

RULES AND REGULATIONS

Title 58—RECREATION

FISH AND BOAT COMMISSION

[58 PA. CODE CH. 63]

Fishing; General Fishing Regulations

The Fish and Boat Commission (Commission) amends Chapter 63 (relating to general fishing regulations). The Commission is publishing this final-form rulemaking under the authority of 30 Pa.C.S. (relating to Fish and Boat Code) (code).

A. *Effective Date*

The final-form rulemaking will go into effect on January 1, 2012.

B. *Contact Person*

For further information on the final-form rulemaking, contact Wayne Melnick, Esq., P. O. Box 67000, Harrisburg, PA 17106-7000, (717) 705-7810. This final-form rulemaking is available on the Commission's web site at www.fish.state.pa.us.

C. *Statutory Authority*

The amendment to § 63.6 (relating to authorized devices for game fish, baitfish and fishbait) is published under the statutory authority of section 2102 of the code (relating to rules and regulations).

D. *Purpose and Background*

The final-form rulemaking is designed to improve, enhance and update the Commission's fishing regulations. The specific purpose of the amendment is described in more detail under the summary of change.

E. *Summary of Change*

Under § 63.6, no more than two lines may be used at one time when fishing, except while ice fishing under § 63.10 (relating to ice fishing). This restriction dates back to at least the 1930s. Recently, several anglers have expressed interest in having this regulation amended to allow for the use of three lines.

Because harvest is primarily controlled through the use of season, size limit and creel limit regulations, a change in the number of devices from two to three should have little effect on managing the fisheries in this Commonwealth. Concerns about this change are likely to be social. The Commission therefore proposed amending § 63.6 to allow for the use of three lines.

The Commission amends § 63.6 to read as set forth in the proposed rulemaking published at 40 Pa.B. 7237 (December 18, 2010).

F. *Paperwork*

The final-form rulemaking will not increase paperwork and will not create new paperwork requirements.

G. *Fiscal Impact*

The final-form rulemaking will not have adverse fiscal impact on the Commonwealth or its political subdivisions. The final-form rulemaking will not impose new costs on the private sector or the general public.

H. *Public Involvement*

The proposed rulemaking containing the proposed amendment and soliciting public comments for 60 days

was published at 40 Pa.B. 7237. The Commission received a total of 227 comments as of the close of the public comment on February 15, 2011. Comments received prior to the October 2010 meeting at which the Commission approved the proposed rulemaking were not counted. However, copies of those public comments were provided to the Commissioners at their April 2010 meeting. Of the 227 comments received after the October meeting, 7 were received before the comment period and 220 were received during the comment period. There was overwhelming support for this final-form rulemaking. Copies of all public comments were to the Commissioners.

Findings

The Commission finds that:

(1) Public notice of intention to adopt the amendment adopted by this order has been 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 promulgated thereunder, 1 Pa. Code §§ 7.1 and 7.2.

(2) A public comment period was provided and all public comments received were considered.

(3) The adoption of the amendment of the Commission in the manner provided in this order is necessary and appropriate for administration and enforcement of the authorizing statutes.

Order

The Commission, acting under the authorizing statutes, orders that:

(a) The regulations of the Commission, 58 Pa. Code Chapter 63, are amended by amending § 63.6 to read as set forth at 40 Pa.B. 7237.

(b) The Executive Director will submit this order and 40 Pa.B. 7237 to the Office of Attorney General for approval as to legality and form as required by law.

(c) The Executive Director shall certify this order and 40 Pa.B. 7237 and deposit them with the Legislative Reference Bureau as required by law.

(d) This order shall take effect January 1, 2012.

JOHN A. ARWAY,
Executive Director

Fiscal Note: Fiscal Note 48A-224 remains valid for the final adoption of the subject regulation.

[Pa.B. Doc. No. 11-961. Filed for public inspection June 10, 2011, 9:00 a.m.]

FISH AND BOAT COMMISSION

[58 PA. CODE CH. 65]

Fishing; Special Fishing Regulations

The Fish and Boat Commission (Commission) amends Chapter 65 (relating to special fishing regulations). The Commission is publishing this final-form rulemaking under the authority of 30 Pa.C.S. (relating to Fish and Boat Code) (code).

A. *Effective Date*

The final-form rulemaking will go into effect upon publication of this order in the *Pennsylvania Bulletin*.

B. Contact Person

For further information on the final-form rulemaking, contact Wayne Melnick, Esq., P. O. Box 67000, Harrisburg, PA 17106-7000, (717) 705-7810. This final-form rulemaking is available on the Commission's web site at www.fish.state.pa.us.

C. Statutory Authority

The amendment to § 65.24 (relating to miscellaneous special regulations) is published under the statutory authority of section 2102 of the code (relating to rules and regulations).

D. Purpose and Background

The final-form rulemaking is designed to improve, enhance and update the Commission's fishing regulations. The specific purpose of the final-form rulemaking is described in more detail under the summary of changes.

E. Summary of Changes

In recent years, annual Commission biological assessment catch rates of smallmouth bass in the lower Susquehanna River (below Sunbury) and in the lower Juniata River (below Newport) have fallen below reference catch rates of the middle to late 1990s. This has not been the case for other rivers or river reaches in this Commonwealth, including the West Branch of the Susquehanna River and the North Branch of the Susquehanna River. These decreases in catch rates have been attributed, in part, to decreases in production and survival of young.

Historically, reductions in smallmouth bass young-of-year recruitment could be explained, in part, by late spring river discharge. High late spring discharges tend to lead to reduced densities of young smallmouth bass, whereas lower spring discharges tend to lead to higher densities of young in summer assessments. Since 2002, while this pattern continued on the North Branch, recruitment on the mainstem has been consistently below average. Since 2005, the Commission has documented that low flows and relatively warm water temperatures have been associated with high incidences of *Columnaris* bacterial disease in young-of-year bass. *Columnaris* is a common soil bacterium that typically does not appear unless fish are under some type of stress. Studies conducted by the United States Geological Survey in 2008 and 2009 have documented that low stream flows and warmer water temperatures are associated with relatively low dissolved oxygen levels in near shore nursery habitat for young-of-year bass. These conditions are typically associated with relatively high plant growth and point to possible nutrient loading concerns. Work continues to identify the causes of low recruitment and disease, with immediate solutions challenging a broad spectrum of scientists from State and Federal resource management agencies.

Reduced densities of smallmouth bass are likely to continue until survival of above average year classes persists through adulthood in the lower Susquehanna River and Juniata River. To preserve good quality fishing in the face of declining smallmouth bass abundance and provide for enhanced preservation of young fish recruiting to the population, the Commission proposed amending § 65.24 to impose catch and release regulations on smallmouth and largemouth bass in portions of the Susquehanna River and Juniata River that are currently regulated under § 65.9 (relating to big bass special regulations). Tournaments will be prohibited during the bass spawning period in the spring. During the remainder

of the year, catch-measure-immediate release tournaments only will be permitted. The final-form rulemaking will apply to all species of black bass residing in the Susquehanna and Juniata Rivers to remain consistent with the way that black bass historically have been managed in these rivers. The Commission believes that action is necessary now to reduce fishing mortality since improvements in recruitment indices in the lower Susquehanna River and the lower Juniata River have not been evident and are impossible to forecast in advance.

The Commission remains steadfast in its commitment to improving and sustaining high quality black bass fishing in the Susquehanna drainage and throughout this Commonwealth. Commission staff will continue monitoring the abundance of all sizes of smallmouth bass and continue indexing production of young. The Commission may revisit these regulations in the future depending on the condition of the fishery.

The Commission accordingly amends § 65.24 to read as set forth in the proposed rulemaking published at 40 Pa.B. 7238 (December 18, 2010).

F. Paperwork

The final-form rulemaking will not increase paperwork and will not create new paperwork requirements.

G. Fiscal Impact

The final-form rulemaking will not have adverse fiscal impact on the Commonwealth or its political subdivisions. The final-form rulemaking will not impose new costs on the private sector or the general public. Some members of the private sector and regulated community have asserted that the final-form rulemaking will have a negative financial impact on bass fishing tournament organizers and bait and tackle merchants.

H. Public Involvement

The proposed rulemaking containing the proposed amendments and soliciting public comments for 90 days was published at 40 Pa.B. 7238. The public comment period ended on March 17, 2011. Prior to the public comment period, the Commission received 74 comments. The Commission received 78 comments during the official period. Comments received after the close of the comment period were not counted. The majority of the comments received support the proposed rulemaking. Some of the common themes of the comments are as follows: the main problem is water quality not angler harvest; the regulation will not help recruitment; guides may impact bass by fishing during the spawning season; the Commission should develop a permit system for livewell tournaments; the Commission should close the spawning season to fishing; and the Commission should expand the regulations into the tributaries. Copies of all public comments were provided to the Commissioners.

Findings

The Commission finds that:

(1) Public notice of intention to adopt the amendment adopted by this order has been 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 promulgated thereunder, 1 Pa. Code §§ 7.1 and 7.2.

(2) A public comment period was provided and all public comments received were considered.

(3) The adoption of the amendment of the Commission in the manner provided in this order is necessary and appropriate for administration and enforcement of the authorizing statutes.

Order

The Commission, acting under the authorizing statutes, orders that:

(a) The regulations of the Commission, 58 Pa. Code Chapter 65, are amended by amending § 65.24 to read as set forth at 40 Pa.B. 7238.

(b) The Executive Director will submit this order and 40 Pa.B. 7238 to the Office of Attorney General for approval as to legality and form as required by law.

(c) The Executive Director shall certify this order and 40 Pa.B. 7238 and deposit them with the Legislative Reference Bureau as required by law.

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

JOHN A. ARWAY,
Executive Director

(Editor's Note: See 41 Pa.B. 2976 (June 11, 2011) for a proposal to amend § 65.24.)

Fiscal Note: Fiscal Note 48A-223 remains valid for the final adoption of the subject regulation.

[Pa.B. Doc. No. 11-962. Filed for public inspection June 10, 2011, 9:00 a.m.]

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PENNSYLVANIA GAMING CONTROL BOARD
[58 PA. CODE CHS. 523, 525, 537, 541,
545 AND 571]

Table Game Amendments; Rules of Play; Temporary Regulations

The Pennsylvania Gaming Control Board (Board), under its general authority in 4 Pa.C.S. § 13A03 (relating to temporary table game regulations), enacted by the act of January 7, 2010 (P.L. 1, No. 1) (Act 1), and the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority), amends temporary regulations in Chapters 523, 525, 537, 541 and 545 and adds a new table game in Chapter 571 (relating to Mississippi Stud) to read as set forth in Annex A. The Board's temporary regulations will be added to Part VII (relating to Gaming Control Board) as part of Subpart K (relating to table games).

