that the dice are in a condition to assure fair play and otherwise conform to this chapter. These instruments shall be maintained in the approved storage area and at all times readily available for use by the casino compliance representatives or other Board employees upon request.

(iv) After completion of the inspection, the persons performing the inspection shall seal the dice as follows:

(A) For Craps, Mini-Craps and Three Dice Football, after each set of five dice are inspected, the dice shall be placed in a sealed envelope or container. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection must be attached to each envelope or container.

(B) For Sic Bo, if a manual shaker is being utilized at the gaming table, after each set of dice are inspected, three dice shall be sealed or locked in a manual shaker. A seal that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be placed over the area that allows access to open the shaker. If an automated shaker is being utilized at the gaming table, after each set of three dice is inspected, the dice shall be placed in a sealed envelope or container. A label that

identifies the date of the inspection and contains the signatures of those responsible for the inspection must be attached to each envelope or container.

(C) For Pai Gow, after each set of three dice is inspected, the dice shall be placed in a sealed envelope, container or shaker. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection must be attached to each envelope, container or shaker.

(D) Reserve dice may be placed in individual sealed envelopes or containers. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection must be attached to each envelope or container.

(v) At the beginning of each gaming day and at other times as may be necessary, an assistant table games shift manager or above and a security department employee shall distribute the dice as follows:

(A) For Craps and Mini-Craps, the sealed envelopes or containers of dice shall be distributed to a pit manager or above in each Craps or Mini-Craps pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to a Craps or Mini-Craps table, a boxperson at a Craps table or a floorperson at a Mini-Craps table, after

assuring the seals are intact and free from tampering, shall open the sealed envelope or container in the presence of a dealer and place the dice in a cup on the table for use in gaming.

(B) For Sic Bo, if a manual shaker is being utilized at the gaming table, the sealed manual shakers shall be distributed to the pit manager or above supervising the game or placed in a locked compartment in the pit stand. The floor person or above, after assuring the seal on the shaker is intact and free from tampering, shall secure the manual Sic Bo shaker to the table. If an automated shaker is being utilized at the gaming table, the sealed envelope or container shall be distributed to a pit manager or above in a Sic Bo pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the Sic Bo table by the pit manager or above, the floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container in the presence of the dealer and place the dice in the Sic Bo shaker.

(C) For Pai Gow, the sealed envelope or container shall be distributed to a pit manager or above in a Pai Gow pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the Pai Gow table by the pit manager or above, a floorperson, after assuring the seal and

envelopes or containers are intact and free from tampering, shall open the sealed envelope or container in the presence of the dealer and place the dice in the Pai Gow shaker.

(vi) When an envelope, container or seal is damaged, broken or shows indication of tampering, the dice in the envelope, container or shaker may not be used for gaming activity unless the dice are reinspected in accordance with paragraph (1) or (2).

(vii) The pit manager or above shall place extra dice for the dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment. The keys to the locked compartment shall be in the possession of the pit manager or above.

(viii) A micrometer or another instrument approved by the Board's Executive Director which performs the same function, a balancing caliper, a steel set square and a magnet shall be maintained in a locked compartment in each pit stand. These instruments shall be readily available at all times for use by the casino compliance representatives or other Board employees upon request. The inspection of dice in the approved storage area in accordance with this alternative shall be performed on a flat surface which allows the dice inspection to be observed through the slot machine licensee's surveillance system.

(g) A certificate holder shall remove any dice at any time of the gaming day and file a Dice Discrepancy Report as required under subsection (h) if there is any indication of tampering, flaws or other defects that might affect the integrity or fairness of the game, or at the request of a casino compliance representative or other Board employee.

* * * * *

(Editor's Note: Sections 603a.20 and 603a.21 are new and printed in regular type to enhance readability.)

§ 603a.20. Match Play Coupons; physical characteristics and issuance.

(a) A certificate holder may utilize Match Play Coupons in accordance with this section.

(b) Match Play Coupons may not be issued by a certificate holder or utilized in a licensed facility until:

(1) The design specifications of the proposed Match Play Coupons are 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).

(2) A system of internal procedures and administrative and accounting controls governing the inventory, distribution and redemption of the Match Play Coupons is submitted and approved as part of the certificate holder's internal controls

in accordance with § 465a.2 (relating to internal control systems and audit protocols).

(c) Match Play Coupons issued by a certificate holder must contain:

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

(2) The value of the coupon which can be identified when viewing the coupon through the surveillance system of the certificate holder.

(3) A sequential serial number.

(4) Restrictions regarding redemption including the type of game or wager on which the coupon may be used.

(5) A statement specifying the date on which the coupon expires.

(6) An area designated for the placement of the required gaming chips so as to not obscure or interfere with the visibility of the denomination of the coupon.

(d) The marketing department, or other department as specified in the certificate holder's internal controls, and the finance department shall be responsible for administering the Match Play Coupon program. The marketing department shall be responsible for distributing the coupons to patrons. The finance department shall be responsible for maintaining the Match Play Coupon ledger and administering the coupon accounting procedures in subsection (m).

(e) Match Play Coupons received from a gaming service provider or produced by the certificate holder in accordance with subsection (p) shall be opened and examined by at least one member of the finance department and one member of the marketing department. Any deviation between the invoice accompanying the coupons and the actual coupons received shall be immediately reported to a supervisor from the finance department and to the Bureau of Casino Compliance.

(f) After checking the Match Play Coupon received from the gaming service provider or produced by the certificate holder, a finance department supervisor shall record the following information in the Match Play Coupon ledger:

- (1) The date the coupons were received.
- (2) The quantity and denomination of coupons received.
- (3) The beginning and ending serial number of the coupons received.
- (4) The name, signature and Board-issued credential number of the individuals who checked the coupons.

(g) A marketing department supervisor shall estimate the number of Match Play Coupons needed for each gaming day or promotion and complete a requisition document which contains the following information:

- (1) The date the requisition was prepared.
- (2) The date for which the coupons are needed.

(3) The denomination and quantity of coupons requested.

(4) The name, signature and Board-issued credential number of the marketing department supervisor completing the requisition.

(5) The name, signature and Board-issued credential number of the finance department supervisor authorizing the requisition.

(h) Upon receipt of the requisition document, the finance department supervisor shall record in the Match Play Coupon ledger the following information before the coupons are issued to the marketing department supervisor:

(1) The beginning and ending serial number of the coupons issued.

(2) The denomination and quantity of coupons issued.

(3) The name, signature and Board-issued credential number of the finance department supervisor who issued the coupons.

(4) A record and explanation of coupons that were voided.

(i) Match Play Coupons that are not issued to the marketing department shall be controlled by a finance department supervisor or above and stored in a secured and locked area approved by the Bureau of Casino Compliance in accordance with §

601a.10(g). The certificate holder shall include in its internal controls the location of the approved storage area.

(j) The marketing department shall maintain a daily Match Play Coupon Reconciliation Form which must contain:

(1) The date.

(2) The beginning and ending serial numbers of the coupons received from the finance department.

(3) The denomination and quantity of coupons the marketing department has to distribute to patrons.

(4) The denomination and quantity of coupons the marketing department distributed to patrons.

(5) The denomination, quantity and serial numbers of coupons remaining.

(6) The serial numbers of coupons that were voided and the reason the coupons were voided.

(7) Variations discovered and an explanation of the variations.

(8) The name, signature and Board-issued credential number of the marketing department supervisor completing the form.

(k) At the end of the gaming day or promotional period, a copy of the Match Play Coupon Reconciliation Form and Match Play Coupons that were not distributed to patrons shall be returned to the finance department. The marketing department may keep for

use during the next gaming day coupons that were not distributed to patrons provided the coupons are stored in a secured and locked area approved by the Bureau of Casino Compliance in accordance with § 601a.10(f) and recoded on the daily Match Play Coupon Reconciliation Form for the next gaming day. Expired coupons shall be returned to the finance department on a daily basis.

(1) When unused and expired Match Play Coupons are returned to the finance department, a finance department supervisor shall record the following information in the Match Play Coupon ledger:

(1) The date the coupons were returned.

(2) The beginning and ending serial numbers of the coupons returned.

(3) The denomination and quantity of coupons returned.

(4) The serial numbers of any coupons that were voided and the reason the coupons were voided.

(5) The name, signature and Board-issued credential number of the marketing department supervisor returning the unused coupons and the name, signature and Board-issued credential number of the finance department supervisor who received the unused coupons.

(m) Documentation, voided coupons, redeemed coupons and coupons that were not distributed to patrons shall be forwarded

on a daily basis to the finance department where the coupons shall be:

(1) Counted and examined for proper calculation and recording.

(2) Reviewed for the propriety of signatures on the documentation and cancelled.

(3) Reconciled by total number of coupons given to the marketing department for distribution to patrons, returned for reissuance, voided, distributed to patrons and redeemed.

(4) Recorded, maintained and controlled by the finance department.

(n) At least once every month, each certificate holder shall inventory the Match Play Coupons that are not distributed to patrons and record the result of the inventory in the Match Play Coupon ledger. The procedures to be utilized to inventory the Match Play Coupons shall be submitted for approval as part of the certificate holder's internal controls.

(o) Each certificate holder shall prepare and file with the Bureau of Casino Compliance a quarterly report which lists, by denomination of Match Play Coupon, the total value of the coupons redeemed by patrons.

(p) A certificate holder may internally manufacture or print Match Play Coupons provided that internal controls

governing the production and subsequent reconciliation of the coupons are submitted and approved by the Board.

(q) If included in the certificate holder's internal controls, required under § 465a.2, a certificate holder may authorize a gaming service provider to print and mail Match Play Coupons directly to patrons in accordance with the following requirements:

(1) The Match Play Coupons mailed by the gaming service provider must comply with subsections (b) and (c).

(2) The certificate holder shall supply the gaming service provider, through electronic means, a list of the following information for each patron to whom the Match Play Coupon shall be mailed:

(i) The patron's name.

(ii) The patron's address.

(iii) The denomination of the Match Play Coupon.

(iv) The expiration date of the Match Play Coupon.

(v) A serial number on each Match Play Coupon.

(3) The Match Play Coupon issued must include a magnetic strip or bar code that will enable the certificate holder's computer system to identify the information required under subsection (q)(2).

(4) The information in subsection (q)(2) shall be provided to the finance department which shall maintain the information for purposes of reconciliation as required under subsection (m).

(5) Prior to the redemption of the Match Play Coupon, the dealer shall verify the expiration date and confirm that the coupon has not expired.

(6) Match Play Coupons issued must be electronically canceled in the certificate holder's computer system immediately upon redemption or during the counting of the table game drop boxes as provided in § 465a.25 (relating to counting and recording of slot cash storage boxes and table game drop boxes).

(7) The certificate holder is responsible for ensuring that the gaming service provider does not mail Match Play Coupons to individuals on the self-exclusion list under Chapter 503a (relating to self-exclusion) or the exclusion list under Chapter 511a (relating to persons required to be excluded).

(r) A certificate holder may utilize a computerized system that complies with the requirements in this section provided that:

(1) The computerized system creates Match Play Coupons that comply with the requirements in subsection (c).

(2) The computerized system provides an equivalent audit trail and allows for the segregation of duties to satisfy the requirements in this section.

(3) The certificate holder includes in its internal controls required under § 465a.2 procedures governing the production, recording and reconciliation of the computer generated Match Play Coupons.

§ 603a.21. Match Play Coupon use.

(a) A Match Play Coupon may be redeemed only at a gaming table in which patrons wager against the house.

(b) A Match Play Coupon shall be redeemed by a dealer or boxperson if accompanied by gaming chips that are equal to or greater in value to the stated value of the coupon. The Match Play Coupon shall be placed underneath the gaming chips wagered by the patron so that the value of the coupon is visible at all times. If the gaming chips wagered by the patron are greater in value than the stated value of the Match Play Coupon, the dealer shall break down the wager by placing an amount of gaming chips equal to the stated value of the coupon directly on the coupon and the remainder of the gaming chips wagered next to the coupon. If the wager wins, it shall be paid in accordance with the terms and conditions of the coupon.

(c) A Match Play Coupon and any gaming chips wagered shall be positioned as follows:

(1) For all games other than Craps, Mini-Craps or Roulette, in the patron's betting area.

(2) For Craps and Mini-Craps, on the Pass or Don't Pass Line.

(3) For Roulette, in the box marked ''Black,'' ''Red,'' ''Odd,'' ''Even,'' ''1-18,'' ''19-36,'' ''1st 12,'' ''2nd 12'' or ''3rd 12.''

(d) A patron may use only one Match Play Coupon per round of play.

(e) Whether the wager wins or loses, the dealer shall deposit the Match Play Coupon into the drop box attached to the gaming table at the time the winning wager is paid or the losing wager is collected.

CHAPTER 609a. CREDIT

§ 609a.13. Requirements for Counter Checks.

* * * * *

(c) For Counter Checks that are manually prepared:

* * * * *

(3) Access to the Counter Checks shall be maintained and controlled [**at all times**] by the finance department employees responsible for the control of and accounting for the unused supply of Counter Checks[, **and for the preparation of Counter Checks for a patron's signature**]. The finance department may issue the book containing the manually prepared Counter

Checks to the table games department. The finance department shall establish sign in and sign out procedures in its internal controls to document the transfer and return.

* * * * *

CHAPTER 623a. CRAPS AND MINI-CRAPS

§ 623a.2. Craps and Mini-Craps tables; physical characteristics.

* * * * *

(d) The layout for a Craps or Mini-Craps 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:

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

(2) Specific areas designated for the placement of wagers authorized under § 623a.3 (relating to wagers).

(3) The words 'no call bets.'

(4) If the certificate holder offers the Fire Bet in accordance with § 623a.11 (relating to additional procedures and rules for the Fire Bet):

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

(ii) A designated area of the layout for the relocation and identification of all Fire Bets placed by players prior to the come out roll of a shooter. The designated area must be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in subparagraph (i).

