

RULES AND REGULATIONS

Title 58—RECREATION

PENNSYLVANIA GAMING CONTROL BOARD

[58 PA. CODE CH. 592]

Criss-Cross Poker; Temporary Regulations

The Pennsylvania Gaming Control Board (Board), under its general authority in 4 Pa.C.S. § 13A03(b) (relating to temporary table game regulations) and the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority), adds Chapter 592 (relating to Criss-Cross Poker) to read as set forth in Annex A.

Purpose

Criss-Cross Poker is a banked game in which players make the best five-card hands from the five community cards and the two cards dealt to each player.

Explanation of Chapter 592

Section 592.1 (relating to definitions) contains the definitions for terms used in Criss-Cross Poker. Section 592.2 (relating to Criss-Cross Poker table physical characteristics) contains the requirements pertaining to the table layouts and other equipment used in the play of the game.

Section 592.3 (relating to cards; number of decks) addresses the number of decks that are used in Criss-Cross Poker and the frequency with which the decks are to be changed. Sections 592.4 and 592.5 (relating to opening of the table for gaming; and shuffle and cut of the cards) set forth the procedures for the inspection, shuffling and cutting of the cards before they are dealt.

Sections 592.6 and 592.7 (relating to Criss-Cross Poker rankings; and wagers) set forth the rank of the cards for the purpose of determining a winning hand and specify which wagers are authorized for use at the game and when those wagers are to be placed.

Sections 592.8—592.10 (relating to procedure for dealing the cards from a manual 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 cards to each patron and the dealer. Section 592.11 (relating to procedures for completion of each round of play) addresses how the dealer is to evaluate whether a patron's hand is a winning hand. This section also addresses the procedures for collecting cards, collecting losing wagers and paying out winning wagers.

Section 592.12 (relating to payout odds) addresses the payout odds for permissible wagers. Section 592.13 (relating to irregularities) specifies how irregularities in the play of the game are to be handled.

Affected Parties

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 this temporary rulemaking will have fiscal impact on the Board or other Commonwealth agencies. 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. Host municipalities and counties benefit from the local share funding that is mandated by the act of January 7, 2010 (P. L. 1, No. 1).

Private sector. This temporary rulemaking will give certificate holders some additional flexibility as to how they conduct table games. It is anticipated that this temporary rulemaking will have an impact only on certificate holders, which are not small businesses.

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

Paperwork Requirements

If a certificate holder elects to offer new games for play at the licensed facility, the certificate holder will be required to submit an updated Rules Submission form and gaming guide 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 #125-182.

Contact Person

The contact person for questions about this temporary rulemaking is Susan A. Yocum, Assistant Chief Counsel, (717) 346-8300.

Regulatory Review

Under 4 Pa.C.S. § 13A03(b), the Board's authority to adopt temporary regulations governing the rules of new table games does not expire. Additionally, temporary regulations adopted by the Board are not subject to sections 201—205 of the act of July 31, 1968 (P. L. 769, No. 240) (45 P. S. §§ 1201—1205), 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(b), the temporary regulations are exempt from the requirements of 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:

- (1) The regulations of the Board, 58 Pa. Code, are amended by adding §§ 592.1—592.13 to read as set forth in Annex A.
- (2) The temporary regulations are effective July 12, 2014.
- (3) The temporary regulations will be posted on the Board's web site and published in the *Pennsylvania Bulletin*.
- (4) The temporary regulations are subject to amendment as deemed necessary by the Board.
- (5) The Chairperson of the Board shall certify this order and Annex A and deposit them with the Legislative Reference Bureau as required by law.

WILLIAM H. RYAN, Jr.,
Chairperson

Fiscal Note: 125-182. No fiscal impact; (8) recommends adoption.

Annex A
TITLE 58. RECREATION
PART VII. GAMING CONTROL BOARD
Subpart K. TABLE GAMES
CHAPTER 592. CRISS-CROSS POKER

Sec.	
592.1.	Definitions.
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592.10.	Procedure for dealing the cards from an automated dealing shoe.
592.11.	Procedures for completion of each round of play.
592.12.	Payout odds.
592.13.	Irregularities.

§ 592.1. Definitions.

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

Across Hand—A five-card Poker hand formed for each player by combining the two cards dealt to the player and the three community cards on the horizontal line of the cross.

Community cards—Cards which are used by all players to form a five-card Poker hand.

Down Hand—A five-card Poker hand formed for each player by combining the two cards dealt to the player and the three community cards on the vertical line of the cross.