Purpose of the Temporary Rulemaking

This temporary rulemaking amends the chapter on table game internal controls to account for promotional Match Play Coupons, amends the rules of play for Craps and Mini-Craps, Minibaccarat and Baccarat for clarity and to add additional side wagers and adds a new game, Mississippi Stud.

Explanation of Chapters 523, 525, 537, 541, 545 and 571

In § 523.12 (relating to dice; physical characteristics), the use of dice that are a different size with rounded corners were approved for use in the game of Sic Bo.

In § 525.1 (relating to definitions), a definition of the term "Match Play Coupon" was added. Section 525.17 (relating to table game drop boxes) was updated to account for the presence of Match Play Coupons in the table game drop boxes. In § 525.19 (relating to procedures for opening, counting and recording the contents of table game drop boxes), the process for counting the contents of the table game drop boxes has been updated. Counter Checks are not counted in the count room but

are sent to revenue audit for agreement with the various copies of the Counter Checks. The recording of the serial number and amount of the Counter Checks in the count room is therefore unnecessary. Match Play Coupons and Counter Checks were added in subsection (y)(7) to the documentation that is transported to the accounting department for revenue audit.

The requirements for the design, internal controls and distribution of promotional Match Play Coupons were added in new § 525.21 (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 525.22 (relating to Match Play Coupon use) specifies that a promotional Match Play Coupon shall 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 Chapter 537 (relating to Craps and Mini-Craps), language was added to § 537.5a (relating to Buy and Lay Bets) specifying that a certificate holder is not required to offer Place Bets to Lose to offer a Lay Bet and receive true odds. The certificate holder shall specify in its rules submission if the Place Bets to Lose or the Lay Bet, or both, is offered.

In Chapter 541 (relating to Minibaccarat), the pay table was updated to add the natural tie in § 541.13(d) (relating to payout odds; vigorish).

In Chapter 545 (relating to Baccarat), EZ Baccarat was added as an optional way to play the game of Baccarat which does not collect a vigorish on a winning Banker's Hand. When playing EZ Baccarat, the Banker's Hand is considered a push instead of a win if it has a Point Count of 7 and the Player's Hand has a Point Count of less than 7 with three cards drawn. The Dragon 7 Insurance Wager was added as an option side wager for EZ Baccarat.

Mississippi Stud, a new game, was added in Chapter 571. Section 571.1 (relating to definitions) contains the definitions for terms used in Mississippi Stud. Section 571.2 (relating to Mississippi Stud table; physical characteristics) contains the requirements pertaining to Mississippi Stud tables and other equipment used in the play of the game.

Section 571.3 (relating to cards; number of decks) addresses the number of decks that are used in Mississippi Stud and the frequency with which the decks are to be changed. Sections 571.4 and 571.5 (relating to opening of the table for gaming; and shuffle and cut of the cards) set forth the procedures for the inspection of the cards and the procedures for shuffling and cutting of the cards before they are dealt. The procedure for removal of the cards from the dealing shoe and discard rack when there is no gaming activity are in this section. At the operator's request, dealers may leave the cards face down instead of face up on the table until a player arrives at the table at which time the cards shall be reshuffled for the next round of play.

Sections 571.6 and 571.7 (relating to Mississippi Stud hand rankings; and wagers) set forth the rank of the cards for the purpose of determining the winning hand and specifies when the permissible 3rd Street, 4th Street and 5th Street wagers may be placed.

Sections 571.8—571.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe) specify the procedures for the dealing of the two cards to each patron and the three community cards. Section 571.11 (relating to procedure for completion of each round of play; collection and payment of wagers) addresses when a patron may view each of the three community cards. This section also addresses the procedures for collecting cards, collecting losing wagers and paying out winning wagers.

Section 571.12 (relating to payout odds) sets forth the payout odds for winning wagers. Section 571.13 (relating to irregularities) provides the rules to address unusual circumstances that might arise during the play of the game.

Affected Parties

The amendments in this temporary rulemaking allow certificate holders additional options on how to conduct table games at their licensed facilities and provide a broader compliment of promotional play options other than just credits for slot machine play.

Fiscal Impact

Commonwealth. The Board does not expect that the amendments to the rules of play in this temporary 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.

Regarding the fiscal impact on the Commonwealth with the addition of promotional Match Play Coupons, although the payment of a winning wager that includes the value of the Match Play Coupon will have a negative effect on the table inventory, match play is intended to increase the amount of table game play and thus the revenue to the facility and the tax collected for the Commonwealth.

Political subdivisions. This temporary rulemaking will not have direct fiscal impact on political subdivisions of this Commonwealth. Eventually, host municipalities and counties will benefit from the local share funding that is mandated by Act 1.

Private sector. The amendments in this temporary rulemaking will give certificate holders some additional flexibility as to how they conduct table games.

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

Paperwork Requirements

If a certificate holder selects different options for the play at table games, the certificate holder will be required to update its gaming guide and submit an updated rules submission reflecting the changes. If a certificate holder elects to offer Match Play Coupons to patrons, the certificate holder shall submit updated internal controls for approval and a quarterly report listing the total value of all match play given to patrons.

Effective Date

This temporary rulemaking will become effective upon publication in the *Pennsylvania Bulletin*.

Public Comments

While this temporary rulemaking will be effective upon publication, the Board is seeking comments from the public and affected parties as to how the temporary

regulations might be improved. Interested persons are invited to submit written comments, suggestions or objections regarding this temporary rulemaking within 30 days after the date of publication in the *Pennsylvania Bulletin* to Susan A. Yocum, Assistant Chief Counsel, Pennsylvania Gaming Control Board, P. O. Box 69060, Harrisburg, PA 17106-9060, Attention: Public Comment on Regulation #125-147.

Contact Person

The contact person for questions about this temporary rulemaking is Susan A. Yocum, Assistant Chief Counsel, (717) 265-8356.

Regulatory Review

Under 4 Pa.C.S. § 13A03, the Board is authorized to adopt temporary regulations which are not subject to sections 201—205 of the act of July 31, 1968 (P. L. 769, No. 240) (45 P. S. §§ 1201—1208), known as the Commonwealth Documents Law (CDL), the Regulatory Review Act (71 P. S. §§ 745.1—745.12) and sections 204(b) and 301(10) of the Commonwealth Attorneys Act (71 P. S. §§ 732-204(b) and 732-301(10)). These temporary regulations expire 2 years after publication in the *Pennsylvania Bulletin*.

Findings

The Board finds that:

(1) Under 4 Pa.C.S. § 13A03, the temporary regulations are exempt from the Regulatory Review Act, sections 201—205 of the CDL and sections 204(b) and 301(10) of the Commonwealth Attorneys Act.

(2) The adoption of the temporary regulations 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 523, 525, 537, 541, 545 and 571, are amended by amending §§ 523.12, 525.1, 525.17, 525.19, 537.5a, 541.13, 545.1, 545.2, 545.8, 545.12 and 545.13 and by adding §§ 525.21, 525.22 and 571.1—571.13 to read as set forth in Annex A, with ellipses referring to the existing text of the regulations.

(b) The temporary regulations are effective June 11, 2011.

(c) The temporary regulations will be posted on the Board's web site and published in the *Pennsylvania Bulletin*.

(d) The temporary regulations are subject to amendment as deemed necessary by the Board.

(e) The Chairperson of the Board shall certify this order and Annex A and deposit them with the Legislative Reference Bureau as required by law.

GREGORY C. FAJT,
Chairperson

(Editor's Note: See 41 Pa.B. 2962 (June 11, 2011) for the temporary rulemaking amending §§ 571.1, 571.2 and 571.7—571.12.)

Fiscal Note: 125-147. Potential loss of revenue to the General Fund. Due to the unknown amount of Match Play Coupons to be used by casino operators, we are unable to accurately project the impact to the General Fund. The loss of revenue or generation of additional play depends on the amount of Match Play Coupons used by casino operators.

Board Appropriations

(4) 2010-11 Program—	\$27,267,000
2009-10 Program—	\$25,632,000
2008-09 Program—	\$22,184,000;

(8) recommends adoption. Match Play Coupons are promotional tools intended to increase the amount of table game play, resulting in additional taxable revenue. The use of Match Play Coupons may negatively impact the taxable table games revenue, but may also promote additional table games resulting in greater taxable table games revenue.

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 523. TABLE GAME EQUIPMENT

§ 523.12. Dice; physical characteristics.

(a) Except as otherwise provided in subsections (b) and (c), each die used in the play of table games must:

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(c) Dice used in the table game of Sic Bo must comply with subsection (a) except each die may be formed in the shape of a cube 0.625 inch on each side with ball edge corners.

CHAPTER 525. TABLE GAME INTERNAL CONTROLS

§ 525.1. Definitions.

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

Count team—The employees of the certificate holder who are responsible for counting the contents of table game drop boxes.

Fill—The distribution of gaming chips, coins and plaques to a gaming table to replenish the table inventory.

Match Play Coupon—A coupon with a stated value that when presented with gaming chips by a patron at a table game is included in the amount of the patron's wager.

§ 525.17. Table game drop boxes.

(a) Each gaming table in a licensed facility must have a secure tamper-resistant table game drop box attached to it, in which shall be deposited all cash exchanged at the gaming table for gaming chips and plaques, issuance copies of Counter Checks exchanged at the gaming table for gaming chips and plaques, Match Play Coupons, copies of Fill Request Slips, Fill Slips, Credit Request Slips, and Credit Slips and Table Inventory Slips.

(b) Each table game drop box must have:

(1) Two separate locks securing the contents placed into the table game drop box, the keys to which must be different from each other.

(2) A separate lock securing the table game drop box to the gaming table, the key to which must be different from each of the keys to the locks securing the contents of the table game drop box.

(3) A slot opening through which currency, Match Play Coupons, value chips for nonbanking games, and required forms and documents can be inserted into the table game drop box.

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§ 525.19. Procedures for opening, counting and recording the contents of table game drop boxes.

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(u) After the contents of each drop box from a banking table game are counted, a member of the count team shall record, manually on the Daily Banking Table Game Count Report or electronically on a computer system, the following information for each banking table game drop box:

(1) The value of each denomination of currency counted.

(2) The total value of all denominations of currency counted.

(3) The gaming date of the items being recorded, the total number of banking table game drop boxes opened and counted and the date that the Daily Banking Table Game Count Report is being prepared or generated.