(iii) The following information, visible to all player positions, on the inside wall of the table:

(A) The payout odds for four, five and six different unique points made.

(B) Fire Bets shall be accepted only prior to a shooter's initial come out roll.

(C) The wager limitations applicable to the Fire Bet.

(5) If the certificate holder offers Bonus Craps:

(i) A designated area of the layout in front of the boxperson for the placement of the following wagers:

(A) The All Small Wager.

(B) The All Or Nothing At All Wager.

(C) The All Tall Wager.

(ii) A designated area of the layout for the placement of a marker button on numbers 2 through 6 and numbers 8 through 12.

(iii) The payout odds for permissible Bonus Craps

wagers.

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

§ 623a.3. Wagers.

(a) The following wagers are authorized in the games of Craps and Mini-Craps:

* * * * *

(42) In addition to or in lieu of the Place Bets to Lose on 4, 5, 6, 8, 9 and 10, a certificate holder may, if specified in its Rules Submission under § 601a.2, offer players the option of placing a Lay Bet to receive true odds on the Place Bet to Lose. A Lay Bet shall be active on a come out roll unless called ''off'' by the player and confirmed by the dealer through placement of an ''off'' marker button on top of the player's wager. A winning or losing Lay Bets shall be determined as follows:

(i) A Lay Bet shall win if a 7 is thrown before the particular number against which the wager is placed is thrown.

(ii) A Lay Bet shall lose if the particular number against which the wager is placed is thrown before a 7 is thrown.

(43) If Bonus Craps is being offered, the following wagers may be made immediately prior to the come out roll:

(i) An All Small Wager which will win if all of the numbers 2 through 6 are thrown before a 7 is thrown.

(ii) An All Or Nothing At All Wager which shall win if all of the numbers 2 through 6 and 8 through 12 are thrown before a 7 is thrown.

(iii) An All Tall Wager which shall win if all numbers 8 through 12 are thrown before a 7 is thrown.

(b) Except as permitted under § 623a.6(e) (relating to supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come and Don't Come Bets (taking and laying odds)), the amount of a Craps or Mini-Craps wager:

(1) May not be less than the minimum wager.

(2) May not be more than the maximum wager.

(c) The minimum and maximum wagers shall be posted at each Craps or Mini-Craps table.

§ 623a.4. Making and removal of wagers.

* * * * *

(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of the wager except that:

(1) A Pass Bet may not be removed or reduced after a come out point is established with respect to the Pass Bet.

(2) A Come Bet may not be removed or reduced after a come point is established with respect to the Come Bet.

(3) A Fire Bet may not be reduced or increased at any time, and may not be removed prior to the throwing of a loser 7.

(4) Any of the Bonus Craps wagers may not be reduced or increased at any time.

(d) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after the bet has been removed or reduced.

(e) Only players who are seated at a Mini-Craps table may place a wager at the game. Once a player has placed a wager, that player shall remain seated until the completion of the round of play.

§ 623a.5. Payout odds.

* * * * *

(h) **A certificate holder that offers Bonus Craps in accordance with § 623a.12(a)(43) (relating to additional procedures and rules for Bonus Craps) shall pay winning:**

(1) All Small Wagers at odds of 34 to 1.

(2) All Or Nothing At All Wagers at odds of 175 to 1.

(3) All Tall Wagers at odds of 34 to 1.

(i) Except as permitted under subsection (g)(3), a certificate holder may not charge a percentage, fee or vigorish

to a player in making any wager in the game of Craps or Mini-Craps.

[(i)] (j) Except as permitted under § 623a.6(e) (relating to supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come and Don't Come Bets (taking and laying odds)), a certificate holder may not accept any wager in excess of the maximum bet posted at the table.

(Editor's Note: The following section is new and printed in regular type to enhance readability.)

§ 623a.12. Additional procedures and rules for Bonus Craps.

If a certificate holder elects to offer Bonus Craps as permitted under § 623a.3 (relating to wagers), the following additional rules and procedures apply:

(1) Prior to a new shooter's initial come out roll, each player may place one or more of the permissible wagers described in § 623a.3(43).

(2) The dealer shall place each player's wagers in the corresponding designated area in front of the boxperson, where the wagers must remain until they are either collected or paid.

(3) With each point made by a shooter, the dealer shall place a marker button inscribed with the point value in the area of the table layout containing the point value of the throw (2, 3, 4, 5, 6, 8, 9, 10, 11 or 12) which was just made. Each button must be visually distinguishable from and have a

diameter larger than an authorized value chip. Marker buttons shall be maintained by the boxperson or dealers at the Craps table.

(4) Once all numbers necessary for the wager have been thrown and marked on the layout with the marker buttons, the dealer will pay the winning wagers in accordance with § 623a.5(h) (relating to payout odds). For example, if a player placed an All Small Wager and an All Or Nothing At All Wager and all of the numbers 2 through 6 were thrown and marked before a 7 was thrown, the dealer shall pay the winning All Small Wager but leave the marker buttons on the layout until either all other numbers necessary for the All Or Nothing At All Wager are thrown or the shooter throws a 7.

(5) If a 7 is thrown at any time, including a 7 on the come out roll, the dealer shall collect all Bonus Craps wagers and remove all marker buttons from the Bonus Craps area of the layout.

(6) The numbers required to win are not required to be made in a specific order or combination.

CHAPTER 627a. MINIBACCARAT

§ 627a.2. Minibaccarat table physical characteristics.

* * * * *

(b) The layout for a Minibaccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance

with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

* * * * *

(7) If a certificate holder offers the House Money Wager, authorized under § 627a.7(a)(7), separate areas designated for the placement of the House Money Wager for each player.

(8) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in accordance with the option selected in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions), collects the vigorish from a player at the time the winning payout is made or the table is designated for play as an EZ Baccarat table in which vigorish is not collected.

* * * * *

§ 627a.7. Wagers.

(a) The following are permissible wagers in the game of Minibaccarat:

* * * * *

(7) If offered by a certificate holder, a House Money Wager which shall:

(i) Win if the first two cards of either the Player's Hand or Banker's Hand, or both, are a pair. For

purposes of the House Money Wager, a pair must be of same rank (two queens, for example), regardless of suit.

(ii) Lose if IN the first two cards DEALT TO THE PLAYER'S HAND AND THE BANKER'S HAND, NEITHER ~~of either the~~ Player's Hand ~~or~~ NOR THE Banker's Hand ~~do not contain~~ CONTAINS a pair.

(b) Wagers at Minibaccarat shall be made by placing value chips or plaques on the appropriate areas of the Minibaccarat layout. Verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and the cash is expeditiously converted into value chips or plaques.

(c) A wager may not be made, increased or withdrawn after the dealer has announced "'no more bets.'"

§ 627a.8. Hands of player and banker; procedure for dealing initial two cards to each hand.

* * * * *

(d) Prior to dealing a third card to the Player's or Banker's Hand, the dealer shall settle all House Money Wagers as follows:

(1) If a player placed a House Money Wager, beginning from the dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money Wagers and pay all winning wagers in accordance with § 627a.12(h) (relating to payout odds; vigorish) provided that, at a player's

discretion, the player may add the winning House Money payout to the player's original wager on the Player's or Banker's Hand in accordance with the following:

(i) All of the winning House Money payout or, if specified in the certificate holder's Rules Submission filed in accordance with § 601a.2, only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's or Banker's Hand. The player's original wager and the House Money payout which was added to the player's original wager shall be settled based on the outcome of the player's wager on the Player's or Banker's Hand.

(ii) A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, if ~~permitted~~ AS AUTHORIZED by the certificate holder, on the area designated for the placement of the player's wager on the Player's or Banker's Hand.

(2) After settling the House Money Wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with § 627a.9.

(e) Players may not touch, handle, remove or alter any cards used to play Minibaccarat.

§ 627a.12. Payout odds; vigorish.

* * * * *

(f) A winning Dragon 7 Insurance Wager, as described in § 627a.7(a)(5), shall be paid at odds of 40 to 1.

(g) If a certificate holder offers the House Money Wager and the player elects to take the payout, the player shall be paid in accordance with the following payable:

<u>Hand</u>	<u>Odds</u>
<u>Player and Banker Pair</u>	<u>15 to 1</u>
<u>Player or Banker Pair</u>	<u>3 to 1</u>

CHAPTER 629a. MIDIBACCARAT

§ 629a.2. Midibaccarat table physical characteristics.

* * * * *

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

* * * * *

(7) If a certificate holder offers the House Money Wager, authorized under § 629a.7(a)(7), separate areas designated for the placement of the House Money Wager for each player.

(8) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in

accordance with the option selected in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions), collects the vigorish from a player at the time the winning payout is made or the table is designated for play as an EZ Baccarat table in which vigorish is not collected.

* * * * *

§ 629a.7. Wagers.

(a) The following are permissible wagers in the game of Midibaccarat:

* * * * *

(7) If offered by a certificate holder, a House Money Wager which shall:

(i) Win if the first two cards of either the Player's Hand or Banker's Hand, or both, are a pair. For purposes of the House Money Wager, a pair must be of same rank (two queens, for example), regardless of suit.

(ii) Lose if IN the first two cards DEALT TO THE PLAYER'S HAND AND THE BANKER'S HAND, NEITHER ~~of either the~~ Player's Hand ~~or~~ NOR THE Banker's Hand ~~do not contain~~ CONTAINS a pair.

(b) Wagers at Midibaccarat shall be made by placing value chips or plaques on the appropriate areas of the Midibaccarat layout. Verbal wagers accompanied by cash may be accepted

provided that the verbal wagers are confirmed by the dealer and the cash is expeditiously converted into value chips or plaques.

(c) A wager may not be made, increased or withdrawn after the dealer has announced 'no more bets.'

§ 629a.8. Hands of player and banker; procedure for dealing initial two cards to each hand.

* * * * *

(c) The dealer shall then deal an initial four cards from the dealing shoe. The first and third cards dealt shall be placed face down on the area designated for the Player's Hand and the second and fourth cards dealt shall be placed face down on the area designated for the Banker's Hand.

* * * * *

(3) Prior to dealing a third card to the Player's or Banker's Hand, the dealer shall settle all House Money Wagers as follows:

(i) If a player placed a House Money Wager, after the initial two cards of the Player's Hand and Banker's Hand have been turned face up on the layout, beginning from the dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money wagers and pay all winning wagers in accordance with § 629a.12(h) (relating to payout odds; vigorish) provided that, at a player's discretion, the player may add the winning House Money payout to the

player's original wager on the Player's or Banker's Hand in accordance with the following:

(A) All of the winning House Money payout or, if specified in the certificate holder's Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions), only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's or Banker's Hand. The player's original wager and the House Money payout which was added to the player's original wager shall then be settled based on the outcome of the player's wager on the Player's or Banker's Hand.

(B) A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, ~~if permitted~~ AS AUTHORIZED by the certificate holder, on the area designated for the placement of the player's wager on the Player's or Banker's Hand.

(ii) After settling the House Money Wagers, the game shall resume by dealing any third cards that are required to be dealt.

(4) Any third card required to be dealt to the Player's Hand shall be placed face down on the area designated for the Player's Hand. The dealer shall then hand the card, face

down, to the player who was handed and returned the Player's Hand. After viewing the card, the player shall return the card, face up, to the dealer, who shall place the card face up on the area designated for the Player's Hand.

[(4)] (5) Any third card required to be dealt to the Banker's Hand shall be placed face down on the area designated for the Banker's Hand. The dealer shall then hand the card, face down, to the player who was handed and returned the Banker's Hand. After viewing the card, the player shall return the card, face up, to the dealer, who shall place the card face up on the area designated for the Banker's Hand.

[(5)] (6) If two or more players wager an equally high amount on the Player's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed the Player's Hand and any third card required to be dealt. If two or more players wager an equally high amount on the Banker's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed the Banker's Hand and any third card required to be dealt.

* * * * *

§ 629a.12. Payout odds; vigorish.

* * * * *

(h) If a certificate holder offers the House Money Wager and the player elects to take the payout, the player shall be paid in accordance with the following payable:

<u>Hand</u>	<u>Odds</u>
<u>Player and Banker Pair</u>	<u>15 to 1</u>
<u>Player or Banker Pair</u>	<u>3 to 1</u>

CHAPTER 631a. BACCARAT

§ 631a.2. Baccarat table physical characteristics.

* * * * *

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

* * * * *

(7) If a certificate holder offers the House Money Wager, authorized under § 631a.8(a)(7), separate areas designated for the placement of the House Money Wager for each player.

(8) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in accordance with the option selected in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions), collects the vigorish from a player at the time

the winning payout is made or the table is designated for play as an EZ Baccarat table in which vigorish is not collected.

* * * * *

§ 631a.8. Wagers.

(a) The following are permissible wagers in the game of Baccarat:

* * * * *

(7) If offered by a certificate holder, a House Money Wager which shall:

(i) Win if the first two cards of either the Player's Hand or Banker's Hand, or both, are a pair. For purposes of the House Money Wager, a pair must be of the same rank (two queens, for example), regardless of suit.

(ii) Lose if IN the first two cards DEALT TO THE PLAYER'S HAND AND THE BANKER'S HAND, NEITHER ~~of either the~~ Player's Hand ~~or~~ NOR THE Banker's Hand ~~do not contain~~ CONTAINS a pair.

(b) Wagers at Baccarat shall be made by placing value chips or plaques on the appropriate areas of the Baccarat layout. Verbal wagers accompanied by cash may be accepted provided that the verbal wagers are confirmed by the dealer and the cash is expeditiously converted into value chips or plaques.

(c) A wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

§ 631a.9. Hands of player and banker; procedure for dealing initial two cards to each hand.