§ 592.2. Criss-Cross Poker table physical characteristics.

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

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

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

(2) Five separate betting areas for each player designated for the placement of the Ante Wagers required under § 592.7(d) (relating to wagers).

(3) Five separate areas designated for the placement of the five community cards. The area for the community cards must form a cross with one box furthest from the table inventory container, three boxes in the center row and one box directly in front of the table inventory container.

(4) If the certificate holder offers the optional Five Card Bonus Wager authorized under § 592.7(e), a separate area designated for the placement of the Five Card Bonus Wager for each player.

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

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

(d) Each Criss-Cross Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 592.3. Cards; number of decks.

(a) Except as provided in subsection (b), Criss-Cross Poker shall be played with one deck of cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Criss-Cross Poker may be played with two decks of cards in accordance with the following requirements:

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

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

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

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

(c) The decks of cards used in Criss-Cross Poker shall be changed at least every:

- (1) Four hours if the cards are dealt by hand.
- (2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

§ 592.4. Opening of the table for gaming.

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

(b) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by

the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.

(c) After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with § 592.5 (relating to shuffle and cut of the cards).

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

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

§ 592.5. Shuffle and cut of the cards.

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

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

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

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 592.8, § 592.9 or § 592.10 (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 the procedures in subsection (d).

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

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

(f) If there is no gaming activity at a Criss-Cross Poker table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 592.4(c) (relating to opening of the table for gaming) and this section shall be completed.

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

§ 592.6. Criss-Cross Poker rankings.

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

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

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

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

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

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

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

(6) A straight, which is a hand consisting of five cards of consecutive rank of different suits.

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

§ 592.7. Wagers.

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

(b) Only players who are seated at a Criss-Cross 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.

(c) All Ante Across and Ante Down Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in § 592.8, § 592.9 or § 592.10 (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). Except as provided in § 592.11(b), (d) and (f) (relating to procedures for completion of each round of play), a wager may not be made after the dealer has announced “no more bets.”

(d) To participate in a round of play, a player shall place two equal but separate Ante Wagers designated as Ante Across and Ante Down.

(e) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player at a Criss-Cross Poker table the option to make an additional Five Card Bonus Wager that the five community cards will form a hand with a rank of a pair of 6s or better. After placing the Ante Wager required under subsection (d), a player may make an additional Five Card Bonus Wager by placing a value chip onto the designated betting area for that player. A Five Card Bonus Wager will not have a bearing on any other wagers made by the player.

(f) Across, Down and Middle Bets shall be made in accordance with § 592.11(b), (d) and (f).

(g) A player may not wager on more than one player position at a Criss-Cross Poker table.

§ 592.8. 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 in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures required under § 592.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

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

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

(d) The dealer shall deal five community cards face down to form a cross with one card in the box furthest from the dealer, three cards in the second row and one card in the box closest to the dealer. After dealing the five community cards, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time, face down to each player who has placed the two required Ante Wagers in accordance with § 592.7(d) (relating to wagers) until each player has two cards.

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

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

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

(h) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 2 cards or the area designed for the placement of the community cards has more or less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 592.9. 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 § 592.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which he will hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

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

(b) The dealer shall deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck. The dealer shall deal five community cards face down to form a cross with one card in the box furthest from the dealer, three cards in the second row and one card in the box closest to the dealer. After dealing the five community cards, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time, face down to each player who has placed the two required Ante Wagers in accordance with § 592.7(d) (relating to wagers) until each player has two cards.

(c) After five cards have been dealt to the area designated for the placement of the community cards and two cards have been dealt to each player, 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, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

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

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 2 cards or the area designed for the placement of the community cards has more or

less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 592.10. 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 § 592.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

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

(b) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down to the area designated for the placement of the community cards. The dealer shall spread the stack within the designated area to form a cross with the top card placed in the box furthest from the dealer, the next three cards are placed in the middle row and the bottom card placed in the box closest to the dealer. After dealing the five community cards, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deliver a stack of two cards face down to each of the players who has placed the two required Ante Wagers in accordance with § 592.7(d) (relating to wagers).

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

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

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

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 2 cards or the area designed for the placement of the community cards has more or less than 5 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 592.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 592.8, § 592.9 or § 592.10 (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) have been completed, each player shall examine his cards subject to the following limitations:

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

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

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to place an Across Bet in an amount equal to one to three times the total amount of the player's Ante Across Wager. If a player does not place an Across Bet, the player's Ante Across and Ante Down Wagers shall be collected and the player's cards placed in the discard rack provided that if a player also placed a Five Card Bonus Wager, the player's Five Card Bonus Wager shall remain on the table until resolved in accordance with subsection (h)(5).