(v) After the contents of each drop box from a nonbanking table game are counted, a member of the count team shall record, manually on the Daily Nonbanking Table Game Count Report or electronically on a computer system, the following information for each nonbanking table game drop box:

* * * * *

(y) After the contents of all table game drop boxes have been removed and counted, all cash, value chips and Poker rake chips shall be presented in the count room by a count team member to a main bank cashier or cage supervisor who, prior to having access to the information recorded on the Daily Banking Table Game Count Report and the Daily Nonbanking Table Game Count Report or electronic equivalents and in the presence of the count team members and the casino compliance representative, shall recount, either manually or mechanically, the currency, value chips and Poker rake chips presented in accordance with the following requirements:

(1) The main bank cashier or cage supervisor shall have physical access to all currency, value chips and Poker rake chips presented for recounting and no currency, value chips or Poker rake chips for recounting shall be wrapped or placed in any sealed bag or container until the entire recount has been completed and the Daily Banking Table Game Count Report and the Daily Nonbanking Table Game Count Report or electronic equivalents have been signed by the entire count team, the count room supervisor, the main bank cashier or cage supervisor and the casino compliance representative.

(2) The main bank cashier or cage supervisor may bulk count all strapped currency.

(3) Partial straps, loose currency, mutilated or torn currency, value chips and Poker rake chips shall be recounted by the main bank cashier or cage supervisor either by hand or with an approved counting device.

(4) The casino compliance representative may direct that currency straps of any denomination be recounted by the main bank cashier or cage supervisor either by hand or by counting equipment, if a discrepancy either in denomination total or grand total is discovered during the initial bulk recount.

(5) Upon completion of the recount, the main bank cashier or cage supervisor shall attest by signature on the Daily Banking Table Game Count Report and the Daily Nonbanking Table Game Count Report or electronic equivalents the amounts of currency, value chips and Poker rake chips counted, after which the casino compliance representative shall sign the report evidencing his presence during the count and the fact that both the main bank cashier or cage supervisor and count team have agreed on the total amounts of currency, value chips and Poker rake chips counted.

(6) Once all required signatures have been obtained, the second copy of the Daily Banking Table Game Count Report and the Daily Nonbanking Table Game Count Report or electronic equivalents shall be given to the casino compliance representative and the third copy shall be retained by the cage supervisor or main bank cashier.

(7) The original Daily Banking Table Game Count Report and the Daily Nonbanking Table Game Count Report or electronic equivalents, the Requests for Fills, the Fill Slips, the Requests for Credits, the Credit Slips, the issuance copy of the Counter Checks, the Table Inventory Slips, the Match Play Coupons, the gaming vouchers and any other supporting documentation shall be transported directly to the accounting department and may not be available to cage personnel.

(z) A count room employee, in the presence of the casino compliance representative who observed the count, shall conduct a thorough inspection of the entire count room and all counting equipment located therein to verify that no currency, value chips, Poker rake chips, Match Play Coupons or Counter Checks remain in the room.

§ 525.21. Match Play Coupons; physical characteristics and issuance.

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

(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 and approved by the Bureau of Gaming Operations.

(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.

(c) Match Play Coupons issued by a certificate holder must, at a minimum, 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) Any 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 thereon of the required gaming chips so as to not obscure or interfere with the visibility of the denomination of the coupon.

(d) The finance department and the marketing department, or other department as specified in the certificate holder's internal controls, shall be responsible for admin-

istering 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 manufacturer 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 reported to a supervisor from the finance department and to the Bureau of Casino Compliance.

(f) After checking the Match Play Coupons received from the manufacturer 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) All 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. 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 shall 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) Any 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 all 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 all 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 and recoded on the daily Match Play Coupon Reconciliation Form for the next gaming day. All expired coupons must be returned to the finance department on a daily basis.
- (l) 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) All 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 all Match Play Coupons that are not distributed to patrons and record the result of the inventory in the Match Play Coupon ledger. The proce-

dures 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.

§ 525.22. 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 wager.

(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 537. CRAPS AND MINI-CRAPS

§ 537.5a. Buy and Lay Bets.

* * * * *

(b) In addition to or in lieu of the Place Bets to Lose on 4, 5, 6, 8, 9 and 10, a certificate holder may, in its Rules Submission under § 521.2, offer players the option of placing a Lay Bet to receive true odds on the Place Bet to Lose. A certificate holder that offers Lay Bets shall pay winning wagers as follows:

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CHAPTER 541. MINIBACCARAT

§ 541.13. Payout odds; vigorish.

* * * * *

(d) If a certificate holder offers the Dragon Bonus Wager, a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 521.2:

<i>Hand</i>	<i>Payout A</i>	<i>Payout B</i>	<i>Payout C</i>
Win by 9 Points	30 to 1	20 to 1	30 to 1
Win by 8 Points	10 to 1	8 to 1	10 to 1
Win by 7 Points	6 to 1	7 to 1	4 to 1
Win by 6 Points	4 to 1	4 to 1	4 to 1
Win by 5 Points	2 to 1	3 to 1	2 to 1
Win by 4 Points	1 to 1	1 to 1	2 to 1
Natural winner	1 to 1	1 to 1	1 to 1
Natural Tie	Push	Push	Push
	*	*	*

CHAPTER 545. BACCARAT

§ 545.1. Definitions.

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

Curator—The player that accepts the dealing shoe and who is responsible for dealing the cards in accordance with this chapter and the instructions of the dealer calling the game.

Dragon 7—A Banker’s Hand which has a Point Count of 7 with a total of three cards dealt and the Player’s Hand which has a Point Count of less than 7.

Natural—A hand which has a Point Count of 8 or 9 on the first two cards dealt.

§ 545.2. Baccarat table physical characteristics.

* * * * *

(b) The layout for a Baccarat table shall be approved by the Bureau of Gaming Operations and, at a minimum, contain:

* * * * *

(4) 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 § 521.2 (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.

(5) An area designated for the placement of cards for the Player’s Hand and Banker’s Hand.

(6) If a certificate holder offers EZ Baccarat:

(i) A separate area designated for the placement of the Dragon 7 Insurance Wager for each player.

(ii) Inscriptions that advise patrons that a wager on the Banker’s Hand that results in a Dragon 7 shall tie and be returned to the player.

(iii) Inscriptions that advise patrons of the payout odds for the Dragon 7 Insurance Wager. If the payout odds are not inscribed on the layout, a sign identifying the payout odds shall be posted at each EZ Baccarat table.

* * * * *

§ 545.8. Wagers.

(a) The following wagers shall be permitted to be made by a player at the game of Baccarat:

(1) A wager on the Banker’s Hand which shall:

(i) Win if the Banker’s Hand has a Point Count higher than that of the Player’s Hand unless EZ Baccarat is

being played and the Point Counts of the Banker’s Hand and the Player’s Hand result in a Dragon 7.

(ii) Lose if the Banker’s Hand has a Point Count lower than that of the Player’s Hand.

(iii) Tie and be returned to the player if the Point Count of the Banker’s Hand and the Player’s Hand are equal or if EZ Baccarat is being played and the Point Counts of the Banker’s Hand and the Player’s Hand result in a Dragon 7.

(2) A wager on the Player’s Hand which shall:

(i) Win if the Player’s Hand has a Point Count higher than that of the Banker’s Hand.

(ii) Lose if the Player’s Hand has a Point Count lower than that of the Banker’s Hand or if EZ Baccarat is being played and the Point Counts of the Banker’s Hand and the Player’s Hand result in a Dragon 7.

(iii) Tie and be returned to the player if the Point Counts of the Banker’s Hand and the Player’s Hand are equal.

(3) A Tie Wager which shall:

(i) Win if the Point Counts of the Banker’s Hand and the Player’s Hand are equal.

(ii) Lose if the Point Counts of the Banker’s Hand and the Player’s Hand are not equal.

(4) A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:

(i) Win if the Point Counts of the Banker’s Hand and the Player’s Hand result in a Dragon 7.

(ii) Lose if the Point Counts of the Banker’s Hand and the Player’s Hand do not result in a Dragon 7.

(b) Wagers at Baccarat shall be made by placing gaming chips or plaques on the appropriate areas of the Baccarat layout. A verbal wager accompanied by cash may be accepted provided the verbal wager is confirmed by the dealer calling the game and the cash is expeditiously converted into gaming chips or plaques.

(c) No wager at Baccarat may be made, increased or withdrawn after the dealer calling the game has announced “no more bets.”

§ 545.12. Announcement of result of round; payment and collection of wagers.

(a) After each hand has received all the cards to which it is entitled under §§ 545.9, 545.10 and 545.11 (relating to hands of player and banker; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), the dealer calling the game shall announce the final Point Count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the dealer shall announce “tie hand.” If the table is designated for play as an EZ Baccarat table and the Point Counts of the Banker’s Hand and the Player’s Hand result in a Dragon 7, the dealer shall announce “Dragon 7.”

(b) After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer or dealers responsible for the wagers on the table shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player, unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. Immediately

thereafter, the dealer shall pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard bucket.

§ 545.13. Payout odds; vigorish.

(a) A winning wager made on the Player's Hand shall be paid off by a certificate holder at odds of 1 to 1.

(b) A winning Tie Bet shall be paid off by a certificate holder at odds of at least 8 to 1.

(c) A winning wager made on the Banker's Hand shall be paid off by a certificate holder at odds of 1 to 1, except that the certificate holder shall extract a vigorish from the winning player in an amount equal to the amount specified in the Rules Submission under § 521.2 (relating to table games Rules Submissions) of either 4% or 5% of the amount won unless the certificate holder is offering EZ Baccarat in which vigorish is not collected.

(d) A winning Dragon 7 Insurance Wager shall be paid off by a certificate holder at odds of 40 to 1.

(e) When collecting the vigorish, the certificate holder may round off the amount of a 5% vigorish to 25 cents or the next highest multiple of 25 cents, and the amount of a 4% vigorish to 20 cents or the next highest multiple of 20 cents.

(f) A dealer, in accordance with the option selected in the certificate holders Rules Submission under § 521.2, may collect the vigorish from a player at the time the winning payout is made or may defer the collection of the vigorish to a later time; provided, however, that outstanding vigorish shall be collected prior to beginning play with a new dealing shoe of cards or when the player leaves the gaming table, whichever occurs first. The amount of any vigorish not collected at the time of the winning payout shall be tracked by placing a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing the vigorish. The coin or marker button may not be removed from the layout until the vigorish owed is collected.

(g) The percentage of vigorish charged at a Baccarat table shall apply to all players at that table. The same percentage of vigorish shall be used for all Baccarat tables located within a licensed facility.