* * * * *

(e) After the initial two cards of the Player's Hand and Banker's Hand have been turned face up on the layout but prior to dealing a third card in accordance with subsections (c) and (d), the dealer shall settle all House Money Wagers as follows:

(1) If a player placed a House Money Wager, beginning from the dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money wagers and pay all winning wagers in accordance with § 631a.13(h) (relating to payout odds; vigorish) provided that, at a player's discretion, the player may add the winning House Money payout to the player's original wager on the Player's or Banker's Hand in accordance with the following:

(i) All of the winning House Money payout or, if specified in the certificate holder's Rules Submission filed in accordance with § 601a.2, only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's or Banker's Hand. The player's original wager and the House Money payout which was added to the player's original wager shall then be settled based on the outcome of the player's wager on the Player's or Banker's Hand.

(ii) A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, if permitted AS AUTHORIZED by the certificate holder, on the area designated for the placement of the player's wager on the Player's or Banker's Hand.

(2) After settling the House Money Wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with subsection (c) or (d)(4).

(f) The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards in accordance with subsection (d) if the player unreasonably delays the game. If the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player. If the player does not accept it or there is not a player in that position, the dealer shall offer it to each of the other players in turn, moving counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

§ 631a.13. Payout odds; vigorish.

* * * * *

(h) If a certificate holder offers the House Money Wager and the player elects to take the payout, the player shall be paid in accordance with the following payable:

<u>Hand</u>	<u>Odds</u>
<u>Player and Banker Pair</u>	<u>15 to 1</u>
<u>Player or Banker Pair</u>	<u>3 to 1</u>

CHAPTER 633a. BLACKJACK

§ 633a.1. Definitions.

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

Ace-king suited – An ace and a king of the same suit.

Any 20–Two cards of different suits with a total point count of 20.

* * * * *

Triple Match–The player's initial two cards and the dealer's up card which are all the same rank.

Two-card straight – Two cards in consecutive rank regardless of suit.

Two-card straight flush – Two cards in consecutive rank of the same suit.

§ 633a.2. Blackjack table; card reader device; physical characteristics; inspections.

* * * * *

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

* * * * *

(13) If the certificate holder offers the Straight Jack Progressive Wager authorized under § 633a.6(e)(11), a separate area designated for the placement of the Straight Jack Progressive Wager.

(14) If the certificate holder offers the House Money Wager authorized under § 633a.6(e)(12), a separate area designated for the placement of the House Money Wager.

(15) 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 Blackjack table.

~~[(14)]~~ (16) An inscription indicating the payout limit per hand established by the certificate holder under § 633a.13(m) (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 Blackjack table.

(c) If the certificate holder offers the Bad Beat Progressive Wager authorized under § 633a.6(e)(8), the Blackjack table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table game systems) and an electronic wagering system in accordance with §§ 605a.2 and 605a.3 (relating to electronic wagering systems; and procedures for buying in to and cashing out of a table game using an electronic wagering system). Each betting position must contain an electronic wagering system for the placement of the Bad Beat Progressive Wager. The system must include a mechanism, such as a lock-out button, that prevents the placement of any Bad Beat Progressive Wagers that a player attempts to place after the dealer has begun dealing the cards.

(d) If a certificate holder offers the Hit and Run Progressive Wager in accordance with § 633a.6(e)(10) **or the Straight Jack Progressive Wager in accordance with § 633a.6(e)(11)**, the Blackjack table must have a progressive table game system, in accordance with § 605a.7, for the placement of Hit and Run or Straight Jack Progressive Wagers. The progressive table game system must include:

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

(2) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table including a mechanism, such as a lock-out button, that prevents the placement of any Hit and Run or Straight Jack Progressive Wagers that a player attempts to place after the dealer has begun dealing the cards.

* * * * *

§ 633a.6. Wagers.

* * * * *

(e) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack Wager in accordance with subsection (d) the option of placing the following additional wagers:

* * * * *

(10) A Hit and Run Progressive Wager that the dealer will have Blackjack or a hand containing five or more cards.

(11) A Straight Jack Progressive Wager that the initial two cards dealt to the player will form at least a two-card straight.

(12) A House Money Wager that the initial two cards dealt to the player will form a two-card straight, a pair, a two-card straight flush or an ace-king suited.

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

§ 633a.7. Procedure for dealing the cards; completion of each round of play.

* * * * *

(g) Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the player's optional wagers by collecting all losing wagers and paying all winning wagers as follows:

* * * * *

(8) If a player placed a Three Card Poker Wager and the dealer's up card and the player's initial two cards form a three-card Poker hand of a straight flush, three-of-a-kind, straight or a flush, the dealer shall pay the winning Three Card Poker Wager in accordance with § 633a.13(k).

(9) If a player placed a Straight Jack Progressive Wager and the player's initial two cards do not form a two-card

straight, the dealer shall collect the player's Straight Jack Progressive Wager.

(10) If a player placed a House Money Wager and the player's initial two cards do not form a two-card straight, a pair, a two-card straight flush or an ace-king suited, the dealer shall collect the player's House Money Wager. If a player has a winning hand:

(i) And the dealer's up card is an ace, king, queen, jack or 10, the dealer shall determine whether the hole card will give the dealer a Blackjack in accordance with subsection (h). If the dealer:

(A) Has a Blackjack, the dealer shall pay the winning House Money Wager in accordance with § 633a.13(n).

(B) Does not have a Blackjack, the dealer shall follow the requirements in subparagraph (ii).

(ii) And the dealer's up card is not an ace, king, queen, jack or 10, the dealer shall pay all winning wagers in accordance with § 633a.13(n) provided that, at a player's discretion, the player may add the winning House Money payout to the player's Blackjack Wager in accordance with the following:

(A) All of the winning House Money payout or, if specified in the certificate holder's Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions), only a specified portion of the winning House

Money payout shall be added to the area designated for the placement of the player's Blackjack Wager.

(B) A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, if permitted AS AUTHORIZED by the certificate holder, on the area designated for the placement of the player's Blackjack Wager. If a player has a Blackjack, the player may add the House Money payout to the Blackjack Wager.

(C) If the player adds the House Money payout to his Blackjack Wager, the House Money payout and the Blackjack Wager must be considered the entire Blackjack Wager. Thus, if the player elects to split in accordance with § 633a.11 (relating to splitting pairs) or doubles down in accordance with § 633a.10 (relating to Double Down Wager), the player shall match the entire Blackjack Wager.

(h) After settling the player's optional wagers in accordance with subsection (g), if the dealer's first card is an ace, king, queen, jack or 10, the dealer shall, after offering the Insurance Wager or even money in accordance with § 633a.8 (relating to Insurance Wager), determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table,

including the dealer. If the dealer has a Blackjack, additional cards may not be dealt and each player's Blackjack Wager and the Bad Beat, Hit and Run Progressive and Insurance Wagers, if applicable, shall be settled.

* * * * *

(o) After all additional cards have been dealt to the players and the dealer, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the remaining optional wagers by collecting all losing wagers and paying all winning wagers as follows:

* * * * *

(2) If a player placed a Hit and Run Progressive Wager:

(i) A player shall win if the dealer has Blackjack or the dealer's hand has five or more cards inclusive of any card which would give the dealer's hand a total point count of greater than 21. For example, if the dealer's hand has a total point count of 14 with five cards drawn and the dealer draws an additional card resulting in a total point count of 23, the dealer's sixth card shall also count toward the Hit and Run Progressive payout.

(ii) If a player has won the Hit and Run Progressive Wager, the dealer shall:

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

(B) Have a floorperson or above verify any Hit and Run Progressive payout with odds of 100 for 1 or greater in accordance with approved internal control procedures submitted under § 465a.2.

(C) Pay the player the winning Hit and Run Progressive Wager in accordance with § 633a.13(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 the player must remain on the table until the necessary documentation has been completed. If more than one player at the table has won a progressive payout that is 100% of the jackpot amount on the progressive meter, each player shall share the maximum amount equally.

(3) If a player placed a Straight Jack Progressive

Wager:

(i) A player shall win if the player's initial two cards were a two-card straight. Each additional card drawn by the player which does not break the sequence of the two-card straight shall result in a payout increase, provided that an ace, king shall be a two-card straight. For example, if the player's initial two cards are a 4 and a 5 and the player draws:

(A) A 6, the player has a three-card straight.

(B) A 3 then a 6, the player has a four-card straight.

(C) A 2 then a 3, the 2 breaks the sequence and the player has a two-card straight.

(D) A 6 then a 7, resulting in a hand with a total point count greater than 21, the last card drawn may not count toward the Straight Jack Progressive Payout. The player will receive a payout for only a three-card straight.

(ii) If a player has won the Straight Jack Progressive Wager, the dealer shall:

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

(B) Have a floorperson or above verify any Straight Jack Progressive Payout with odds of 100 for 1 or greater in accordance with approved internal control procedures submitted under § 465a.2.

(C) Pay the player the winning Straight Jack Progressive Wager in accordance with § 633a.13(m). If a player has won a progressive payout that is 10% or more of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of the player must remain on the table until the necessary documentation has been completed. If

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

(p) A player shall win the Blackjack Wager and be paid in accordance with the payout odds in § 633a.13(a) if:

* * * * *

§ 633a.13. Payout odds; payout limitation.

* * * * *

(m) If the certificate holder offers the Straight Jack Progressive Wager:

(1) The certificate holder shall pay out winning Straight Jack Progressive Wagers at the odds in the following payable:

<u>Hand</u>	<u>Payout</u>
<u>Player has:</u>	
<u>6-card straight with an ace of spades:</u>	<u>100% of meter and 200 to 1</u>
<u>6-card straight with an ace of diamonds, clubs or hearts:</u>	<u>10% of meter and 200 to 1</u>
<u>5-card straight</u>	<u>200 to 1</u>
<u>4-card straight</u>	<u>50 to 1</u>
<u>3-card straight</u>	<u>15 to 1</u>

2-card straight

3 to 1

(2) The rate of progression for the meter used for the Straight Jack Progressive Wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. The initial and reset amounts must also be in the Rules Submission and be at least \$5,000.

(n) If a certificate holder offers the House Money Wager and the player elects to take the payout, the player shall be paid in accordance with the following payable:

(1) If a single deck of cards is being used:

<u>Hand</u>	<u>Odds</u>
<u>Ace-king suited</u>	<u>9 to 1</u>
<u>Two-card straight flush</u>	<u>5 to 1</u>
<u>Pair</u>	<u>3 to 1</u>
<u>Two-card straight</u>	<u>1 to 1</u>

(2) If multiple decks of cards are being used:

<u>Hand</u>	<u>Odds</u>
<u>Ace-king suited</u>	<u>9 to 1</u>
<u>Two-card straight flush</u>	<u>4 to 1</u>
<u>Pair</u>	<u>3 to 1</u>
<u>Two-card straight</u>	<u>1 to 1</u>

(o) Notwithstanding the payout odds in subsections (b) and (g), a certificate holder may, in its Rules Submission under § 601a.2, establish a maximum amount that is payable to a player with a queen of hearts pair and dealer Blackjack or king of spades pair and dealer Blackjack that is payable to all winning hands in the aggregate on a single round of play. The maximum payout amount shall be at least \$25,000 or the maximum amount that one patron could win per round when betting the maximum possible wager, whichever is greater. If a certificate holder establishes a maximum payout, and more than one player at a table has a winning hand of queen of hearts pair and dealer Blackjack or king of spades pair and dealer Blackjack, each player shall share the maximum payout amount proportionately to the amount of the player's respective wager. Any maximum payout limit established by the certificate holder shall apply only to payouts of Royal Match 21 Wagers and King's Bounty Wagers.

CHAPTER 635a. SPANISH 21

§ 635a.8. Insurance Wager.

* * * * *

(d) Losing Insurance Wagers shall be collected by the dealer immediately after the dealer inserts his hole card into the card reader device and determines that he does not have a Blackjack and before he draws any additional cards.

~~(c) Notwithstanding the requirements in subsections (a) (d), a certificate holder may, if selected in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer a player who has Blackjack the option to be paid even money on the Spanish 21 Wager instead of making an Insurance Wager. The dealer shall pay out the Spanish 21 Wager at odds of 1 to 1 and remove the player's cards.~~

§ 635a.10. Double Down Wager; rescue.

(a) Except when a player has Blackjack, a player may elect to make a Double Down Wager, which may not exceed the amount of his original Spanish 21 Wager[, **on the first two cards dealt to him or the first two cards of any split pair**]. A player may double down on two or more cards dealt to him or two or more cards of any split pair. Only one additional card shall be dealt to the hand on which the player has elected to double down. The one additional card shall be dealt face up and placed sideways on the layout.

* * * * *

CHAPTER 637a. POKER

§ 637a.6. Poker rankings.

* * * * *

(c) The rank of the cards used in low hand Poker in order of highest to lowest rank, shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen and king. In Triple Draw 2-7 Lowball Poker,

the order of highest to lowest rank shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

(d) The ranking of a five-card low hand shall be the inverse of the rankings for a five-card high hand as set forth in subsection (b). [Straights] In games except Triple Draw Lowball 2-7 Poker, straights and flushes will not be considered for purposes of determining a winning hand at low [hand] Poker.

* * * * *

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

* * * * *

(m) NOTWITHSTANDING THE REQUIREMENTS IN SUBSECTION (c), IF THE CERTIFICATE HOLDER IS OFFERING SUPER SEVEN-CARD STUD HIGH-LOW SPLIT EIGHT OR BETTER, STARTING WITH THE FIRST PLAYER TO THE DEALER'S LEFT AND CONTINUING AROUND THE TABLE IN A CLOCKWISE MANNER, THE DEALER SHALL DEAL FOUR ROUNDS OF CARDS FACE DOWN AND ONE ROUND OF CARDS FACE UP TO EACH PLAYER. AFTER EXAMINING THE CARDS, EACH PLAYER SHALL DISCARD TWO CARDS. THE FIRST BETTING ROUND SHALL COMMENCE IN ACCORDANCE WITH SUBSECTION (d).

(Editor's Note: Sections 637a.19–637a.21 are new and printed in regular type to enhance readability.)

§ 637a.19. Five-card Omaha Poker; procedures for dealing the cards; completion of each round of play.