(c) After each player has made a decision regarding the Across Bet and any forfeited hands have been collected, the dealer shall then turn the two outside community cards in the horizontal row face up on the layout.

(d) After the first two community card are exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to place a Down Bet in an amount equal to one to three times the total amount of the player's Ante Down Wager. If a player does not place a Down Bet, the player's Ante Across Wager, Ante Down Wager and Across Bet shall be collected and the player's cards placed in the discard rack provided that if a player also placed a Five Card Bonus Wager, the player's Five Card Bonus Wager shall remain on the table until resolved in accordance with subsection (h)(5).

(e) The dealer shall then turn the two outside community cards in the vertical row face up leaving only the middle community card face down on the layout.

(f) After the third and fourth community cards are exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to place a Middle Bet in an amount equal to one to three times the amount of the player's Ante Across or Ante Down Wager. If a player does not place a Middle Bet, the player's Ante Across Wager, Ante Down Wager, Across Bet and Down Bet shall be collected and the player's cards placed in the discard rack provided that if a player also placed a Five Card Bonus Wager, the player's Five Card Bonus Wager shall remain on the table until resolved in accordance with subsection (h)(5). After all remaining players have placed a Middle Bet, each player shall place his cards face down on the appropriate area of the layout.

(g) The dealer shall then turn the middle community card face up on the layout. After all five community cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, turn the two cards of the player face up on the layout. The player's two cards and the three community cards in the horizontal line shall form the player's five-card Across Hand while the player's two cards and the three community cards in the vertical line shall form the player's five-card Down Hand.

(h) The dealer shall settle all wagers of that player by collecting losing wagers and paying winning wagers as follows:

(1) If a player's Across Hand:

(i) Is less than a pair of 6s, the dealer shall collect the losing Ante Across and Across Bet wagers.

(ii) Is a pair of 6s or better, the dealer shall return or pay out the winning Ante Across wager in accordance with § 592.12(a) (relating to payout odds) and the Across Bet in accordance with § 592.12(b).

(2) If a player's Down Hand:

(i) Is less than a pair of 6s, the dealer shall collect the losing Ante Down and Down Bet wagers.

(ii) Is a pair of 6s or better, the dealer shall return or pay out the winning Ante Down Wager in accordance with § 592.12(a) and the Down Bet in accordance with § 592.12(b).

(3) If neither of a player's Down or Across Hands contains a pair of 6s or better, the dealer shall collect the losing Middle Bet wager.

(4) If either of a player's Down or Across Hands contains a pair of 6s or better, the dealer shall pay out the Middle Bet wager in accordance with § 592.12(b). The payout shall be based on the higher ranking Across or Down Hand.

(5) After settling the player's other wagers, the dealer shall settle the player's Five Card Bonus Wager, if applicable. If the five community cards form a five-card Poker hand of a pair of 6s or better, the dealer shall pay the winning Five Card Bonus Wager in accordance with § 592.12(c).

(i) After all wagers of the player have been settled, the dealer shall remove the player's cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

§ 592.12. Payout odds.

(a) Winning Ante Across and Ante Down Wagers shall be paid at the following odds:

<i>Hand</i>	<i>Payout</i>
Pair of jacks or better	1 to 1
Pair of 6s through 10s	Push

(b) Winning Across, Down and Middle Bet Wagers shall be paid at 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	12 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of 10s, jack, queens, kings or aces	1 to 1
Pair of 6s through 10s	Push

(c) If a certificate holder offers the Five Card Bonus Wager, winning Five Card Bonus Wagers shall be paid out at the following odds:

<i>Hand</i>	<i>Payout</i>
Royal flush	250 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1
Full house	15 to 1
Flush	10 to 1
Straight	6 to 1
Three-of-a-kind	4 to 1
Two pair	3 to 1
Pair of 6s or better	1 to 1

§ 592.13. Irregularities.

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

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

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

(d) If any of the community cards are inadvertently exposed prior to the dealer revealing the community cards in accordance with § 592.11(c), (e) and (g) (relating to procedures for completion of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

(g) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe 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. 14-1427. Filed for public inspection July 11, 2014, 9:00 a.m.]