CHAPTER 571. MISSISSIPPI STUD

Sec.	Definitions.
571.1.	Mississippi Stud table; physical characteristics.
571.2.	Cards; number of decks.
571.3.	Opening of the table for gaming.
571.4.	Shuffle and cut of the cards.
571.5.	Mississippi Stud hand rankings.
571.6.	Wagers.
571.7.	Procedure for dealing the cards from a manual dealing shoe.
571.8.	Procedure for dealing the cards from the hand.
571.9.	Procedure for dealing the cards from an automated dealing shoe.
571.10.	Procedure for completion of each round of play; collection and payment of wagers.
571.11.	Payout odds.
571.12.	Irregularities.
571.13.	

§ 571.1. Definitions.

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

Ante Wager—An initial wager that shall be made by a player prior to any cards being dealt to participate in the round of play.

Bet Wager—A 3rd Street, 4th Street or 5th Street Wager made by a player.

Community card—Any of the three cards that are initially dealt face down in the designated area in front of the table inventory container and once revealed are used by each player to form a five-card hand.

5th Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the second community card is revealed by the dealer.

Fold—The withdrawal of a player from a round of play by discarding the player's two cards prior to placing a bet wager.

4th Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the first community card is revealed by the dealer.

Push—A player's hand that results in neither payment on nor collection of the player's wagers.

Rank or ranking—The relative position of a card or group of cards as set forth in § 571.6 (relating to Mississippi Stud hand rankings).

Round of play or round—One complete cycle of play during which all players playing at the table have been dealt a hand, folded or wagered upon their hands and had their wagers paid or collected or returned in accordance with the rules of this chapter.

3rd Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the player has been dealt the initial two cards.

§ 571.2. Mississippi Stud table; physical characteristics.

(a) Mississippi Stud shall be played on a table having betting positions for six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a Mississippi Stud table shall be approved by the Bureau of Gaming Operations and, at a minimum, contain:

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

(2) Four separate designated betting areas at each player position for the placement of:

(i) The Ante Wager.

(ii) The 3rd Street, 4th Street and 5th Street Wagers which must be located closer to the player than the Ante Wager betting area and, when viewed by the player, arrayed from left to right.

(3) Separate designated areas located in front of the table inventory container for the placement of the three community cards with one area inscribed 3rd Street, a second inscribed 4th Street and a third area inscribed 5th Street.

(4) Except as permitted under subsection (c), an inscription at each player position describing:

(i) The payout odds for all authorized wagers.

(ii) The rules governing the required amount of the 3rd Street, 4th Street or 5th Street Wager as a multiple of the player's Ante Wager.

(c) If the information required under subsection (b) is not inscribed on the layout, a sign shall be posted at each Mississippi Stud table that sets forth the required information.

(d) Each Mississippi Stud table must have a drop box and a tip box attached to it on the same side of the table, but on opposite side of the dealer, in locations approved by the Bureau of Casino Compliance. 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 Mississippi Stud table must have a discard rack securely attached to the top of the dealer's side of the table in a location approved by the Bureau of Casino Compliance.

§ 571.3. Cards; number of decks.

(a) Except as provided in subsection (b), Mississippi Stud shall be played with 1 deck of 52 cards and 1 additional cover card.

(b) If an automated card shuffling device is used, a certificate holder may use a second deck of cards to play the game, provided that:

- (1) Each deck of cards complies with subsection (a).
- (2) The backs of the cards in the two decks are different colors.
- (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.
- (4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play.
- (5) The cards from only one deck shall be placed in the discard rack at any given time.

(c) The decks of cards used in Mississippi Stud 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.

§ 571.4. Opening of the table for gaming.

(a) Except as provided in subsection (e), after receiving the cards at the table, the dealer shall inspect the cards for defects.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence.

(c) After the first player arriving at the table 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 § 571.5 (relating to shuffle and cut of the cards).

(d) If a certificate holder uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under § 571.3 (relating to cards; numbers of decks), each deck of cards

shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with subsections (a)—(c).

(e) If the decks of cards received at the table are pre-inspected and reshuffled in accordance with § 523.16(u) or (v) (relating to cards; receipt, storage, inspections and removal from use), subsections (a)—(d) do not apply.

§ 571.5. Shuffle and cut of the cards.

(a) Immediately prior to the beginning of play, unless the cards were reshuffled in accordance with § 523.16 (u) or (v) (relating to cards; receipt, storage, inspections and removal from use), and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section prohibits the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

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

(1) If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with § 571.8, § 571.9 or § 571.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure 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 (d).

(d) If a cut of the cards is required, the dealer shall:

- (1) Cut the deck, using one hand, by:
 - (i) Placing a cover card on the table in front of the deck of cards.

(ii) Taking a stack of at least ten cards from the top of the deck and placing them on top of the cover card.

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

(2) Deal the cards in accordance with the procedures in § 571.8, § 571.9 or § 571.10.

(e) Notwithstanding subsection (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 he 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 Mississippi Stud table that 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 is afforded an opportunity to visually inspect the cards, the procedures in § 571.4(c) (relating to opening of the table for gaming) and this section shall be completed.

§ 571.6. Mississippi Stud hand rankings.

(a) The rank of the cards used in Mississippi Stud, for the determination of winning hands, in order of highest to lowest rank, must 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, 4 and 5.

(b) The permissible five-card poker hands at the game of Mississippi Stud, in order of highest to lowest rank, 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 consisting of five cards of the same suit in consecutive ranking, except for a royal flush. An ace may be used to complete a straight flush formed with a 2, 3, 4 and 5.

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

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

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

(6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank. An ace may be used to complete a straight formed with a 2, 3, 4 and 5, provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (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.

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

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

§ 571.7. Wagers.

(a) Wagers at Mississippi Stud shall be made by placing value chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

(b) All Ante Wagers, 3rd Street, 4th Street and 5th Street Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedure in § 571.8, § 571.9 or § 571.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe).

(c) To participate in a round of play, a player shall place an Ante Wager. A 3rd Street, 4th Street or 5th Street Wager shall be made in accordance with § 571.11 (relating to procedure for completion of each round of play; collection and payment of wagers).

(d) Only players who are seated at the Mississippi Stud table may place a 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.

(e) A player may not simultaneously play and wager on more than one player position at a Mississippi Stud table.

§ 571.8. Procedure 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 § 571.5 (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 the automated card shuffling device.

(b) Prior to dealing the cards and prior to revealing each community card, 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 his left who has placed an Ante Wager and continuing around the table in a clockwise manner, deal the cards as follows:

(1) Two cards face down to each player.

(2) Three community cards face down in the designated areas.

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

(f) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine that 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 have been misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, all hands shall be considered void, all wagers returned to the players and the entire deck of cards removed from the table.

§ 571.9. Procedure 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 § 571.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) After the dealer has chosen the hand in which he shall hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play.

(ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

(3) The dealer shall announce "no more bets" and then deal each card by holding the deck of cards in the chosen

hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(b) The dealer shall, starting with the player farthest to his left who has placed an Ante Wager and continuing around the table in a clockwise manner, deal the cards as follows:

(1) Two cards face down to each player.

(2) Three community cards face down in the designated areas.

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

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine that 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 have been misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, all hands shall be considered void, all wagers returned to the players and the entire deck of cards removed from the table.

§ 571.10. Procedure 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 § 571.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall then announce “no more bets” prior to dispensing any stacks of cards.

(b) The dealer shall deal the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his left who has placed an Ante Wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante Wager.

(c) After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures in § 571.9(a)(2) and (3) (relating to procedure for dealing the cards from the hand), deal from his hand the three community cards in accordance with § 571.11 (relating to procedure for completion of each round of play; collection and payment of wagers). After all three community cards have been dealt, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present

is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine that 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 have been misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, all hands shall be considered void, all wagers returned to the players and the entire deck of cards removed from the table.

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

(a) After the dealing procedures required under § 571.8, § 571.9 or § 571.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing cards from the hand; and procedure for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards without exposing them to any other person and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to his left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a 3rd Street Wager in an amount equal to one, two or three times the amount of the player’s Ante Wager in the designated 3rd Street betting area or fold. If a player folds, the Ante Wager shall be immediately collected and placed in the table inventory container and the folded hand collected and placed in the discard rack.

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

(c) Each player shall then either place a 4th Street Wager in an amount equal to one, two or three times the amount of the player’s Ante Wager in the designated 4th Street betting area or fold. If a player folds, the Ante Wager and 3rd Street Wager shall be immediately collected and placed in the table inventory container and the folded hand collected and placed in the discard rack.

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

(e) Each player shall then either place a 5th Street Wager in an amount equal to one, two or three times the amount of the player’s Ante Wager in the designated 5th Street betting area or fold. If a player folds, the Ante Wager and the 3rd Street and 4th Street Wagers shall be immediately collected and placed in the table inventory container and the folded hand collected and placed in the discard rack.

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

(g) Starting with the player farthest to the dealer’s right and proceeding in a counterclockwise manner around the table, the dealer shall turn over and reveal the two player cards. The dealer shall then evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and three community cards. The wagers of each remaining player shall be

resolved one player at a time regardless of outcome. All wagers shall be settled as follows:

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

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

(3) All winning wagers shall be paid in accordance with the payout odds in § 571.12 (relating to payout odds). A player's winning hand shall remain face up on the layout until the winning wagers are paid. After paying the winning wagers, the dealer shall immediately collect the cards of all winning players.

(h) All cards collected by the dealer shall be picked up in order and placed in the discard rack in a way that the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.

(i) Each player shall be responsible for his own hand and another individual, other than the dealer, may not touch the cards of that player. Each player shall be required to keep the two cards in full view of the dealer at all times.

(j) A player may not exchange or communicate information regarding his hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by that person.

§ 571.12. Payout odds.

(a) A certificate holder shall pay each winning wager in accordance with the following odds:

<i>Hand</i>	<i>Payout</i>
Royal flush	500 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1
Full house	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to 10s	Push

(b) Notwithstanding the payout odds in subsection (a), the aggregate payout limit for any hand may not exceed \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

§ 571.13. Irregularities.

(a) If a community card is exposed prior to the dealer announcing "no more bets" under § 571.8, § 571.9 or § 571.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt may not be used in the game and shall be placed in the discard rack. If more

than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(c) 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.

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

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

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

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

[Pa.B. Doc. No. 11-963. Filed for public inspection June 10, 2011, 9:00 a.m.]