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

(b) No more than eight players may participate in a Five-card Omaha 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, and the Kill or Half-kill option, if offered, 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.

(c) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall bet in accordance with following procedures:

(1) At commencement of play, the button shall be placed in front of either:

(i) The first player to the right of the dealer.

(ii) The player randomly determined by rank of a single card dealt.

(2) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) Before any cards are dealt, the player to the immediate left of the button shall initiate the first betting round by placing a Blind Bet. A certificate holder may require additional

Blind Bets to be made immediately after the initial Blind Bet. The amount and number of all Blind Bets required shall be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at the table.

(e) The player to the left of the player who placed a Blind Bet may place a Straddle Bet, if offered by the certificate holder. The rules governing the placement of a Straddle Bet and the amount of the Straddle Bet, if any, shall be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at each Poker table. No more than one Straddle Bet may be made during a round of play.

(f) Starting with the player to the immediate left of the button and continuing around the table in a clockwise manner, the dealer shall deal five rounds of cards face down to each player. The player with the button shall be the last player to receive a card each time.

(g) After each player has been dealt five cards in accordance with subsection (f), each player, starting with the player to the left of the player or players who were required to place a Blind Bet or the player who placed a Straddle Bet, if offered, and continuing around the table in a clockwise manner, may fold, call or raise the bet. The option to raise shall also apply to a player who made a Blind Bet or Straddle Bet. After

the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The first player to the left of the button who has not folded shall commence the next betting round and may bet or check. Each subsequent player may, in clockwise rotation, fold, call, raise or, if preceding players have not made a bet, make an opening bet or check. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(i) Upon completion of the betting round, the dealer shall burn the top card of the deck and deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with subsection (h).

(j) Upon completion of the betting round, the dealer shall burn the top card of the deck and deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with subsection (h).

(k) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card hand using two of

the five cards dealt to the player and three of the five community cards. The winner of the pot shall be:

(1) In Five-card Omaha High Poker, the player with the highest ranking five-card high hand.

(2) In Five-card Omaha High-low Split Eight or Better Poker:

(i) The player with the highest ranking five-card high hand and the player with the highest ranking five-card low hand, subject to subsection (1), shall divide the pot equally. If a pot cannot be divided equally, the excess amount, which may not exceed \$1, shall be given to the player with the highest ranking high hand.

(ii) If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which may not exceed \$1, shall be given to the player with the highest ranking high card by suit or to the player specified in the certificate holder's Rules Submission under § 601a.2.

(iii) If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied

players, the excess, which may not exceed \$1, shall be given to the player with the lowest ranking low hand Poker card by suit or to the player specified in the certificate holder's Rules Submission under § 601a.2.

(iv) For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.

(1) In Five-card Omaha High-low Split Eight or Better Poker:

(1) The winning low hand may not contain a pair, a three-of-a-kind or a four-of-a-kind or a 9, 10, jack, queen or king. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.

(2) The player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot. Each hand must consist of any three of the community cards and any two of five cards dealt to the player. A player may use the same five-card grouping to make a high hand and a low hand. An ace may be used concurrently as a low hand card to make up a low hand and as a high card to make up a high hand.

(3) The certificate holder may use either the Half-kill or Kill option. If the certificate holder elects to use

either option, the certificate holder shall indicate which option is being used in the certificate holder's Rules Submission under § 601a.2 and post on a sign at each Omaha Poker table which option is being used and the minimum value of a qualifying pot.

§ 637a.20. Triple Draw Poker; procedures for dealing the cards; completion of each round of play.

(a) A certificate holder that offers Triple Draw Poker shall observe the procedures in this section.

(b) No more than seven players may participate in a Triple Draw 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, and the Kill or Half-kill option, if offered, 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.

(c) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall bet in accordance with following procedures:

(1) At commencement of play, the button shall be placed in front of either:

(i) The first player to the right of the dealer.

(ii) The player randomly determined by rank of a single card dealt.

(2) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) Before any cards are dealt, the player to the immediate left of the button shall initiate the first betting round by placing a Blind Bet. A certificate holder may require additional Blind Bets to be made immediately after the initial Blind Bet. The amount and number of all Blind Bets required shall be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at the table.

(e) The player to the left of the player who placed a Blind Bet may place a Straddle Bet, if offered by the certificate holder. The rules governing the placement of a Straddle Bet and the amount of the Straddle Bet, if any, shall be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at each Poker table. No more than one Straddle Bet may be made during a round of play.

(f) Starting with the player to the immediate left of the button and continuing around the table in a clockwise manner, the dealer shall deal five rounds of cards face down to each player. The player with the button shall be the last player to receive a card each time.

(g) After each player has been dealt five cards in accordance with subsection (f), each player, starting with the player to the left of the player or players who were required to place a Blind Bet or the player who placed a Straddle Bet, if offered, and continuing around the table in a clockwise manner, may fold, call or raise the bet. The option to raise shall also apply to a player who made a Blind Bet or Straddle Bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then burn the top card of the deck. Each player who has not folded, starting with the player to the immediate left of the button and continuing in a clockwise rotation, shall have the opportunity to draw new cards one player at a time. Each player may keep his original hand or discard as many cards as he chooses. Each discarded card shall be replaced by the dealer with a new card from the deck. If an insufficient number of cards remain in the deck for a player to draw new cards, all discarded cards, except the cards discarded by that player, shall be reshuffled and the new cards shall be dealt to the player. The first player to the left of the button who has not folded shall commence the next betting round and may bet or check. Each subsequent player may, in clockwise rotation, fold, call, raise or, if preceding players have not made a bet, make an opening bet or check. After the last player has

responded to the most recent bet, the second betting round shall be considered complete.

(i) Upon completion of the second betting round, the dealer shall burn the top card of the deck. Each player who has not folded shall then have the opportunity to draw new cards in accordance with subsection (h). The next betting round shall be commenced and completed in accordance with subsection (h).

(j) Upon completion of the third betting round, the dealer shall burn the top card of the deck. Each player who has not folded shall then have the opportunity to draw new cards in accordance with subsection (h). The fourth and final betting round shall be commenced and completed in accordance with subsection (h).

(k) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be the player with the highest ranking five-card low hand provided that:

(1) Hands are counted from the highest card in the hand to the lowest card in the hand.

(2) If a tie exists between two or more players for the highest ranking low hand, the pot shall be divided equally among the tied players. If the pot cannot be divided equally among the tied players, the excess, which may not exceed \$1,

shall be given to the player specified in the certificate holder's Rules Submission under § 601a.2.

(3) In 2-7 Lowball Poker:

(i) An ace is used only as a high card.

(ii) The best possible 2-7 Lowball Poker hand is 7-5-4-3-2 with all five cards not of the same suit.

(iii) A straight, flush or pair shall be considered for purposes of determining a winning hand.

(2) In Ace-5 Lowball Poker

(i) An ace is used only as a low card.

(ii) The best possible A-5 Lowball Poker hand is a 5-4-3-2-A, regardless of suit.

(iii) A straight or flush shall not be considered for purposes of determining a winning hand.

(1) Notwithstanding the requirements in subsection (k), if specified in its Rules Submission, the certificate holder may offer Triple Draw Poker and split the pot awarded between players as follows:

(1) In 2-7 Lowball Poker, if Badeucey is being offered:

(i) Half of the pot shall be awarded to the highest ranking 2-7 Lowball Poker hand and the other half of the pot shall be awarded to the player with the best Badugi hand.

For purposes of Badeucey, a Badugi hand is a hand in which four

of the player's five cards are of a different suit from the others and rank in accordance with § 637a.6(c) (relating to poker rankings) with the best Badugi hand being a 2, 3, 4 and 5.

(ii) If the pot cannot be split evenly, the excess, which may not exceed \$1, shall be given to the player with the highest 2-7 Lowball Poker hand.

(1) In A-5 Lowball Poker, if Badacey is being offered:

(i) Half of the pot shall be awarded to the highest ranking A-5 Lowball Poker hand and the other half of the pot shall be awarded to the player with the best Badugi hand. For purposes of Badacey, a Badugi hand is a hand in which four of the player's five cards are of a different suit from the others and rank in accordance with § 637a.6(c) (relating to poker rankings) with the best Badugi hand being an ace, 2, 3 and 4.

(ii) If the pot cannot be split evenly, the excess, which may not exceed \$1, shall be given to the player with the highest A-5 Lowball Poker hand.

§ 637a.21. Badugi Poker; procedures for dealing the cards; completion of each round of play.

(a) A certificate holder that offers Badugi Poker shall observe the procedures in this section.

(b) No more than nine players may participate in a Badugi 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, and the Kill or Half-kill option, if offered, 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.

(c) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall bet in accordance with following procedures:

(1) At commencement of play, the button shall be placed in front of either:

(i) The first player to the right of the dealer.

(ii) The player randomly determined by rank of a single card dealt.

(2) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) Before any cards are dealt, the player to the immediate left of the button shall initiate the first betting round by placing a Blind Bet. A certificate holder may require additional Blind Bets to be made immediately after the initial Blind Bet. The amount and number of all Blind Bets required shall be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at the table.

(e) The player to the left of the player who placed a Blind Bet may place a Straddle Bet, if offered by the certificate holder. The rules governing the placement of a Straddle Bet and the amount of the Straddle Bet, if any, shall be specified in the certificate holder's Rules Submission under § 601a.2 and posted on a sign at each Poker table. No more than one Straddle Bet may be made during a round of play.

(f) Starting with the player to the immediate left of the button and continuing around the table in a clockwise manner, the dealer shall deal four rounds of cards face down to each player. The player with the button shall be the last player to receive a card each time.

(g) After each player has been dealt four cards in accordance with subsection (f), each player, starting with the player to the left of the player or players who were required to place a Blind Bet or the player who placed a Straddle Bet, if offered, and continuing around the table in a clockwise manner, may fold, call or raise the bet. The option to raise shall also apply to a player who made a Blind Bet or Straddle Bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then burn the top card of the deck. Each player who has not folded, starting with the player to the immediate left of the button and continuing in a clockwise

rotation, shall have the opportunity to draw new cards one player at a time. Each player may keep his original hand or discard as many cards as he chooses. Each discarded card shall be replaced by the dealer with a new card from the deck. If an insufficient number of cards remain in the deck for a player to draw new cards, all discarded cards, except the cards discarded by that player, shall be reshuffled and the new cards shall be dealt to the player. The first player to the left of the button who has not folded shall commence the next betting round and may bet or check. Each subsequent player may, in clockwise rotation, fold, call, raise or, if preceding players have not made a bet, make an opening bet or check. After the last player has responded to the most recent bet, the second betting round shall be considered complete.

(i) Upon completion of the second betting round, the dealer shall burn the top card of the deck. Each player who has not folded shall then have the opportunity to draw new cards in accordance with subsection (h). The next betting round shall be commenced and completed in accordance with subsection (h).

(j) Upon completion of the third betting round, the dealer shall burn the top card of the deck. Each player who has not folded shall then have the opportunity to draw new cards in accordance with subsection (h). The fourth and final betting

round shall be commenced and completed in accordance with subsection (h).

(k) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot based upon the following ~~rakings~~ RANKINGS in order from highest to lowest:

(1) The lowest Badugi hand shall win the pot. For purposes of this section, a Badugi hand shall be a hand in which each of the player's four cards are of a different suit from the others and rank in accordance with § 637a.6(c) (relating to poker rankings) with the best Badugi hand being an ace, 2, 3 and 4.

(2) If no players have a Badugi, the player with the lowest hand containing three cards, each of which are a different suit and rank.

(3) If no players have three cards of a different suit and rank than the player with the lowest hand containing two cards, each of which are a different suit and rank shall win the pot.

(4) If no remaining players have a hand containing two cards of a different suit and rank than the player with the lowest card.

(5) If a tie exists between two or more players, the pot shall be divided equally among the tied players. If the pot

cannot be divided equally among the tied players, the excess, which may not exceed \$1, shall be given to the player specified in the certificate holder's Rules Submission under § 601a.2.

CHAPTER 649a. THREE CARD POKER

§ 649a.6. Three Card Poker rankings.

* * * * *

(d) If a certificate holder offers the optional Six Card Bonus Wager under § 649a.7(d)(5) (relating to wagers), the five-card Poker hands eligible for a payout are:

* * * * *

(8) A Super Royal, if the certificate holder selects payable E in § 649a.12(f) (relating to payout odds; Envy Bonus; rate of progression), which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

(e) If the payable selected by the certificate holder includes a mini-royal flush, which is a hand consisting of an ace, king and queen, a mini-royal flush outranks a straight flush in subsection (b).

§ 649a.12. Payout odds; Envy Bonus; rate of progression.

* * * * *

(g) If selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2, the paytables in subsections (b) and (d) may include a payout for a mini-royal flush in accordance with the following:

(1) In subsection (b), a mini-royal flush shall pay out at odds of no less than 5 to 1.

(2) In subsection (d), a mini-royal flush shall pay out at odds of no less than 40 to 1.

(*Editor's Note:* Chapters 659a, 661a, 663a and 665a are new and printed in regular type to enhance readability.)

CHAPTER 659a. ASIA POKER

Sec.

659a.1. Definitions.

659a.2. Asia Poker table; Asia Poker shaker; physical characteristics.

659a.3. Cards; number of decks.

659a.4. Opening of the table for gaming.

659a.5. Shuffle and cut of the cards; procedures for determining the starting position for dealing cards.

659a.6. Asia Poker rankings.

659a.7. Wagers.

659a.8. Procedures for dealing the cards from a manual dealing shoe.

659a.9. Procedures for dealing the cards from the hand.

659a.10. Procedures for dealing the cards from an automated dealing shoe.

659a.11. Procedures for completion of each round of play.

659a.12. Payout odds; payout limitation.

659a.13. Irregularities; invalid roll of dice.

§ 659a.1. Definitions.

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

Copy hand – A high hand, medium hand or low hand of a player that is identical in rank to the corresponding high hand, medium hand or low hand of the dealer.

High hand – The four-card hand that is formed from the seven cards dealt so as to rank higher than the medium hand and the low hand.

Low hand – The one-card hand that is formed from the seven cards dealt so as to rank lower than the high hand and the medium hand.

Medium hand – The two-card hand that is formed from the seven cards dealt so as to rank lower than the high hand and higher than the low hand.

Setting the hands – The process of forming a high hand, medium hand and low hand from the seven cards dealt.

§ 659a.2. Asia Poker table; Asia Poker shaker; physical characteristics.

(a) Asia 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 an Asia 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 shall contain, at a minimum:

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

(2) A separate betting area designated for the placement of the Asia Poker Wager for each player.

(3) Three separate areas designated for the placement of the high hand, medium hand and low hand of each player.

(4) Three separate areas designated for the placement of the high hand, medium hand and low hand of the dealer.

(5) If the certificate holder offers the optional Bonus Wager authorized under § 659a.7(e) (relating to wagers), a separate area designated for the placement of the Bonus Wager for each player.

(6) 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 Asia Poker table.

(7) An inscription indicating the payout limit per hand established by the certificate holder under § 659a.12(c) (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 Asia Poker table.

(c) To determine the starting position for the dealing or delivery of the cards, Asia Poker may be played with:

(1) An Asia Poker shaker, approved in accordance with § 601a.10(a), which shall be designed and constructed to maintain the integrity of the game. The Asia Poker shaker shall be the responsibility of the dealer, may not be left unattended while at the table and must:

(i) Be capable of housing three dice that when not being shaken shall be maintained within the Asia Poker shaker. Dice that have been placed in an Asia Poker shaker for use in gaming may not remain on a table for more than 24 hours.

(ii) Be designed to prevent the dice from being seen while being shaken.

(iii) Have the name or logo of the certificate holder imprinted or impressed thereon.

(2) A computerized random number generator which must be approved by the Bureau of Gaming Laboratory Operations in

accordance with § 461a.4 (relating to submission for testing and approval) prior to its use.

(3) A flat button which shall be approved by the Bureau of Gaming Operations prior to its use.

(d) Each Asia Poker table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer and in locations 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.

(e) Each Asia Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 659a.3. Cards; number of decks.

(a) Except as provided in subsection (b), Asia Poker shall be played with one deck of cards that are identical in appearance and two cover cards. The deck of cards used to play Asia Poker must include one joker. A certificate holder may use decks that are manufactured with two jokers provided that only one joker is used for gaming.

(b) If an automated card shuffling device is utilized, Asia Poker may be played with two decks of 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 of cards shall be 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 shall be placed in the discard rack at any given time.

(c) The decks of cards used in Asia Ride Poker shall be changed at least:

(1) Every 4 hours if the cards are dealt by hand.

(2) Every 8 hours if the cards are dealt from a manual or automated dealing shoe.

§ 659a.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) If the deck of cards used by the certificate holder contains two jokers, the dealer and a floormperson shall ensure that only one joker is utilized and that the other joker is torn in half and placed in the box, envelope or container that the deck came from. 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 and shall include the one joker.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with § 659a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards).

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

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspections and

removal from use), the requirements in subsections (a)–(d) do not apply.

§ 659a.5. Shuffle and cut of the cards; procedures for determining the starting position for dealing 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, inspections and removal from use), after each round of play has been completed or when directed by the 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 device shall place the deck of cards in a single stack provided, however, that 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) After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using an automated card shuffling device, determine the starting position in accordance with subsection (g), then deal the cards in accordance with § 659a.8, § 659a.9 or § 659a.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 reshuffled, cut the cards in accordance with subsection (c).

(c) If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. The dealer shall then determine the starting position in accordance with subsection (g), and deal the cards in accordance with § 659a.8, § 659a.9 or § 659a.10.

(d) 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.

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

procedures in § 659a.4(c) (relating to opening of the table for gaming) and this section shall be completed.

(f) A certificate holder may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that the device is submitted and approved in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use in the licensed facility. If a ~~by~~ certificate holder is utilizing the approved device, subsections (c) - (e) do not apply.

(g) To determine the starting position for the dealing of cards, the certificate holder shall use one of the following:

(1) An Asia Poker shaker in accordance with the following procedures:

(i) The dealer shall shake the Asia Poker shaker at least three times to cause a random mixture of the dice.

(ii) The dealer shall then remove the lid covering the Asia Poker shaker and place the uncovered shaker on the designated area of the table layout. The dealer shall then total the dice and announce the total.

(iii) To determine the starting position, the dealer shall count each betting position in order, regardless of whether there is a wager at the betting position, beginning with the dealer as number one and continuing around the table in a

counterclockwise manner, until the count matches the total of the three dice.

(iv) After the dealing procedures required under § 659a.8, § 659a.9 or § 659a.10 have been completed, the dealer shall place the cover on the Asia Poker shaker and shake the shaker once. The Asia Poker shaker shall then be placed to the right of the dealer.

(2) A computerized random number generator to select and display a number from 1 to 7. To determine the starting position, the dealer shall count each betting position in order, regardless of whether there is a wager at the betting position, beginning with the dealer as number one and continuing around the table in a counterclockwise manner, until the count matches the number displayed by the random number generator.

(3) If an automated card shuffling device and dealing shoe are used under § 659a.10, a flat button to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(h) After the starting position for a round of play has been determined, a certificate holder may mark that position with an additional cover card or similar object approved by the Bureau of Gaming Operations.

§ 659a.6. Asia Poker rankings.

(a) The rank of the cards used in Asia Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a 2, 3 and 4 but may not be combined with any other sequence of cards (for example: queen, king, ace and 2). The joker shall be used and ranked as an ace or may be used as any card to complete a straight, a flush, a straight flush or a royal flush.

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

(1) Four aces, which is a high hand consisting of four aces ~~or three aces and a joker~~.

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

(3) A straight flush, which is a high hand consisting of four cards of the same suit in consecutive ranking, with ace, 2, 3 and 4 being the highest ranking straight flush; king, queen, jack and 10 being the second highest ranking straight flush; and 2, 3, 4 and 5 being the lowest ranking straight flush. The certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), specify that a straight flush formed with an ace,

2, 3 and 4 of the same suit is the lowest ranking straight flush.

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

(5) A flush, which is a high hand consisting of four cards of the same suit. When comparing two flushes, the provisions in subsection (c) shall be applied.

(6) A straight, which is a high hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen and jack being the highest ranking straight; an ace, 2, 3 and 4 being the second highest ranking straight; and a 2, 3, 4 and 5 being the lowest ranking straight. The certificate holder may, if specified in its Rules Submission under § 601a.2, specify that a straight formed with an ace, 2, 3 and 4, regardless of suit, is the lowest ranking straight.

(7) A three-of-a-kind, which is a high hand containing 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.

(8) Two pair, which is a high hand containing two pairs, with two aces and two kings being the highest ranking two

pair hand and two 3s and two 2s being the lowest ranking two pair hand.

(9) A pair, which is either a high hand or a low 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 high hands, two medium hands or two low hands that are of identical hand rank under subsection (b), or contain none of the hands in subsection (b), the hand that contains the highest ranking card under subsection (a), which is not in the other hand, shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this section, the hands shall be considered a copy.

(d) If the certificate holder offers the optional Bonus Wager under § 659a.7(e) (relating to wagers), the following hands shall be used to determine the amount of the bonus payout to a winning player:

(1) A three-of-a-kind and four 8s.

(2) Five aces, which is a hand consisting of four aces and a joker.

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

(4) A natural straight flush, which is a hand consisting of five cards of the same suit in consecutive rank with no joker.

(5) A straight flush with a joker, which is a hand consisting of five cards of the same suit in consecutive rank, one of which is a joker.

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

(7) A 9-high, which is a seven-card hand that contains a 9, 8, 7, 6, 4, 3 and 2 or a 9, 8, 7, 5, 4, 3 and 2.

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

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

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

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

§ 659a.7. Wagers.

(a) Wagers at Asia Poker shall be made by placing value chips or plaques on the appropriate areas of the Asia Poker layout. Verbal wagers accompanied by cash may not be accepted.

(b) Only players who are seated at an Asia Poker 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 player, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers at Asia Poker must be placed prior to the dealer announcing ``no more bets`` in accordance with the dealing procedures in § 659a.8, § 659a.9 or § 659a.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). A wager may not be made, increased or withdrawn after the dealer has announced ``no more bets.``

(d) To participate in a round of play and compete against the dealer's high hand, medium hand and low hand, a player shall place an Asia Poker Wager.

(e) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed an Asia Poker Wager, the option of placing a Bonus Wager that the seven cards dealt to the player will form a hand with a rank of 9-high or better as described in § 659a.6(d) (relating to Asia Poker rankings).

(f) If specified in its Rules Submission under § 601a.2, a certificate holder may permit a player to wager on two adjacent betting areas at an Asia Poker table. If a certificate holder

permits a player to wager on adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked, set and placed face down on the layout, the hands may not be changed.

§ 659a.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. Once the procedures required under § 659a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce ``no more bets`` and use one of the procedures authorized under § 659a.5(g) to determine the starting position for dealing the cards.

(c) The dealer shall then deal the first card to the starting position as determined in subsection (b) and, continuing around the table in a clockwise manner, deal one card at a time to all other positions, regardless of whether there is a wager at the position, and the dealer, until each position and the dealer has seven cards. Each card dealt shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed face down on the appropriate area of the layout with the opposite hand.

(d) After seven cards have been dealt to each position and the dealer, the dealer shall remove the stub from the manual dealing shoe and determine whether four cards are left by spreading them face down on the layout. The four cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(e) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than seven cards), 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.

(f) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where

there was no wager and place them in the discard rack without exposing the cards.

§ 659a.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 § 659a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the dealer shall place the 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 when 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'' and use one of the procedures authorized under § 659a.5(g) to determine the starting position for dealing the cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and shall use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(b) The dealer shall then deal the first card to the starting position as determined in subsection (a) and, continuing around the table in a clockwise manner, deal one card at a time to all other positions, regardless of whether there is a wager at the position, and the dealer, until each position and the dealer has seven cards.

(c) After seven cards have been dealt to each position and the dealer, the dealer shall determine whether four cards are left by spreading them face down on the layout. The four cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(d) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than seven cards), 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.

(e) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there was no wager and place them in the discard rack without exposing the cards.

§ 659a.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 under § 659a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing 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.`` ~~and use one of the procedures authorized under § 659a.5(g) to determine the starting position for dealing the cards.~~

(b) After the starting position for delivering the cards has been determined, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to that position. 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 positions, regardless of whether there is a wager at the position, and the dealer.

(c) After seven cards have been dispensed and delivered to each position and the dealer, the dealer shall remove the remaining cards from the shoe and determine whether four cards are left by spreading them face down on the layout. The four cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(d) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than seven cards), 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.

(e) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there was no wager and place them in the discard rack without exposing the cards.

§ 659a.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 659a.8, § 659a.9 or § 659a.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 an Asia Poker table shall be responsible for setting his own hands and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player. If a player requests assistance in the setting of his hands, the dealer shall inform the player of the manner in which the certificate holder

requires the hands of the dealer to be set in accordance with the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions).

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

(3) Once each player has set his three hands and placed them face down on the appropriate area of the layout, the player may not touch the cards again.

(b) Each player shall set his hands by arranging the cards into a high hand, a medium hand and a low hand. When setting the three hands, the four-card high hand must be higher in rank than the two-card medium hand and the medium hand must be higher in rank than the one-card low hand. For example, if the two-card medium hand contains a pair of sevens, the four-card high hand must contain at least a pair of sevens and the two remaining cards.

(c) After all players have set their hands and placed the cards on the table, the seven cards of the dealer shall be turned over and the dealer shall set his hands by arranging the cards into a high hand, medium hand and low hand. The certificate holder shall specify in its Rules Submission under § 601a.2 the manner in which the hands of the dealer shall be set. The dealer shall then place the three hands face up on the appropriate area of the layout.

(d) Unless a player has placed an optional Bonus Wager in accordance with § 659a.7(e) (relating to wagers), a player may surrender his wager after the hands of the dealer have been set. The player shall announce his intention to surrender prior to the dealer exposing any of the three hands of that player as provided in subsection (e). Once the player has announced his intention to surrender, the dealer shall immediately collect the Asia Poker Wager from that player and collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

(e) After the dealer has set a high hand, medium hand and a low hand, the dealer shall reveal all three hands of each player, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall compare the high, medium and low hand of each player to the high, medium and low hand of the dealer and shall announce if the Asia Poker Wager of that player wins or loses.

(f) An Asia Poker Wager will:

(1) Lose and will immediately be collected if:

(i) Any two of the player's three hands are identical or lower in rank than the dealer's corresponding hands.

(ii) Any one of the player's three hands is identical in rank to the corresponding hand of the dealer and one of the player's remaining hands is lower in rank than the dealer's corresponding hand.

(iii) The high hand of the player was not set so as to rank higher than the medium hand of that player.

(iv) The medium hand of the player was not set so as to rank higher than the low hand of that player.

(v) The three hands of the player were not otherwise set correctly in accordance with this chapter.

(2) Win if any two of the player's three hands are higher in rank than the dealer's corresponding hands. The dealer shall pay the winning Asia Poker Wager in accordance with the payout odds in § 659a.12(a) (relating to payout odds; payout limitation).

(g) Except as provide in subsection (h), after settling the player's Asia Poker Wager, the dealer shall place the cards of the player in the discard rack.

(h) If a player placed a Bonus Wager, after settling the player's Asia Poker Wager, the dealer shall rearrange the seven cards of any player and form the highest ranking hand and shall be responsible for creating the hand for purposes of the Bonus Wager. If a player:

(1) Does not have a 9-high or better, as described in § 659a.6(d) (relating to Asia Poker rankings), the dealer shall collect the Bonus Wager and place the cards of the player in the discard rack.

(2) Has a 9-high or better, the dealer shall pay the winning Bonus Wager in accordance with § 659a.12(b) and place the cards of the player in the discard rack.