PENNSYLVANIA GAMING CONTROL BOARD [58 PA. CODE CHS. 541, 543, 557, 559, 569 AND 571]

Table Game Amendments; Rules of Play; Temporary Regulations

The Pennsylvania Gaming Control Board (Board), under its general authority in 4 Pa.C.S. § 13A03 (relating to temporary table game regulations), enacted by the act of January 7, 2010 (P.L. 1, No. 1) (Act 1) and the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority), amends temporary regulations in Chapters 541, 543, 557, 559, 569 and 571 to read as set forth in Annex A. The Board's temporary regulations will be added to Part VII (relating to Gaming Control Board) as part of Subpart K (relating to table games).

Purpose of the Temporary Rulemaking

This temporary rulemaking amends the rules of Minibaccarat, Midibaccarat, Let it Ride Poker, Four Card Poker, Texas Hold 'Em Poker and Mississippi Stud to add additional side wagers and in response to comments received from certificate holders.

Explanation of Chapters 541, 543, 557, 559, 569 and 571

In Chapters 541 and 543 (relating to Minibaccarat; and Midibaccarat), EZ Baccarat was added as a variation of Minibaccarat and Midibaccarat with no vigorish collected on a winning Banker's Hand. When playing EZ Baccarat, the Banker's Hand is considered a push instead of a win if it has a Point Count of 7 and the Player's Hand has a

Point Count of less than 7 with three cards drawn. The Dragon 7 Insurance Wager was added as an optional side wager for EZ Baccarat.

In Chapters 557, 569 and 571 (relating to Four Card Poker; Ultimate Texas Hold 'Em Poker; and Mississippi Stud), progressive side wagers were added to the games. In addition to the progressive payouts, players may also win an envy bonus if another player at the table has a qualifying hand. Definitions were added in the definition section of each chapter. Table layout and wagering device requirements, dealing procedures and payout odds and amounts were updated to reflect the addition of the progressive payout wager and the envy bonus.

Lastly, in § 559.14(e) (relating to payout odds; payout limitation), the payouts in tables A—C for the three-card bonus wager were corrected to reflect that the mini-royal pays out at odds of 40 to 1.

Affected Parties

The amendments in this temporary rulemaking will allow certificate holders additional options on how to conduct table games at their licensed facilities.

Fiscal Impact

Commonwealth. The Board does not expect that the amendments in this temporary rulemaking will have any fiscal impact on the Board or any other Commonwealth agency. Internal control procedures submitted by certificate holders regarding table games rules submissions will be reviewed by existing Board staff.

Political subdivisions. This temporary rulemaking will not have direct fiscal impact on political subdivisions of this Commonwealth. Eventually, host municipalities and counties will benefit from the local share funding that is mandated by Act 1.

Private sector. The amendments in this temporary rulemaking will give certificate holders some additional flexibility as to how they conduct table games.

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

Paperwork Requirements

If a certificate holder selects different options for the play at table games, the certificate holder shall submit an updated rules submission reflecting the changes.

Effective Date

This temporary rulemaking will become effective upon publication in the *Pennsylvania Bulletin*.

Public Comments

While this temporary rulemaking will be effective upon publication, the Board is seeking comments from the public and affected parties as to how these temporary regulations might be improved. Interested persons are invited to submit written comments, suggestions or objections regarding this temporary rulemaking within 30 days after the date of publication in the *Pennsylvania Bulletin* to Susan A. Yocum, Assistant Chief Counsel, Pennsylvania Gaming Control Board, P. O. Box 69060, Harrisburg, PA 17106-9060, Attention: Public Comment on Regulation #125-150.

Contact Person

The contact person for questions about this temporary rulemaking is Susan A. Yocum, Assistant Chief Counsel, (717) 265-8356.

Regulatory Review

Under 4 Pa.C.S. § 13A03, the Board is authorized to adopt temporary regulations which are not subject to sections 201—205 of the act of July 31, 1968 (P. L. 769, No. 240) (45 P. S. §§ 1201—1208), known as the Commonwealth Documents Law (CDL), the Regulatory Review Act (71 P. S. §§ 745.1—745.12) and sections 204(b) and 301(10) of the Commonwealth Attorneys Act (71 P. S. §§ 732-204(b) and 732-301(10)). These temporary regulations expire 2 years after publication in the *Pennsylvania Bulletin*.

Findings

The Board finds that:

(1) Under 4 Pa.C.S. § 13A03, the temporary regulations are exempt from the Regulatory Review Act, sections 201—205 of the CDL and sections 204(b) and 301(10) of the Commonwealth Attorney Act.

(2) The adoption of the temporary regulations 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 541, 543, 557, 559, 569 and 571, are amended by amending §§ 541.1, 541.2, 541.8, 541.12, 541.13, 543.1, 543.2, 543.8, 543.12, 543.13, 557.1, 557.2, 557.7—557.12, 559.14, 569.1, 569.2, 569.7—569.12, 571.1, 571.2 and 571.7—571.12 to read as set forth in Annex A, with ellipses referring to the existing text of the regulations.

(b) The temporary regulations are effective June 11, 2011.

(c) The temporary regulations will be posted on the Board's web site and published in the *Pennsylvania Bulletin*.

(d) The temporary regulations are subject to amendment as deemed necessary by the Board.

(e) The Chairperson of the Board shall certify this order and Annex A and deposit them with the Legislative Reference Bureau as required by law.

GREGORY C. FAJT,
Chairperson

(Editor's Note: See 41 Pa.B. 2952 (June 11, 2011) for the temporary rulemaking adding Chapter 571.)

Fiscal Note: 125-150. No fiscal impact; (8) recommends adoption.

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 541. MINIBACCARAT

§ 541.1. Definitions.

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

Dragon 7—A Banker's Hand which has a Point Count of 7 with a total of three cards dealt and the Player's Hand which has a Point Count of less than 7.

Natural—A hand which has a Point Count of 8 or 9 on the first two cards dealt.

§ 541.2. Minibaccarat table physical characteristics.

* * * * *

(c) The layout for a Minibaccarat table shall be approved by the Bureau of Gaming Operations and contain, at a minimum:

* * * * *

(4) 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 § 521.2 (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.

(5) An area designated for the placement of cards for the Player's Hand and Banker's Hand.

(6) If a certificate holder offers the Dragon Bonus Wager:

(i) A separate area designated for the placement of the Dragon Bonus Wager.

(ii) Inscriptions that advise patrons of the payout odds for the Dragon Bonus Wager. If the payout odds are not inscribed on the layout, a sign identifying the payout odds for the Dragon Bonus Wager shall be posted at each Minibaccarat table.

(7) If a certificate holder offers EZ Baccarat:

(i) A separate area designated for the placement of the Dragon 7 Insurance Wager for each player.

(ii) Inscriptions that advise patrons that a wager on the Banker's Hand that results in a Dragon 7 shall tie and be returned to the player.

(iii) Inscriptions that advise patrons of the payout odds for the Dragon 7 Insurance Wager. If the payout odds are not inscribed on the layout, a sign identifying the payout odds shall be posted at each EZ Baccarat table.

* * * * *

§ 541.8. Wagers.

(a) The following wagers shall be permitted to be made by a player at the game of Minibaccarat:

(1) A wager on the Banker's Hand which shall:

(i) Win if the Banker's Hand has a Point Count higher than that of the Player's Hand unless EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(ii) Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.

(iii) Tie if the Banker's Hand and the Player's Hand have the same Point Count and either:

(A) Be returned to the player.

(B) If the licensee charges vigorish in accordance with § 541.13(h) (relating to payout odds; vigorish), be charged a vigorish equal to 25% of the wager.

(iv) Returned to the player if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(2) A wager on the Player's Hand which shall:

(i) Win if the Player's Hand has a Point Count higher than that of the Banker's Hand.

(ii) Lose if the Player's Hand has a Point Count lower than that of the Banker's Hand or if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(iii) Tie and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.

(3) A Tie Wager which shall:

* * * * *

(5) A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:

(i) Win if the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(ii) Lose if the Point Counts of the Banker's Hand and the Player's Hand do not result in a Dragon 7.

(b) Wagers at Minibaccarat shall be made by placing gaming chips or plaques on the appropriate areas of the Minibaccarat layout. A verbal wager, accompanied by cash may be accepted provided the verbal wager is confirmed by the dealer calling the game and the cash is expeditiously converted into gaming chips or plaques.

(c) No wager at Minibaccarat may be made, increased or withdrawn after the dealer has announced "no more bets."

§ 541.12. Announcement of result of round; payment and collection of wagers.

(a) After each hand has received all the cards to which it is entitled under §§ 541.9, 541.10 and 541.11 (relating to hands of player and banker; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the dealer shall announce "Tie Hand." If the table is designated for play as an EZ Baccarat table and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7, the dealer shall announce "Dragon 7."

(b) After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player, unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. Immediately thereafter, the dealer shall pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in a way so that they can be readily arranged to indicate the Player's Hand and the Banker's Hand in case of a question or dispute.

§ 541.13. Payout odds; vigorish.

* * * * *

(c) Except as otherwise provided in subsection (h), a winning wager made on the Banker's Hand shall be paid off by a certificate holder at odds of 1 to 1, except that the certificate holder shall extract a vigorish from the winning players in an amount equal to the amount specified in the Rules Submission under § 521.2 (relating to table

games Rules Submissions) of either 4% or 5% of the amount won unless the certificate holder is offering EZ Baccarat in which vigorish is not collected.

* * * * *

(e) A winning Dragon 7 Insurance Wager shall be paid out by a certificate holder at odds of 40 to 1.

(f) When collecting the vigorish, the certificate holder may round off the vigorish to 5 cents or the next highest multiple of 5 cents.

(g) A dealer, in accordance with the option selected in the certificate holders Rules Submission under § 521.2, may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that outstanding vigorish shall be collected prior to reshuffling the cards in a dealing shoe or when the player leaves the gaming table, whichever occurs first. The amount of any vigorish not collected at the time of the winning payouts shall be tracked by placing a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing the vigorish. The coin or marker button may not be removed from the layout until the vigorish owed is collected.

(h) A certificate holder may, in its Rules Submission under § 521.2, elect to charge every player at a Minibaccarat table a vigorish equal to 25% of the player's wager on the Banker's Hand if the Point Counts of the Banker's Hand and the Player's Hand are equal. The vigorish authorized by this subsection shall be collected at the end of the round of play and prior to any cards being dealt for the next round of play. If a certificate holder elects to charge the vigorish authorized by this subsection, the vigorish otherwise required by subsection (c) may not be collected.

(i) The type and percentage of vigorish charged at a Minibaccarat table applies to all players at that table. The same type and percentage of vigorish shall be used for all Minibaccarat tables located within a licensed facility.

CHAPTER 543. MIDIBACCARAT

§ 543.1. Definitions.