(i) All cards removed from the table shall be placed in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

§ 659a.12. Payout odds; payout limitation.

(a) A certificate holder shall pay each winning Asia Poker Wager at odds of 1 to 1.

(b) The certificate holder shall pay out winning Bonus 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):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Three-of-a-kind and four 8s	5,000 to 1	5,000 to 1	5,000 to 1
Five aces	800 to 1	800 to 1	800 to 1
Royal flush	200 to 1	200 to 1	200 to 1
Natural straight flush	80 to 1	50 to 1	50 to 1

Straight flush w joker	40 to 1	40 to 1	40 to 1
Four-of-a-kind	30 to 1	30 to 1	25 to 1
9-high	10 to 1	10 to 1	10 to 1
Full house	5 to 1	5 to 1	5 to 1
Flush	4 to 1	4 to 1	4 to 1
Three-of-a-kind	3 to 1	3 to 1	3 to 1
Straight	2 to 1	2 to 1	2 to 1

(c) Notwithstanding the payout odds in subsections (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 payout amount shall be at least \$50,000 or the maximum amount that one player could win per round when betting the minimum permissible wager, whichever is greater.

§ 659a.13. Irregularities; invalid roll of dice.

(a) If the dealer uncovers the Asia Poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a ``no roll`` and reshake the dice.

(b) If the dealer uncovers the Asia Poker shaker and a die or dice fall out of the shaker, the dealer shall call a ``no roll`` and reshake the dice.

(c) If the dealer incorrectly totals the dice and deals the first card to the wrong position, all hands shall be void, all

wagers shall be returned to the players and the cards shall be reshuffled.

(d) If the dealer exposes any of the cards dealt to a player, the player may void the hand. The player shall make the decision to either play out the hand or to void the hand without looking at the unexposed cards.

(e) If a card or cards in the dealer's hand are exposed, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(f) A card that is found face up in the shoe or the deck while the cards are being dealt shall 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.

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

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

(i) If the dealer does not set his hands in the manner in which the certificate holder requires the hands of the dealer to be set, the hands shall be reset in accordance with the

certificate holder's Rules Submission and the round of play shall be completed.

(j) If any of the dealer's cards are inadvertently exposed while the dealer is dealing the cards, all wagers shall be returned to the players and the cards shall be reshuffled.

(k) If any player position or the dealer is dealt an incorrect number of cards, all hand shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(l) 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.

(m) 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.

(n) If an automated 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 shuffling device or automated dealing ~~show~~ SHOE is out of order placed on the device

before any other method of shuffling or dealing may be utilized at that table.

CHAPTER 661a. THREE DICE FOOTBALL

Sec.

661a.1. Definitions.

661a.2. Three Dice Football table; physical characteristics.

661a.3. Wagers.

661a.4. Dice; physical characteristics, retention and selection.

661a.5. Throw of the dice; invalid roll of the dice.

661a.6. Rules of the game; settlement of wagers.

661a.7. Continuation of Quarterback; selection of new Quarterback.

661a.8. Payout odds.

§ 661a.1. Definitions.

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

Defensive Die – The red die thrown by the Quarterback.

Down – Each time the Quarterback throws the dice with a corresponding outcome occurring on the field.

Extra point roll – An additional throw that occurs after a touchdown or Trips TD is scored.

Offensive Dice – Two green dice thrown by the Quarterback.

Penalty – When the total of the Offensive Dice is less than the value of the Defensive Die. A turnover is not a penalty.

Quarterback – The player responsible for throwing the dice.

Stickperson – An employee of the certificate holder whose primary function is to control the selection and use of the dice at a Three Dice Football table.

Touchdown – When, through downs, the 0 yard line is passed by the Quarterback resulting in the end of the game.

Triple – On an extra point roll when all three dice show the same number.

Trips TD – When all three dice show the same number resulting in an instant end of the game.

Turnover – When the Defensive Die is a 6 and the Offensive Dice have a total of 2 or 3 resulting in an instant end of the game.

§ 661a.2. Three Dice Football table; physical characteristics.

(a) Three Dice Football shall be played on an oblong table with rounded corners, high walled sides and wagering locations for a maximum of 16 players.

(b) The layout for a Three Dice Football 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:

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

(2) Specific areas designated for the placement of wagers authorized under § 661a.3(b) and (d) (relating to wagers).

(3) 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 Three Dice Football table.

(4) A football field containing two end zones, two 10 yard lines and two 20 yard lines. Each yard, from 1 through 23, shall also be labeled in the center of the football field.

(5) An area designated for the following:

- (i) 1st Down.
- (ii) 2nd Down.
- (iii) 3rd Down.
- (iv) 1st & Goal.
- (v) 2nd & Goal.
- (vi) 3rd & Goal.
- (vii) Extra Point.

(6) An area designated for the game length, labeled 1 through 6.

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

§ 661a.3. Wagers.

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

(b) The following full game wagers are authorized in Three Dice Football:

(1) A Touchdown Wager which shall win if a touchdown or Trips TD is scored.

(2) A Defense Wager which shall win if a touchdown or Trips TD is not scored.

(3) An Extra Point Wager which shall win if a touchdown or Trips TD is made and on the extra point roll either:

(i) One or more of the three dice shows a 1.

(ii) Any triple, other than three 1s, is rolled.

(4) A Quick Strike TD Wager which shall win if a touchdown or Trips TD is scored in 4 downs or fewer.

(5) A Game Changer Wager which shall win if a Trips TD or a turnover occurs.

(6) The following Game Length Wagers which shall win if the game lasts exactly:

(i) One play.

(ii) Two plays.

(iii) Three plays.

(iv) Four plays.

(v) Five plays.

(vi) Six plays.

(c) The full game wagers authorized in subsection (b) shall be placed prior to the start of each new game and may not be increased or withdrawn after the first throw of the dice.

(d) The following single play wagers are authorized in Three Dice Football:

(1) A Trips TD Wager which shall win if a Trips TD is scored.

(2) A Penalty Wager which shall win if a penalty or turnover occurs.

(3) A Turnover Wager which shall win if a turnover occurs. A turnover on downs does not qualify.

(4) A Cover Three Wager which shall win if a Trips TD is scored or a penalty or turnover occurs.

(5) A No Gain Wager which shall win if zero yards are gained or if a penalty or turnover occurs.

(6) A Big Play Wager which shall win if 7 yards or more are gained or if a Trips TD is scored.

(7) An Over Four Yards Wager which shall win if 5 yards or more are gained or if a Trips TD is scored.

(8) An Under Four Yards Wager which shall win if 3 yards or less are gained or if a penalty or turnover occurs. A Trips TD does not qualify.

(e) The single play wagers authorized in subsection (d) may be placed at any time during the game prior to the Quarterback's throw of the dice. Single play wagers shall be settled after each throw of the dice.

§ 661a.4. Dice; physical characteristics, retention and selection.

(a) The physical characteristics of the dice used in Three Dice Football must comply with the requirements of § 603a.12(a) (relating to dice; physical characteristics) except a set of four green and two red dice must be present at the table during gaming. Control of the dice at the table is the responsibility of the stickperson. The stickperson shall retain all dice, except those in active play, in a dice cup at the table.

(b) At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the stickperson. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(c) The first player to accept the dice when offered shall become the Quarterback who selects and retains two of the green

dice and one red die offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

(d) A set of dice used at a Three Dice Football table shall be changed at least once every 24 hours. A new set of dice shall be used when a Three Dice Football table is reopened for gaming, if a die goes off the table during play and is lost or if the dice show signs of tampering or alteration or are otherwise marked, chipped, scratched or no longer suitable for play.

§ 661a.5. Throw of the dice; invalid roll of the dice.

(a) After selecting the Offensive and Defensive Dice, the Quarterback shall throw the three selected dice so that they leave the Quarterback's hand simultaneously and in a manner which causes the dice to strike the end of the table farthest from the Quarterback.

(b) A roll of the dice shall be invalid if any of the dice go off the table or if one die comes to rest on top of the other.

(c) The stickperson shall have the authority to invalidate a roll of the dice by calling ``no roll'' for any of the following reasons:

(1) The dice do not leave the Quarterback's hand simultaneously.

(2) Any of the dice fail to strike the end of the table farthest from the Quarterback.

(3) Any of the dice come to rest on the chips constituting the bank of chips located in front of the stickperson.

(4) Any of the dice come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table.

(5) The use of a cheating, crooked or fixed device or technique in the roll of the dice.

(6) The stickperson considers the throw to be improper.

(d) A throw of the dice which results in the dice coming into contact with any chips or plaques on the table, other than the bank of chips located in front of the stickperson, is not a cause for a call of ``no roll.``

(e) When the dice come to rest from a valid throw, the stickperson shall at once call out the numbers on the uppermost or skyward sides of the three dice. Only one face on each die shall be considered uppermost or skyward.

(f) In the event any of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered

uppermost or skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be rethrown.

(g) In the event of a dispute as to which face is uppermost, the stickperson has discretion to determine which face is uppermost or to order the throw be void and the dice be rethrown.

(h) After calling the throw, the stickperson shall collect the dice and bring them to the center of the table. All wagers decided by that throw shall then be settled. The stickperson shall then pass the dice to the Quarterback for the next throw. When collecting the dice and passing them to the Quarterback, the stickperson shall use a stick designed for that purpose.

§ 661a.6. Rules of the game; settlement of wagers.

(a) Immediately prior to the commencement of each round of play, the dealer shall place the Down Puck on the area of the table layout designated for the 1st Down. The Yard Marker shall be placed on the football field in the 20 yard line circle. The Game Length Puck shall be placed on the area of the table layout designated for Play 1.

(b) Prior to the first throw of the dice, each player shall place a wager authorized under § 661a.3(b) or (d) (relating to wagers). Prior to each subsequent roll of the dice, a player may place any single play wager authorized under § 661a.3(d).

(c) Each roll of the dice shall determine the result of each down as follows:

(1) If the total of the Offensive Dice is greater than the value of the Defensive Die, a gain of yards has occurred. The dealer shall subtract the value of the Defensive Die from the total of the Offensive Dice and move the Yard Marker down the field toward the end zone the total number of yards earned during that down. For example, if the total of the Offensive Dice is 10 and the value of the Defensive Die is 2, the dealer shall move the Yard Marker toward the end zone 8 yards from its previous position on the field. The dealer shall then place the Down Puck on the next down and the Game Length Puck to the next play.

(2) If the total of the Offensive Dice is less than the value of the Defensive Die, a penalty has occurred which shall result in the loss of only 1 yard and the loss of the current down. The dealer shall move the Yard Marker back 1 yard from its previous position on the field, place the Down Puck on the next down and the Game Length Puck to the next play.

(3) If the total of the Offensive Dice is equal to the value of the Defensive Die, a gain or penalty has not occurred. The dealer shall place the Down Puck on the next down and the Game Length Puck to the next play.

(4) If the Quarterback rolls a turnover, the dealer shall announce the turnover and end the game.

(5) If the Quarterback rolls a Trips TD, the dealer shall move the Yard Marker to the end zone and end the game.

(d) After each down, the dealer shall settle all single play wagers placed in accordance with § 661a.3(d). The value of the dice determines the outcome of single play wagers, not the actual yards moved on the field. The dealer shall then announce the number of downs and the distance to the end zone.

(e) The Quarterback shall have three downs to either score a touchdown, Trips TD or earn a 1st & Goal. A 1st & Goal is earned by reaching the 10 yard line. If after three downs:

(1) The Quarterback has not scored a touchdown, Trips TD or earned a 1st & Goal, the game ends.

(2) The Quarterback has earned a 1st & Goal, the Quarterback has three more downs to score a touchdown or a Trips TD.

(f) If the Quarterback:

(1) Scores a touchdown or a Trips TD, the dealer shall first collect all Defense Wagers then settle all single play wagers, placed in accordance with § 661a.3(d), and all full game wagers, placed in accordance with § 661a.3(b), with the exception of the Touchdown and Extra Point Wagers. If any player at the table has placed an Extra Point Wager, the Quarterback

shall then throw an extra point roll. The dealer shall then pay out winning Touchdown Wagers and settle the Extra Point Wagers.

(2) Does not score a touchdown or a Trips TD, the dealer shall first collect all Touchdown and Extra Point Wagers and pay out winning Defense Wagers. The dealer shall then settle all single play wagers, placed in accordance with § 661a.3(d), and the remaining full game wagers placed in accordance with § 661a.3(b).

(g) All winning wagers shall be paid in accordance with § 661a.8 (relating to payout odds).

§ 661a.7. Continuation of Quarterback; selection of new Quarterback.

(a) If a game ends in a touchdown or Trips TD, the Quarterback shall retain the dice. If the game ends with defense winning, the stickperson shall offer the dice to the player to the immediate left of the previous Quarterback. If the player does not accept the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table.

(b) The first player to accept the dice when offered shall become the new Quarterback who shall select and retain two of the green dice and one of the red die offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

§ 661a.8. Payout odds.

(a) The certificate holder shall pay out winning full game wagers in accordance with the following odds:

<i>Wager</i>	<i>Payout</i>
Touchdown Wager	1 to 1
Defense Wager	4 to 5

Extra Point Wager with:

A 1 appearing on one of the dice 1 to 1

A 1 appearing on two of the dice 10 to 1

A triple of 1s 50 to 1

Any triple other than 1s 10 to 1

Quick Strike TD Wager on:

Play One 8 to 1

Play Two 5 to 1

Play Three 3 to 1

Play Four 1 to 1

Game Change Wager 5 to 1

Game Length Wager lasting:

One play 22 to 1

Two plays 22 to 1

Three plays 6 to 5

Four plays 5 to 1

Five plays 3 to 1

Six plays 6 to 1

(b) The certificate holder shall pay out winning single play wagers in accordance with the following odds:

<i>Wager</i>	<i>Paytable</i>
Trips TD Wager	30 to 1
Penalty Wager	9 to 1
Turnover Wager	60 to 1
Cover Three Wager	7 to 1
No Gain Wager	5 to 1
Big Play Wager	4 to 1
Over 4 Yards Wager	1 to 1
Over 4 Yards Wager with Trips TD	7 to 1
Under 4 Yards Wager	1 to 1

* * * * *

CHAPTER 663a. FIVE CARD HI-LO

Sec.

663a.1. Definitions.

663a.2. Five Card Hi-Lo table physical characteristics.

663a.3. Cards; number of decks.

663a.4. Opening of the table for gaming.

663a.5. Shuffle and cut of the cards.

663a.6. Five Card Hi-Lo rankings.

663a.7. Wagers.

663a.8. Procedures for dealing the cards from a manual dealing shoe.

663a.9. Procedures for dealing the cards from the hand.

663a.10. Procedures for dealing the cards from an automated dealing shoe.

663a.11. Procedures for completion of each round of play.

663a.12. Payout odds.

663a.13. Irregularities.

§ 663a.1. Definitions.

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

High hand – The three-card hand that is formed from the five cards dealt so as to have a point value higher than the two-card low hand.

Low hand – The two-card hand that is formed from the five cards dealt so as to have a point value lower than the three-card high hand.

Setting the hands – The process of forming a high hand and low hand from the five cards dealt.

§ 663a.2. Five Card Hi-Lo table; physical characteristics.

(a) Five Card Hi-Lo 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 Five Card Hi-Lo 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:

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

(2) A separate betting area designated for the placement of the Ante Wager for each player.

(3) A separate betting area designated for the placement of the Play Wager for each player.

(4) Two separate areas designated for the placement of the high and low hands of each player.

(5) If the certificate holder offers the optional Tie Wager authorized under § 663a.7(e)(1) (relating to wagers), a separate area designated for the placement of the Tie Wager for each player.

(6) If the certificate holder offers the optional Poker Bonus Wager authorized under § 663a.7(e)(2), a separate area designated for the placement of the Poker Bonus Wager for each player.

(7) 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 Five Card Hi-Lo table.

(c) Each Five Card Hi-Lo table must have a drop box and a tip box attached on the same side of the gaming 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 Five Card Hi-Lo table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 663a.3. Cards; number of decks.

(a) Except as provided in subsection (b), Five Card Hi-Lo shall be played with one deck of cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Five Card Hi-Lo may be played with two decks of 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 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 of cards shall be 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 shall be placed in the discard rack at any given time.

(c) The decks of cards used in Five Card Hi-Lo 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.

§ 663a.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 is 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 § 663a.5 (relating to shuffle and cut of the cards).

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

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

§ 663a.5. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each round of play has been completed or when directed by the 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 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 § 663a.8, § 663a.9 or § 663a.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, cut the cards in accordance with the procedures in subsection (d).

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

(e) After the cards have been cut and before the 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 Five Card Hi-Lo table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 663a.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 (b)–(f) do not apply.

§ 663a.6. Five Card Hi-Lo rankings.

(a) Each card dealt must have a point value. The point value of all NON-face cards is their denomination. Jacks, queens and kings have a point value of 10. Aces have a point value of

11 if played in the high hand and a point value of 1 if played in the low hand.

(b) If the certificate holder offers the Poker Bonus Wager, authorized under § 663a.7(e) (relating to wagers), the winning five-card Poker hands must be:

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

(2) A straight flush, which is a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking. An ace may be used to complete a straight flush formed with a 2, 3, 4 and 5 but may not be combined with any other sequence of cards (for example: queen, king, ace, 2 and 3).

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

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

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

(6) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit. An ace may be used to complete a straight formed with a K, Q, J and 10 or a 2, 3, 4 and 5 but may not be combined with any other sequence of cards (for example: queen, king, ace, 2 and 3).

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

(8) Two pairs, which is a hand consisting of two pairs.

(9) One pair of 6s, 7s or better, depending on the payable selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions), which is a hand consisting of two cards of the same rank.

§ 663a.7. Wagers.

(a) Wagers at Five Card Hi-Lo shall be made by placing value chips, plaques or other Board-approved wagering instruments, as defined in § 603a.10. (relating to permissible wagering; exchange and redemption of gaming chips and plaques), on the appropriate areas of the Five Card Hi-Lo layout. Verbal wagers accompanied by cash may not be accepted.

(b) Only players who are seated at a Five Card Hi-Lo 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 at Five Card Hi-Lo shall be placed prior to the dealer announcing "'no more bets'" in accordance with the

dealing procedures in § 663a.8, § 663a.9 or § 663a.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). A wager may not be made, increased or withdrawn after the dealer has announced 'no more bets.'

(d) To participate in a round of play and compete against the dealer's high and low hands, a player shall place an Ante Wager.

(e) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed an Ante Wager, in accordance with subsection (d), the option of placing the following additional wagers:

(1) A Tie Wager that the total point value of either the high hand or the low hand of the player, or both, will tie the high or low hand of the dealer.

(2) A Poker Bonus Wager that the five cards dealt to the player will form a five-card Poker hand with a rank of a pair of 6s or better or a pair of 7s or better, as described in § 663a.6(b) (relating to Five Card Hi-Lo rankings), depending on the pay table selected by the certificate holder.

(f) A certificate holder may, if specified in its Rules Submission under § 601a.2, permit a player to wager on two

adjacent betting areas at a Five Card Hi-Lo table. If a certificate holder permits a player to wager on adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked, set and placed face down on the layout, the hands may not be changed.

§ 663a.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 § 663a.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

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

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

(d) The dealer shall, starting with the player farthest to 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 § 663a.7(d) (relating to wagers) and to the dealer until each player and the dealer have five cards.

(e) 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 (f), place the stub in the discard rack without exposing the cards.

(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.

(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.

(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 (a player or the dealer has more or less than 5 cards) 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.

§ 663a.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 § 663a.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) 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. 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 § 663a.7(d) (relating to wagers) and to the dealer until each player and the dealer have five cards.

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

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

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

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the dealer has more or less than 5 cards), 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.

§ 663a.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 § 663a.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 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 § 663a.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 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.

(c) After each stack of five 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.

(d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards is 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 (a player or the dealer has more or less than 5 cards), 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.

§ 663a.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 663a.8, § 663a.9 or § 663a.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 a Five Card Hi-Lo table shall be responsible for setting his own hands 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.

(3) Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player may not touch the cards again.

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed an Ante Wager if he wishes to forfeit the Ante Wager and end his participation in the round of play or make a Play Wager in an amount equal to the player's Ante Wager. If a player:

(1) Has placed an Ante and a Tie Wager but does not make a Play Wager, the player shall forfeit both wagers.

(2) Has placed an Ante Wager and a Poker Bonus Wager but does not make a Play Wager, the player shall forfeit the Ante Wager but does not forfeit the Poker Bonus Wager.

(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 wagers and hand, the dealer shall collect all forfeited wagers and associated cards and shall place the cards in the discard rack. If a player has placed a Poker Bonus Wager but did not place a Play Wager, the dealer shall leave the player's cards and the Poker Bonus Wager on the table until the wager is resolved in accordance with subsection (j).

(d) Each player who placed a Play Wager shall then set his hands by arranging the cards into a high hand and a low hand. When setting the two hands, the player shall add the point value of the cards placing the three higher value cards in the high hand and the two lower value cards in the low hand, provided that a player may place up to one ace in his low hand. For example, if a player is dealt an ace, jack, 10, 9 and 2, the high hand may contain the jack, 10 and 9 for a total point value of 29 and the two-card low hand would contain the ace and 2 for a total point value of 3.

(e) After all players have set their hands and placed the cards on the table, the five cards of the dealer shall be turned over and the dealer shall set his hands by arranging the cards into a high and low hand, provided that aces shall be placed in the dealer's high hand unless the dealer was dealt four aces. The dealer shall then place the two hands face up on the appropriate area of the layout.

(f) After the dealer has set a high hand and a low hand, the dealer shall reveal both hands of each player, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall compare the total point value of the high and low hand of each player to the high and low hand of the dealer and shall announce if the Ante and Play Wagers of that player win, lose or are a tie.

(g) Ante and Play Wagers must:

(1) Win if the high hand of the player is higher in point value than the high hand of the dealer and the low hand of the player is lower in point value than the low hand of the dealer. The dealer shall pay the winning Ante and Play Wagers in accordance with the payout odds in § 663a.12(a) (relating to payout odds).

(2) Lose and will immediately be collected if the high hand of the player ties or is lower in point value than the high

hand of the dealer and the low hand of the player ties or is higher in point value than the low hand of the dealer.

(3) Tie and will be returned to the player if:

(i) The high hand of the player is higher in point value than the high hand of the dealer, but the low hand of the player is identical in point value or higher in point value than the low hand of the dealer.

(ii) The high hand of the player is identical in total point value to the high hand of the dealer or lower in total point value than the high hand of the dealer, but the low hand of the player is lower in total point value than the low hand of the dealer.

(h) A player may also qualify for an additional Ante Bonus Payout, regardless of the outcome of the player's Ante and Play Wagers in subsection (g), if a player has three or more aces in the player's hand. Ante Bonus Payouts shall be paid in accordance with § 663a.12(b).

(i) Except as provided in subsection (j), after settling the player's Ante and Play Wagers, the dealer shall place the cards of the player in the discard rack.

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

(1) If a player placed a Tie Wager in accordance with § 663a.7(e)(1) (relating to wagers), the dealer shall:

(i) Pay winning Tie Wagers in accordance with § 663a.12(c) if the high hand or low hand, or both, of the player is identical in point value with the high hand, low hand, or both, of the dealer.

(ii) Collect all losing Tie Wagers if NEITHER the high hand ~~or~~ NOR THE low hand of the player is ~~not~~ identical in point value with the high hand or low hand of the dealer.

(2) If a player placed a Poker Bonus Wager in accordance with § 663a.7(e)(2), the dealer shall rearrange the five cards of the player to form the highest ranking Poker hand in accordance with § 663a.6(b) (relating to Five Card Hi-Lo rankings). After rearranging the player's five cards, the dealer shall settle the player's Poker Bonus Wager as follows:

(i) If a player has a pair of 6s or better or a pair of 7s or better, depending on the payable selected by the certificate holder, the dealer shall pay the winning Poker Bonus Wager in accordance with § 663a.12(d).

(ii) If a player does not have a pair of 6s or better or a pair of 7s or better, depending on the payable selected by the certificate holder, the dealer shall collect the Poker Bonus Wager.

(k) If a player has placed more than one optional wager, the dealer shall settle all of the player's optional wagers before placing the player's cards in the discard rack.

(1) All cards removed from the table shall be placed in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

§ 663a.12. Payout odds.

(a) A certificate holder shall pay each winning Ante and Play Wager at odds of 1 to 1.

(b) The certificate holder shall pay an Ante Bonus Payout based on the amount of the player's Ante 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 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Four aces and one 2	1,000 for 1	500 for 1
Four aces	100 for 1	50 for 1
Three aces	10 for 1	5 for 1

<i>Hand</i>	<i>Paytable C</i>	<i>Paytable D</i>
Four aces and one 2	200 for 1	100 for 1
Four aces	50 for 1	50 for 1
Three aces	5 for 1	5 for 1

(c) The certificate holder shall pay out winning Tie Wagers at the odds in the following payable:

<i>Hand</i>	<i>Payout</i>
-------------	---------------

Low hands tie	4 to 1
High hands tie	4 to 1
Both high and low hands tie	20 to 1

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

Hand	Paytable A	Paytable B
Royal flush	250 to 1	500 to 1
Straight flush	50 to 1	100 to 1
Four-of-a-kind	25 to 1	40 to 1
Full house	15 to 1	15 to 1
Flush	10 to 1	8 to 1
Straight	8 to 1	6 to 1
Three-of-a-kind	5 to 1	4 to 1
Two pair	3 to 1	3 to 1
Pair of 7s or better	1 to 1	
Pair of 6s or better		1 to 1

§ 663a.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 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 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.

(e) 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.

(f) 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 665a. DOUBLE ATTACK BLACKJACK

Sec.

665a.1. Definitions.

665a.2. Double Attack Blackjack table; card reader device; physical characteristics; inspections.

665a.3. Cards; number of decks; value of cards.

665a.4. Opening of the table for gaming.

665a.5. Shuffle and cut of the cards.

665a.6. Wagers.

665a.7. Procedure for dealing the cards; completion of each round of play.

665a.8. Insurance Wager.

665a.9. Surrender.

665a.10. Double Down Wager.

665a.11. Splitting pairs.

665a.12. Payout odds.

665a.13. Irregularities.

§ 665a.1. Definitions.

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

Blackjack – An ace and any card having a value of 10 dealt as the initial two cards to a player or the dealer.

Card reader device – A device which permits the dealer to determine if the hole card will give the dealer a Blackjack.

Hard total – The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

Hole card – The second card dealt face down to the dealer.

Soft total – The total point count of a hand containing an ace when the ace is counted as 11 in value.

§ 665a.2. Double Attack Blackjack table; card reader device; physical characteristics; inspections.

(a) Double Attack Blackjack 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 Double Attack Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

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

(2) A separate betting area designated for the placement of the Bet Wager and the Double Attack Wager for each player.

(3) The following inscriptions:

(i) Blackjack pays even money.

(ii) Insurance pays 5 to 2.

(iii) Dealer shall draw to 16 and stand on all 17s or other similar language approved by the Executive Director in accordance with § 601a.10(a).

(4) If the certificate holder offers the optional Bust It Wager authorized under § 665a.6(e), a separate area designated for the placement of the Bust It Wager for each player.

(5) 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 Blackjack table.

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

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

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

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

§ 665a.3. Cards; number of decks; value of cards.

(a) Except as provided in subsections (b), Double Attack Blackjack shall be played with an eight deck batch of cards that are identical in appearance and at least one cover card. The decks shall consist of 48 cards, with the 10 of each suit removed from each deck during the inspection required under § 665a.4 (relating to opening of the table for gaming) or as

provided in § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use).