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

Dragon 7—A Banker's Hand which has a Point Count of 7 with a total of three cards dealt and the Player's Hand which has a Point Count of less than 7.

Natural—A hand which has a Point Count of 8 or 9 on the first two cards dealt.

§ 543.2. Midibaccarat table physical characteristics.

* * * * *

(c) The layout for a Midibaccarat table shall be approved by the Bureau of Gaming Operations and contain, at a minimum:

* * * * *

(4) 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 § 521.2 (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.

(5) An area designated for the placement of cards for the Player's Hand and Banker's Hand.

(6) If a certificate holder offers the Dragon Bonus Wager:

(i) A separate area designated for the placement of the Dragon Bonus Wager.

(ii) Inscriptions that advise patrons of the payout odds for the Dragon Bonus Wager. If the payout odds are not inscribed on the layout, a sign identifying the payout odds for the Dragon Bonus Wager shall be posted at each Midibaccarat table.

(7) If a certificate holder offers EZ Baccarat:

(i) A separate area designated for the placement of the Dragon 7 Insurance Wager for each player.

(ii) Inscriptions that advise patrons that a wager on the Banker's Hand that results in a Dragon 7 shall tie and be returned to the player.

(iii) Inscriptions that advise patrons of the payout odds for the Dragon 7 Insurance Wager. If the payout odds are not inscribed on the layout, a sign identifying the payout odds shall be posted at each EZ Baccarat table.

(d) If marker buttons are used for the purpose of marking vigorish, the marker buttons shall be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons. If a separate rack is used, the rack shall be placed in front of the table inventory float container during gaming activity.

(e) Each Midibaccarat table must have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Bureau of Gaming Operations. The Bureau of Gaming Operations 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.

(f) Each Minibaccarat table must have a discard bucket on the dealer's side of the table in a location approved by the Bureau of Gaming Operations

§ 543.8. Wagers.

(a) The following wagers shall be permitted to be made by a player at the game of Midibaccarat:

(1) A wager on the Banker's Hand which shall:

(i) Win if the Banker's Hand has a Point Count higher than that of the Player's Hand unless EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(ii) Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.

(iii) Tie if the Banker's Hand and the Player's Hand have the same Point Count and either:

(A) Be returned to the player.

(B) If the licensee charges vigorish in accordance with § 543.13(h) (relating to payout odds; vigorish), be charged a vigorish equal to 25% of the wager.

(iv) Returned to the player if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(2) A wager on the Player's Hand which shall:

(i) Win if the Player's Hand has a Point Count higher than that of the Banker's Hand.

(ii) Lose if the Player's Hand has a Point Count lower than that of the Banker's Hand or if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(iii) Tie and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.

(3) A Tie Wager which shall:

* * * * *

(5) A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:

(i) Win if the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

(ii) Lose if the Point Counts of the Banker's Hand and the Player's Hand do not result in a Dragon 7.

(b) Wagers at Midibaccarat shall be made by placing gaming chips or plaques on the appropriate areas of the Midibaccarat layout. A verbal wager, accompanied by cash may be accepted provided the verbal wager is confirmed by the dealer calling the game and the cash is expeditiously converted into gaming chips or plaques.

(c) No wager at Midibaccarat may be made, increased or withdrawn after the dealer has announced "no more bets."

§ 543.12. Announcement of result of round; payment and collection of wagers.

(a) After each hand has received all the cards to which it is entitled under §§ 543.9, 543.10 and 543.11 (relating to hands of player and banker; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand." If the table is designated for play as an EZ Baccarat table and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7, the dealer shall announce "Dragon 7."

(b) After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player, unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. Immediately thereafter, the dealer shall pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard bucket.

§ 543.13. Payout odds; vigorish.

* * * * *

(c) Except as otherwise provided in subsection (h), a winning wager made on the Banker's Hand shall be paid

off by a certificate holder at odds of 1 to 1, except that the certificate holder shall extract a vigorish from the winning players in an amount equal to the amount specified in the Rules Submission under § 521.2 (relating to table games Rules Submissions) of either 4% or 5% of the amount won unless the certificate holder is offering EZ Baccarat in which vigorish is not collected.

* * * * *

(e) A winning Dragon 7 Insurance Wager shall be paid out by a certificate holder at odds of 40 to 1.

(f) When collecting the vigorish, the certificate holder may round off the vigorish to 5 cents or the next highest multiple of 5 cents.

(g) A dealer, in accordance with the option selected in the certificate holders Rules Submission under § 521.2, may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that outstanding vigorish shall be collected prior to beginning play with a new dealing shoe of cards or when the player leaves the gaming table, whichever occurs first. The amount of any vigorish not collected at the time of the winning payouts shall be tracked by placing a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing the vigorish. The coin or marker button shall not be removed from the layout until the vigorish owed is collected.

(h) A certificate holder may, in its Rules Submission under § 521.2, elect to charge every player at a Midibaccarat table a vigorish equal to 25% of the player's wager on the Banker's Hand if the Point Counts of the Banker's Hand and the Player's Hand are equal. The vigorish authorized by this subsection shall be collected at the end of the round of play and prior to any cards being dealt for the next round of play. If a certificate holder elects to charge the vigorish authorized by this subsection, the vigorish otherwise required by subsection (c) may not be collected.

(i) The type and percentage of vigorish charged at a Midibaccarat table shall apply to all players at that table. The same type and percentage of vigorish shall be used for all Midibaccarat tables located within a licensed facility.

CHAPTER 557. FOUR CARD POKER

§ 557.1. Definitions.

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

Aces Up Wager—An optional wager that a player may make prior to any cards being dealt that the player's best Four Card Poker hand will be a pair of aces or better.

Envy Bonus—An additional fixed sum payout made to a player who placed a Progressive Payout Wager when another player at the Four Card Poker table is the holder of an Envy Bonus Qualifying Hand.

Envy Bonus Qualifying Hand—A player's Four Card Poker hand with a rank of four aces, four-of-a-kind or, if included in the paytable selected by the certificate holder in its rules submission required under § 521.2 (relating to table games Rules Submissions), a straight flush, as defined in § 557.6(b) (relating to Four Card Poker rankings).

Hand—The best Four Card Poker hand that can be formed by each player and the dealer from the cards they are dealt.

Play Wager—An additional wager that a player is required to make if the player opts to remain in competition against the dealer.

Progressive payout hand—A player’s Four Card Poker hand with a rank of a three-of-a-kind or better as defined in § 557.6(b).

Round of play—One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this chapter.

§ 557.2. Four Card Poker table physical characteristics.

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(b) The layout for a Four Card Poker table shall be approved by the Bureau of Gaming Operations and contain, at a minimum:

* * * * *

(5) If a certificate holder offers the Progressive Payout Wager, a separate area designated for the placement of the Progressive Payout Wager for each player.

(6) An inscription identifying the payout odds or amounts for all authorized wagers unless the payout odds are posted as required by subsection (c).

* * * * *

(f) If a certificate holder offers the Progressive Payout Wager, in accordance with § 557.7 (relating to wagers), the Four Card Poker table shall have a progressive table game system, in accordance with § 524.7 (relating to progressive table game systems), for the placement of Progressive Payout Wagers. The progressive table game system must include:

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

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

§ 557.7. Wagers.

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

(1) A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers posted at the table and then placing a Play Wager in an amount from one to three times the amount of the Ante Wager.

(2) A player may compete solely against a posted payout table by placing an Aces Up Wager in any amount within the minimum and maximum wagers posted at the table.

(3) A player may compete against both the dealer and the posted payout table by placing wagers in accordance with the requirements in paragraphs (1) and (2).

(4) If the certificate holder offers the Progressive Payout Wager, after placing an Ante Wager, a player may also place a Progressive Payout Wager of \$1 or \$5, as specified in the certificate holder’s rules submission under

§ 521.2 (relating to table games Rules Submissions), on whether the player is dealt a Progressive Payout Hand. A Progressive Payout Wager shall be made by placing a value chip into the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player’s respective Progressive Payout Wager has been accepted.

(b) All wagers at Four Card Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout or, if the certificate holder offers the Progressive Payout Wager, by placing a value chip into the progressive wagering device at the player’s betting position. A verbal wager accompanied by cash may not be accepted.

(c) Only players who are seated at a Four Card 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 play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(d) Ante Wagers, Aces Up Wagers and Progressive Payout Wagers shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures in § 557.8, § 557.9 or § 557.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except for Play Wagers, a wager may not be made, increased or withdrawn after the dealer has announced “no more bets.” All Play Wagers shall be placed in accordance with § 557.11(b) (relating to Play Wagers; procedures for completion of each round of play).

(e) A certificate holder may, if specified in the certificate holder’s Rules Submission under § 521.2, permit a player to simultaneously play and place wagers at two adjacent betting positions during a round of play.

§ 557.8. Procedures for dealing the cards from a manual dealing shoe.

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(b) Prior to dealing the cards and after all Ante Wagers, Aces Up Wagers and Progressive Payout Wagers are placed, the dealer shall announce “no more bets” and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

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§ 557.9. 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:

* * * * *

(3) The dealer shall then announce “no more bets” and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered

equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container. The dealer shall then deal each card by holding the deck of cards in the chosen hand and using the other hand remove the top card of the deck.

* * * * *

§ 557.10. 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 § 557.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall then announce “no more bets” and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

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§ 557.11. Play Wagers; procedures for completion of each round of play.

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(c) The dealer shall, starting with the player farthest to the left of the dealer and continuing clockwise around the table, offer each player who has placed an Ante Wager the option to either make a Play Wager or forfeit his Ante Wager. A Play Wager shall be made in an amount from one to three times the amount of the player’s Ante Wager. If a player has placed an Ante Wager and an Aces Up Wager but does not make a Play Wager, the player shall forfeit the Ante Wager but does not forfeit the Aces Up Wager. If a player has placed an Ante Wager and a Progressive Payout Wager but does not make a Play Wager, the player shall forfeit the Ante Wager and the Progressive Payout Wager but may not forfeit the eligibility to receive an Envy Bonus under § 557.12 (relating to payout odds; progressive payout; Envy Bonus; rate of progression).

(d) After each player has either placed a Play Wager on the designated area of the layout or forfeited his Ante Wager, the dealer shall collect all forfeited Ante Wagers. The dealer shall collect the cards of any player who forfeited his Ante Wager and also did not make an Aces Up Wager, and place the cards in the discard rack unless the player made a Progressive Payout Wager in which the cards shall be left on the table until all wagers are resolved in accordance with subsection (e).