(b) If an automated card shuffling device is utilized, other than a continuous shuffler, Double Attack Blackjack shall be played with ~~at~~ two batches of cards in accordance with the following requirements:

(1) The cards shall be separated into two batches with eight decks included in each batch.

(2) The cards in each batch must be of the same design but the backs of the cards in one batch must be of a different color than the cards in the other batch.

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

(4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

(5) The cards from only one batch shall be placed in the discard rack at any given time.

(c) The decks of cards opened for use at a Double Attack Blackjack table shall be changed at least once every 24 hours.

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

(1) Any card from 2 to 9 shall have its face value.

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

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

§ 665a.4. Opening of the table for gaming.

(a) After receiving the 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) If the decks contain the 10 of any suit, the dealer and a floorperson shall ensure that these cards are removed from the decks, torn in half and placed in the box, envelope or container that the decks came from.

(c) 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.

(d) 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 § 665a.5 (relating to shuffle and cut of the cards).

(e) If an automated shuffling device is utilized, other than a continuous shuffler, all the decks in one batch of cards

shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)–(c) separate from the decks in the other batch of cards.

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

§ 665a.5. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each shoe of cards is dealt 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 device shall place the decks 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) After the cards have been shuffled and stacked, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined under

subsection (c). If no player accepts the cut, the dealer shall cut the cards.

(c) The cut of the cards shall be offered to players in the following order:

(1) The first player arriving at the table, if the game is just beginning.

(2) The player on whose betting area the cover card appeared during the last round of play.

(3) If the cover card appeared on the dealer's hand during the last round of play, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(4) If the reshuffle was initiated at the direction of the floorperson or above, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(d) The player or dealer making the cut shall place the cover card in the stack at least ten cards from the top or bottom of the stack. Once the cover card has been inserted, the dealer shall take all cards on top of the cover card and place them on the bottom of the stack. The dealer shall then insert the cover card in the stack at a position at least 1/4 of the

way in from 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 the cards have been placed in the dealing shoe, 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. If a recut is required, the cards shall be recut either by the player who last cut the cards or by the next person entitled to cut the cards, as determined under subsection (c). The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) A reshuffle of the cards in the shoe shall take place after the cover card is reached in the shoe, as provided in § 665a.7(d) (relating to procedure for dealing the cards; completion of each round of play), except that a floorperson may determine that the cards should be reshuffled after any round of play.

(g) If there is no gaming activity at a Double Attack Blackjack table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 665a.4(d) (relating to

opening of the table for gaming) and this sections shall be completed.

(h) 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 (b)–(g) do not apply.

§ 665a.6. Wagers.

(a) Wagers at Double Attack Blackjack shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the Double Attack Blackjack layout. Verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and the cash is expeditiously converted into value chips or plaques.

(b) After the cards have been shuffled as required under § 665a.5 (relating to shuffle and cut of the cards), a certificate holder may prohibit any patron, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table until either:

(1) The certificate holder chooses to permit the player to begin wagering again.

(2) A reshuffle of the cards has occurred.

(c) A player may not handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

(d) To participate in a round of play, a player shall place a Bet Wager.

(e) A player who has placed a Bet Wager may then place a Double Attack Wager as provided in § 665a.7(e), in an amount equal to or less than the player's Bet Wager.

(f) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Bet Wager in accordance with subsection (d) the option of placing an additional Bust It Wager, in an amount equal to or less than the player's Bet Wager.

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

§ 665a.7. Procedure for dealing the cards; completion of each round of play.

(a) All cards shall be dealt from a dealing shoe which must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the

procedures under § 665a.5 (relating to shuffle and cut of the cards) have been completed, the dealer or automated card shuffling device shall be place the stacked cards in the dealing shoe.

(b) 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. The dealer may deal cards to the two betting positions closest to the dealing shoe with the same hand.

(c) After each full batch of cards is placed in the shoe, the dealer shall remove the first card and place it in the discard rack. Each new dealer who comes to the table shall also remove one card and place it in the discard rack before dealing any cards to the players.

(d) If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. The dealer shall then collect and reshuffle the cards in accordance with § 665a.5.

(e) At the commencement of each round of play and after all players have been afforded the opportunity to make a Bet and Bust It Wager, one card shall be dealt face up to the dealer. After examining the dealer's up card, a player who placed a Bet

Wager may place an optional Double Attack Wager in accordance with § 665a.6(e)(relating to wagers).

(f) After all players have been afforded an opportunity to place a Double Attack Wager, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal the cards as follows:

(1) One card face up to each box on the layout in which a Bet Wager is contained.

(2) A second card face up to each box on the layout in which a Bet Wager is contained.

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

(g) Immediately after the second card is dealt to each player and the dealer, if the dealer's first card is an ace, the dealer shall offer the Insurance Wager in accordance with § 665a.8 (relating to Insurance Wager). If the dealer's first card is an ace, king, queen or jack, the dealer shall then determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, including the dealer. If the dealer has a Blackjack, additional cards may not be dealt and each player's Bet, Double Attack, Bust It and Insurance Wagers, if applicable, shall be settled in accordance with this section and § 665a.8.

(h) After the procedures in subsection (g) have been completed, if necessary, the dealer shall start with the player farthest to the dealer's left and continue around the table in a clockwise direction and if the player:

(1) Has Blackjack, the dealer shall announce and pay the Bet and Double Attack Wagers in accordance with subsection (o) and remove the player's cards. If a player also placed a Bust It Wager, the wager shall remain on the layout until subsection (m) is completed.

(2) Does not have Blackjack, the player shall indicate whether he wishes to surrender, as permitted under § 665a.9 (relating to surrender), double down as permitted under § 665a.10 (relating to Double Down Wager), split pairs as permitted under § 665a.11 (relating to splitting pairs), stand or draw additional cards.

(i) As each player indicates his decision, the dealer shall deal face upwards whatever additional cards are necessary to effectuate the player's decision.

(j) A player may elect to draw additional cards whenever his point count total is less than 21, except that:

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

(2) A player electing to make a Double Down Wager may draw only one additional card.

(k) Prior to the dealer exposing his hole card, if player has less than 21 after drawing additional cards, the player may surrender in accordance with § 665a.9 (relating to surrender).

(l) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn the hole card face up.

(m) If the first two cards of the dealer's hand:

(1) Equals a total point count of 17 or higher, the dealer shall collect all losing Bust It Wagers before settling the player's Bet or Double Attack Wagers in accordance with subsection (o).

(2) Equals a total point count of less than 17, the dealer shall draw an additional card. If the dealer's three card hand has a total point count:

(i) In excess of 21, the dealer shall pay the winning Bust It Wager in accordance with § 665a.12(c). The payout shall be based on the value of the third card drawn, except that if all three of the dealer's cards are an eight of the same color or suit, a player will receive an increased payout based on the three eights in lieu of the payout based on the value of the third card drawn.

(ii) Of 21 or less, the dealer shall collect all losing Bust It Wagers.

(n) After settling the player's Bust It Wager, if applicable, if the dealer's first three cards equal a total point count of less than 17, the dealer shall draw additional cards until he has a hard or soft total of 17, 18, 19, 20 or 21.

(o) After all additional cards have been dealt to the players and the dealer, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the remaining wagers by collecting all losing wagers and paying all winning wagers as follows:

(1) A Bet Wager shall:

(i) Win and be paid in accordance with § 665a.12(a) if:

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

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

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

(ii) Lose and be collected if:

(A) The dealer has a Blackjack and the player does not have a Blackjack.

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

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

(iii) Tie and be returned to the player if the total point count of the player's hand is the same as the dealer's or if both the player and dealer have Blackjack.

(2) A Double Attack Wager shall win, lose or tie in accordance with (o)(1) except that the Double Attack Wager shall be returned to the player if the dealer has a Blackjack and the player does not have a Blackjack.

(p) The dealer shall pay all winning wagers and collect all losing wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall place any losing wagers directly into the table inventory and may not pay off any winning wagers by using value chips collected from a losing wager.

(q) 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.

(r) Players and spectators may not handle, remove or alter any cards used to play Double Attack Blackjack.

§ 665a.8. Insurance Wager.

(a) If the first card dealt to the dealer is an ace, each player may make an Insurance Wager which shall win if the dealer's hole card is a king, queen or jack.

(b) An Insurance Wager may be made by placing a value chip on the insurance line of the layout in an amount not more than 1/2 of the player's Bet Wager. A player may wager an amount in excess of 1/2 of the initial Bet Wager to the next unit that can be wagered in chips, when, because of the limitation of the value of chip denominations, half the initial wager cannot be bet. Insurance Wagers shall be placed prior to the dealer inserting his hole card into the card reader device.

(c) Winning Insurance Wagers shall be paid in accordance with the payout odds in § 665a.12(b) (relating to payout odds).

(d) Losing Insurance Wagers shall be collected by the dealer immediately after the dealer inserts his hole card into the card reader device and determines that he does not have a Blackjack and before he draws any additional cards.

§ 665a.9. Surrender.

(a) After the first two cards are dealt to the player, the player may elect to discontinue play on his hand for that round by surrendering. A player may also elect to surrender after additional cards are dealt to the player, after a hand is split as permitted under § 665a.11 (relating to splitting pairs) and after doubling down as permitted under § 665a.10 (relating to Double Down Wager). A player may not elect to surrender after deciding to stand.

(b) If the player elects to surrender and the first card dealt to the dealer:

(1) Is not an ace, king, queen or jack, the dealer shall immediately collect the cards of the player and 1/2 of the Bet Wager and Double Attack Wager, if applicable, and shall return the other 1/2 to the player.

(2) Is an ace, king, queen or jack, the dealer will determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device in accordance with § 665a.7(g). If the dealer:

(i) Has a Blackjack, the dealer shall collect the entire Bet Wager and the Bust It Wager, if applicable, and shall return the Double Attack Wager, if applicable, to the player.

(ii) Does not have a Blackjack, the dealer shall immediately collect the cards of the player and 1/2 of the Bet

Wager and Double Attack Wager, if applicable, and shall return the other 1/2 to the player.

(c) If the player has made a Bust It Wager and then elects to surrender, the Bust It Wager will remain on the layout until settled in accordance with § 665a.7(m) (relating to procedure for dealing the cards; completion of each round of play).

(d) If the player has made an Insurance Wager and then elects to surrender, each wager will be settled separately in accordance with subsection (b) and § 665a.8 (relating to Insurance Wager).

§ 665a.10. Double Down Wager.

(a) Except when a player has a Blackjack, a player may elect to make a Double Down Wager, which may not exceed the amount of his original Bet and Double Attack Wagers, on two or more cards dealt to that player, including any hands resulting from a split pair, provided that only one additional card shall be dealt to the hand on which the player has elected to double down.

(b) If a dealer obtains Blackjack after a player makes a Double Down Wager, the dealer shall collect only the amount of the original Bet Wager of the player and shall return the Double Down and Double Attack Wagers.

(c) Upon a player's election to make a Double Down Wager, the dealer shall deal the one additional card face up and place it sideways on the layout.

§ 665a.11. Splitting pairs.

(a) If the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand formed in an amount equal to his original Bet and Double Attack Wagers. For example, if a player has two 7s or a king and a queen, the player may elect to split the hand.

(b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to the second hand.

(c) After a second card is dealt to each split pair hand, the player shall indicate his decision to stand, draw or double down with respect that hand. A player may split pairs again if the second card dealt to an incomplete hand is identical in value to the split pair; provided that a player may split pairs a maximum of three times for a total of four hands.

(d) If the dealer obtains Blackjack after a player splits pairs, the dealer shall collect only the amount of the original Bet Wager of the player and shall return the and Double Attack Wager and the additional amount wagered in splitting pairs.

(e) If a player elects to split a pair of aces, each ace shall receive only one card. Aces may not be split more than once and may not be resplit.

§ 665a.12. Payout odds.

(a) The certificate holder shall pay out each winning Bet and Double Attack Wager at odds of 1 to 1.

(b) The certificate holder shall pay out winning Insurance Wagers at odds of 5 to 2.

(c) The certificate holder shall pay out winning Bust It Wagers at the odds in the following paytable:

<i>Hand</i>	<i>Payout</i>
8, 8, 8 of the same suit	200 to 1
8, 8, 8 of the same color	50 to 1
Third card drawn:	
Is a 6	15 to 1
Is a 7	10 to 1
Is an 8	8 to 1
Is a 9	6 to 1
Is a king, queen or jack	3 to 1

§ 665a.13. Irregularities.

(a) A card found face up in the shoe may not be used in that round of play and shall be placed in the discard rack.

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

(c) After the initial two cards have been dealt to each player and the dealer and a card is drawn in error and exposed to the players, the card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept the card may not have any additional cards dealt to him during the round. If the card is refused by the players and the dealer cannot use the card, the card shall be placed in the discard rack.

(d) If the dealer has 17 and accidentally draws a card for himself, the card shall be placed in the discard rack.

(e) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in § 665a.5 (relating to shuffle and cut of the cards). The first card shall be drawn face down and placed in the discard rack and the dealer shall complete the round of play.

(f) If no cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to a player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(g) If after receiving the first two cards, the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal

the additional card after all other players have received their additional cards but prior to the dealer revealing his hole card or call the player's hand dead and return the player's Bet and Double Attack Blackjack Wagers.

(h) If the dealer inserts his hole card into a card reader device when the value of his first card is not an ace, king, queen or jack, the dealer, after notification to a floorperson or above, shall:

(1) If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each player's wager.

(2) If the particular card reader device in use does not provide any player with the opportunity to determine the value of the hole card, continue play.

(i) If a card reader device malfunctions, the dealer may not continue dealing the game of Double Attack Blackjack at that table until the card reader device is repaired or replaced.

(j) 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.

(k) If an automated shuffling device malfunctions and cannot be used, the device must be covered or have a sign

indicating that it is out of order placed on the device before any other method of shuffling may be utilized at that table.