(e) The dealer shall then reveal the dealer’s cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to the dealer’s right whose hand is still active and continuing counterclockwise around the table, reveal the cards of each player and select the four cards that form the highest possible ranking hand for each player. The dealer shall then collect all losing Ante, Play and Aces Up Wagers.

(f) The dealer shall then settle the winning wagers remaining on the table, in accordance with the payout

odds in § 557.12. All winning Progressive Payout Wagers shall be paid after the player’s other Four Card Poker wagers are settled. If a player has won the progressive payout that is 100% of the jackpot amount on the progressive meter under § 557.12(a)(4), the progressive payout shall not be paid from the table inventory container. All other winning Progressive Payout Wagers shall be paid from the table inventory container. Prior to making a payout for a Progressive Payout Wager, the dealer shall:

- (1) Verify that the hand is a winning hand.
- (2) Verify that the appropriate light on the progressive table game system has been illuminated.
- (3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder’s approved internal control procedures.

(g) A player’s winning hand shall remain face up on the layout until the winning wagers are paid. After paying the winning wagers, the dealer shall immediately collect the cards of all winning players. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.

(h) All cards collected by the dealer shall be picked up in order and placed in the discard rack in a way so that the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.

§ 557.12. Payout odds; progressive payout; Envy Bonus; rate of progression.

The payout types are:

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(4) If a certificate holder offers the Progressive Payout Wager, the certificate holder shall pay each winning Progressive Payout Wager at the odds specified in the certificate holder’s Rules Submission under § 521.2, which shall be no less than the odds in one of the following pay tables:

<i>Hand</i>	<i>Table A</i>	<i>Table B</i>
Four Aces	100% of meter	100% of meter
Four-of-a-kind	300 for 1	300 for 1
Straight Flush	100 for 1	100 for 1
Three-of-a-kind	9 for 1	15 for 1

(i) A player shall receive the payout for only the highest ranking hand formed.

(ii) Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Four Card Poker table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand provided, however, that a player is not entitled to an Envy Bonus for his own hand or the hand of the dealer. Envy Bonus payouts shall be made according to the following payout schedules for Envy Bonus Qualifying Hands based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:

\$1 Progressive Payout Wager

<i>Hand</i>	<i>Table A Envy Bonus</i>	<i>Table B Envy Bonus</i>
Four Aces	\$100	\$100
Four-of-a-kind	\$10	\$25
Straight Flush	\$5	N/A

\$5 Progressive Payout Wagers

<i>Hand</i>	<i>Table A Envy Bonus</i>	<i>Table B Envy Bonus</i>
Four Aces	\$500	\$500
Four-of-a-kind	\$50	\$125
Straight Flush	\$25	N/A

(iii) The rate of progression for the progressive meter used for the Progressive Payouts must be in the certificate holder's Rules Submission filed in accordance with § 521.2. The initial and reset amount shall also be in the certificate holder's Rules Submission and be no less than \$5,000 for Table A and \$1,000 for Table B.

(iv) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with § 557.11 (relating to Play Wagers; procedures for completion of each round of play).

CHAPTER 559. LET IT RIDE POKER

§ 559.14. Payout odds; payout limitation.

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(e) A certificate holder shall pay off each winning Three Card Bonus Wager at the odds specified in the certificate holder's Rules Submission under § 521.2, which shall be no less than the odds in one of the following alternative pay tables:

<i>Hand Type</i>	<i>Table A</i>	<i>Table B</i>	<i>Table C</i>
Mini-royal	40 to 1	40 to 1	40 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

<i>Hand Type</i>	<i>Table D</i>	<i>Table E</i>	<i>Table F</i>
Mini-royal	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

CHAPTER 569. ULTIMATE TEXAS HOLD 'EM POKER

§ 569.1. Definitions.

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

Ante Wager—An initial wager required to be made prior to any cards being dealt to participate in the round of play.

Blind Wager—An initial wager required to be made prior to any cards being dealt to participate in the round of play.

Burn—To remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

Check—Waiving the right to place a Play Wager but remaining in the round of play.

Community card—Any of the five cards dealt face up in the center of the table, all of which may be used by each player and the dealer together with the player's or dealer's own two cards to form the best possible five-card poker hand.

Envy Bonus—An additional fixed sum payout made to a player who placed a Progressive Payout Wager when another player at the Ultimate Texas Hold 'Em Poker table is the holder of an Envy Bonus Qualifying Hand.

Envy Bonus Qualifying Hand—An Ultimate Texas Hold 'Em Poker hand with a rank of a royal flush or a straight flush as defined in § 569.6 (relating to Ultimate Texas Hold 'Em Poker hand rankings).

Flop—The first three community cards dealt face up in the area designated for the placement of the community cards.

Fold—The withdrawal of a player from a round of play by not making a Play Wager.

Hand—Five-cards formed from any combination of the five community cards and the two cards dealt to a player or the dealer.

Play Wager—A wager made after two cards have been dealt to each player and the dealer, and before the dealer reveals his two cards.

Progressive Payout Hand—An Ultimate Texas Hold 'Em Poker hand with a rank of a three-of-a-kind or better as defined in § 569.6 (relating to Ultimate Texas Hold 'Em Poker hand rankings).

Rank or ranking—The relative position of a card or group of cards as set forth in § 569.6 (relating to Ultimate Texas Hold 'Em Poker hand rankings).

Round of play or round—One complete cycle of play during which all players playing at the table have been dealt cards, have wagered or folded, and have had their wagers paid or collected in accordance with this chapter.

Trips Wager—An optional wager that a player may make prior to any cards being dealt, that the player's best five-card hand will be a three-of-a-kind or better.

§ 569.2. Ultimate Texas Hold 'Em Poker table; physical characteristics.

* * * * *

(b) The layout for an Ultimate Texas Hold 'Em Poker table shall be approved by the Bureau of Gaming Operations and contain, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) Four separate designated betting areas at each player position for the placement of Ante, Blind, Play and Trips Wagers, configured with the Trips Wager area closest to the dealer, the Play Wager area farthest from the dealer, the Ante Wager area arrayed between the Trips Wager area and the Play Wager area, and the Blind Wager area to the right of the Ante Wager area and separated from the Ante Wager area by an "—" symbol.
- (3) If the certificate holder offers the Progressive Payout Wager, a separate area designated for the placement of the Progressive Payout Wager for each player.
- (4) A separate designated area for the placement of the five community cards, located in the center of the table between the table inventory container and the player betting areas.

(5) A separate designated area for the placement of the dealer's two cards, located between the table inventory container and the designated area for the five community cards.

(6) An inscription indicating that an Ante Wager must tie if the dealer has less than a pair.

(7) Except as permitted under subsection (c), an inscription at each player position describing the following:

- (i) The payout odds for Blind and Trips Wagers.
- (ii) A Blind Wager may not be paid unless the player's hand ranks higher than the dealer's hand.
- (iii) The rules governing the required amount of a Play Wager as a multiple of the player's Ante Wager.
- (iv) The payout odds and amounts for the Progressive Payout Wager and Envy Bonus, if offered by the certificate holder.

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(f) If a certificate holder offers the Progressive Payout Wager, in accordance with § 569.7 (relating to wagers), the Ultimate Texas Hold 'Em Poker table shall have a progressive table game system, in accordance with § 524.7 (relating to progressive table game systems), for the placement of Progressive Payout Wagers. The progressive table game system shall include:

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

§ 569.7. Wagers.

(a) Wagers at Ultimate Texas Hold 'Em Poker shall be made by placing value chips or gaming plaques on the appropriate betting areas of the table layout or, if the certificate holder offers the Progressive Payout Wager, by placing a value chip into the progressive wagering device at the player's betting position. A verbal wager accompanied by cash may not be accepted.

(b) Ante, Blind, Trips and Progressive Payout Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedure in § 569.8, § 569.9 or § 569.10 (relating to procedure for dealing cards from a manual dealing shoe; procedure for dealing cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 569.11 (relating to procedures for completion of each round of play; collection and payment of wagers), no wager may be made, increased, or withdrawn after the dealer has announced "no more bets."

* * * * *

(f) If the certificate holder offers the Progressive Payout Wager, after placing an Ante Wager and a Blind Wager, a player may also place a Progressive Payout Wager of \$1 or \$5, as specified in the certificate holder's rules submission under § 521.2 (relating to table games Rules Submissions), on whether the player will be dealt a Progressive Payout Hand. A Progressive Payout Wager shall be made by placing a value chip into the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective Progressive Payout Wager has been accepted.

(g) Only players who are seated at the Ultimate Texas Hold 'Em Poker table may place a 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.

(h) A player may not simultaneously play and wager on more than one player position at an Ultimate Texas Hold 'Em Poker table.

§ 569.8. Procedure for dealing the cards from a manual dealing shoe.

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(b) Prior to dealing the cards and after all Ante, Blind, Trips and Progressive Payout Wagers are placed, the dealer shall announce "no more bets" and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

* * * * *

§ 569.9. Procedure for dealing the cards from the hand.

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

* * * * *

(3) The dealer shall announce "no more bets" and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container. The dealer shall then deal each card by holding the deck of cards in the chosen hand and using the other hand remove the top card of the deck and place it face down on the appropriate area of the layout.

* * * * *

§ 569.10. 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 § 569.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall then announce "no more bets" prior to dispensing any stacks of cards and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the

progressive table game system. The dealer shall then place the value chips into the table inventory container.

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§ 569.11. Procedures for completion of each round of play; collection and payment of wagers.

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(e) After the final two community cards have been dealt, the dealer shall, starting with the player farthest to his left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a Play Wager whether he wishes to fold or place a Play Wager equal in amount to his Ante Wager.

(1) If a player places a Play Wager, the wager shall be placed in the designated Play Wager betting area.

(2) If a player folds, the Ante and Blind Wagers of the player shall be collected by the dealer and placed in the table inventory container.

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

(ii) If the player has not placed a Trips Wager, the dealer shall immediately spread the cards of the folded hand face down and then place them in the discard rack unless the player made a Progressive Payout Wager in which the cards shall be left on the table until all wagers are settled in accordance with subsection (h).

(f) After each player has either folded or placed a Play Wager, the dealer shall remove the cover card from the top of the dealer's cards and place it on the table layout. The dealer shall then turn his two cards face up, position the combination of the dealer's cards and either three, four or five of the community cards that can be used to form the best possible five-card hand and announce the dealer's hand to the players.

(g) If the dealer's best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, return each player's Ante Wager and resolve all other wagers in accordance with subsection (h).

(h) If the dealer's best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a Play Wager face up and announce the best possible five-card poker hand that can be formed using the player's two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player's cards shall then be immediately collected by the dealer and placed in the discard rack unless the player made a Progressive Payout Wager in which the cards shall be left on the table until all wagers are resolved.

(1) If the player's five-card hand is ranked lower than the dealer's five-card hand, the player shall lose and the dealer shall immediately collect the Ante, Blind and Play Wagers made by the player and place the wagers in the table inventory container.

(2) If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay the Ante, Blind and Play Wagers made by the player in accordance with the payout odds in

§ 569.12 (relating to payout odds; progressive payout; Envy Bonus; rate of progression); provided, however, that the Blind Wager may not be paid unless the player's winning hand has a rank of straight or higher.

(3) If the player's five-card hand and the dealer's five-card hand are of equal rank, the hand shall be a tie. In this case, the dealer may not collect or pay the player's Ante, Blind or Play Wagers.

(4) After settling a player's Ante, Blind and Play Wagers, the dealer shall settle any Trips Wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with § 569.12(d). A winning Trips Wager shall be paid without regard to the outcome of any other wager made by the player.

(5) All winning Progressive Payout Wagers shall be paid after the player's other Ultimate Texas Hold 'Em Poker wagers are settled. If a player has won the progressive payout that is 100% of the jackpot amount on the progressive meter under § 569.12(f), the progressive payout shall not be paid from the table inventory container. All other winning Progressive Payout Wagers shall be paid from the table inventory container. Prior to making a payout for a Progressive Payout Wager, the dealer shall:

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

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

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

(6) A player's winning hand shall remain face up on the layout until the winning wagers are paid. After paying the winning wagers, the dealer shall immediately collect the cards of all winning players. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.

(i) All cards collected by the dealer shall be picked up in order and placed in the discard rack in a way that the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.

§ 569.12. Payout odds; progressive payout; Envy Bonus; rate of progression.

* * * * *

(f) If a certificate holder offers the Progressive Payout Wager, the certificate holder shall pay each winning Progressive Payout Wager in accordance with the following odds:

<i>Hand</i>	<i>Payout</i>
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

(1) A player shall receive the payout for only the highest ranking hand formed.

(2) Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Ultimate Texas Hold 'Em Poker table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand provided, however, that a player is not entitled to an Envy Bonus for his own hand or the hand of the dealer. Envy Bonus payouts shall be made according to the following payout schedules for Envy Bonus Qualifying Hands based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:

\$1 Progressive Payout Wager

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

\$5 Progressive Payout Wager

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

(3) The rate of progression for the progressive meter used for the Progressive Payouts must be in the certificate holder's Rules Submission filed in accordance with § 521.2. The initial and reset amount must also be in the certificate holder's Rules Submission and be no less than \$10,000.

(4) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with § 557.11 (relating to Play Wagers; procedures for completion of each round of play).

CHAPTER 571. MISSISSIPPI STUD

§ 571.1. Definitions.

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

Ante Wager—An initial wager that shall be made by a player prior to any cards being dealt to participate in the round of play.

Bet Wager—A 3rd Street, 4th Street or 5th Street Wager made by a player.

Community card—Any of the three cards that are initially dealt face down in the designated area in front of the table inventory container and once revealed are used by each player to form a five-card hand.

Envy Bonus—An additional fixed sum payout made to a player who placed a Progressive Payout Wager when another player at the Mississippi Stud table is the holder of an Envy Bonus Qualifying Hand.

Envy Bonus Qualifying Hand—A Mississippi Stud hand formed using the two player cards and three community cards with a rank of a royal flush or a straight flush as defined in § 571.6 (relating to Mississippi Stud hand rankings).

5th Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the second community card is revealed by the dealer.

Fold—The withdrawal of a player from a round of play by discarding the player's two cards prior to placing a bet wager.

4th Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the first community card is revealed by the dealer.

Progressive Payout Hand—A Mississippi Stud hand formed using the two player cards and three community cards with a rank of a three-of-a-kind or better as defined in § 571.6.

Push—A player's hand that results in neither payment on nor collection of the player's wagers.

Rank or ranking—The relative position of a card or group of cards as set forth in § 571.6.

Round of play or round—One complete cycle of play during which all players playing at the table have been dealt a hand, folded or wagered upon their hands and had their wagers paid or collected or returned in accordance with the rules of this chapter.

3rd Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the player has been dealt the initial two cards.

§ 571.2. Mississippi Stud table; physical characteristics.

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(b) The layout for a Mississippi Stud table shall be approved by the Bureau of Gaming Operations and, at a minimum, contain:

* * * * *

(4) If the certificate holder offers the Progressive Payout Wager, a separate area designated for the placement of the Progressive Payout Wager for each player.

(5) Except as permitted under subsection (c), an inscription at each player position describing:

(i) The payout odds or amounts for all authorized wagers.

(ii) The rules governing the required amount of the 3rd Street, 4th Street or 5th Street Wager as a multiple of the player's Ante Wager.

* * * * *

(f) If a certificate holder offers the Progressive Payout Wager, in accordance with § 571.7 (relating to wagers), the Mississippi Stud table shall have a progressive table game system, in accordance with § 524.7 (relating to progressive table game systems), for the placement of Progressive Payout Wagers. The progressive table game system shall include:

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

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

§ 571.7. Wagers.

(a) Wagers at Mississippi Stud shall be made by placing value chips or plaques on the appropriate betting areas of the table layout or, if the certificate holder offers the Progressive Payout Wager, by placing a value chip

into the progressive wagering device at the player's betting position. A verbal wager accompanied by cash may not be accepted.

(b) All Ante Wagers, 3rd Street, 4th Street and 5th Street Wagers and Progressive Payout Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedure in § 571.8, § 571.9 or § 571.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe).

(c) To participate in a round of play, a player shall place an Ante Wager. A 3rd Street, 4th Street or 5th Street Wager shall be made in accordance with § 571.11 (relating to procedure for completion of each round of play; collection and payment of wagers).

(d) If the certificate holder offers the Progressive Payout Wager, after placing an Ante Wager, a player may also place a Progressive Payout Wager of \$1 or \$5, as specified in the certificate holder's rules submission under § 521.2 (relating to table games Rules Submissions), on whether the player will be dealt a Progressive Payout Hand. A Progressive Payout Wager shall be made by placing a value chip into the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective Progressive Payout Wager has been accepted.

(e) Only players who are seated at the Mississippi Stud table may place a 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.

(f) A player may not simultaneously play and wager on more than one player position at a Mississippi Stud table.

§ 571.8. Procedure for dealing the cards from a manual dealing shoe.

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(b) Prior to dealing the cards, the dealer shall announce "no more bets" and, if the certificate holder offers the Progressive Payout Wager, shall use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

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§ 571.9. Procedure for dealing the cards from the hand.

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

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(3) The dealer shall announce "no more bets" and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container. The dealer shall then deal each card by holding the deck of cards in the chosen hand and using the other

hand remove the top card of the deck and place it face down on the appropriate area of the layout.

* * * * *

§ 571.10. Procedure 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 § 571.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall then announce "no more bets" prior to dispensing any stacks of cards and, if the certificate holder offers the Progressive Payout Wager, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

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

(a) After the dealing procedures required under § 571.8, § 571.9 or § 571.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing cards from the hand; and procedure for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards without exposing them to any other person and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to his left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a 3rd Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designated 3rd Street betting area or fold. If a player folds, the Ante Wager shall be immediately collected and placed in the table inventory container and the folded hand collected and placed in the discard rack unless the player made a Progressive Payout Wager in which the cards shall be left on the table until all wagers are resolved in accordance with subsection (h).

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

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

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

(e) Each player shall then either place a 5th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designated 5th Street betting area or fold. If a player folds, the Ante Wager and the 3rd Street and 4th Street Wagers shall be

immediately collected and placed in the table inventory container and the folded hand collected and placed in the discard rack unless the player made a Progressive Payout Wager in which the cards shall be left on the table until all wagers are resolved in accordance with subsection (h).

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

(g) If a player has placed an Ante Wager and a Progressive Payout Wager but does not make a 3rd Street, 4th Street or 5th Street Wager, the player shall forfeit the Ante Wager, the Progressive Payout Wager and, if applicable, the 3rd Street and 4th Street Wagers but shall not forfeit the eligibility to receive an Envy Bonus under § 571.12 (relating to payout odds; progressive payout; Envy Bonus; rate of progression).

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

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

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

(3) All winning wagers shall be paid in accordance with the payout odds in § 571.12. All winning Progressive Payout Wagers shall be paid after the player's other Mississippi Stud wagers are settled. If a player has won the progressive payout that is 100% of the jackpot amount on the progressive meter under § 571.12(c), the progressive payout shall not be paid from the table inventory container. All other winning Progressive Payout Wagers shall be paid from the table inventory container. Prior to making a payout for a Progressive Payout Wager, the dealer shall:

- (i) Verify that the hand is a winning hand.
- (ii) Verify that the appropriate light on the progressive table game system has been illuminated.
- (iii) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.

(4) A player's winning hand shall remain face up on the layout until the winning wagers are paid. After paying the winning wagers, the dealer shall immediately collect the cards of all winning players. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.

(i) All cards collected by the dealer shall be picked up in order and placed in the discard rack in a way that the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.

(j) Each player shall be responsible for his own hand and another individual, other than the dealer, may not

touch the cards of that player. Each player shall be required to keep the two cards in full view of the dealer at all times.

(k) A player may not exchange or communicate information regarding his hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by that person.

§ 571.12. Payout odds; progressive payout; Envy Bonus; rate of progression.

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(c) If a certificate holder offers the Progressive Payout Wager, the certificate holder shall pay each winning Progressive Payout Wager in accordance with the following odds:

<i>Hand</i>	<i>Payout</i>
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	300 for 1
Full house	50 for 1
Flush	40 for 1
Straight	30 for 1
Three-of-a-kind	9 for 1

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

(e) Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Mississippi Stud table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand provided, however, that a player is not entitled to an Envy Bonus for his own hand or the hand of the dealer. Envy Bonus payouts shall be made according to the following payout schedules for every Envy Bonus Qualifying Hand based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:

\$1 Progressive Payout Wager

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

\$5 Progressive Payout Wager

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

(f) The rate of progression for the progressive meter used for the progressive payouts in subsection (c) must be in the certificate holder's Rules Submission filed in accordance with § 521.2. The initial and reset amount must also be in the certificate holder's Rules Submission and be no less than \$10,000.

(g) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with § 571.11 (related to procedure for completion of each round of play; collection and payment of wagers).

[Pa.B. Doc. No. 11-964. Filed for public inspection June 10, 2011, 9:00 a.m.]