

# RULES AND REGULATIONS

## Title 52—PUBLIC UTILITIES

### PENNSYLVANIA PUBLIC UTILITY COMMISSION

#### Advance Notice of Temporary Rulemaking for the Taxi and Limousine Industries; Request for Comments

Public Meeting held  
August 11, 2016

*Commissioners Present:* Gladys M. Brown, Chairperson;  
Andrew G. Place, Vice Chairperson; John F. Coleman,  
Jr.; Robert F. Powelson; David W. Sweet

*Temporary Rulemaking for the Taxi and Limousine  
Industries; L-2016-2556432*

#### Advance Notice of Temporary Rulemaking Order

Act 85 of 2016, (effective July 13, 2016) provides, inter alia, that the Commission shall promulgate temporary regulations governing the taxi and limousine industries within 150 days of the effective date of Act 85. Act 85 exempted the temporary regulations from various procedural requirements established by the Commonwealth Documents Law, the Commonwealth Attorneys Act, and the Regulatory Review Act.<sup>1</sup> Act 85 provides that the temporary regulations will expire upon the promulgation of final-form regulations or two years after the effective date of Act 85, whichever is earlier.

According to Act 85, the temporary regulations “shall address all of the following:

- (I) the use of log sheets and manifests, including the storage of information on digital or other electronic devices.
- (II) metering addressing the use of a variety of technologies.
- (III) vehicles’ age and mileage, including procedures to petition for exceptions to age and mileage standards.
- (IV) marking of taxis, including advertising.
- (V) the operation of lease-to-own taxi and limousine equipment subject to the following conditions:
  - (a) providing required levels of insurance on the vehicle.
  - (b) ensuring that the vehicle is subject to and complies with all vehicle inspection requirements.
  - (c) ensuring that the driver complies with all the requirements of 52 Pa. Code Ch. 29 subch. F (relating to driver regulations).
  - (d) terminating insurance provided to a driver who completes the purchase of the vehicle or who no longer provides driver services to the taxi or limousine company.
- (VI) taxi tariffs, including rate and tariff change procedures for both meters and digital platforms. Regulations shall reflect reduced or flexible rates and tariffs as appropriate.

(VII) procedures for cancellations, no-shows and cleaning fees.

(VIII) limousine tariffs, including rate and tariff change procedures. Regulations shall reflect reduced or flexible rates and tariffs as appropriate.

(IX) driver requirements, including criminal history background check requirements and driving record requirements.

(X) vehicle requirements, including compliance with environmental, cleanliness, safety and customer service standards, including special safety requirements for children.

(XI) requirements for continuous service and exceptions for unexpected demand and personal health and safety.”

Act 85, Section 1602-M. In the Commission’s opinion, the enumeration of these subject areas is intended to facilitate an examination and implementation of updated regulatory requirements for the taxi and limousine industries in Pennsylvania in order to recognize changes in technology, customer demand and expectations, and competitive challenges. However, while we intend to fully address these subject areas and to make changes where warranted, we do not intend to diminish our commitment to vehicle safety, driver integrity and adequate insurance to protect the public.

The Commission hereby solicits all interested parties’ comments regarding the temporary regulations. Comments must provide specific suggestions for any proposal, including suggested regulatory language, with appropriate citations to current regulations that address the particular comment. Additionally, comments must provide the underlying rationale to support any suggested temporary regulations.

Comments must be filed with the Commission within 30 days after the date of publication in the *Pennsylvania Bulletin*; Therefore,

*It Is Ordered That:*

1. A rulemaking is opened to promulgate temporary regulations consistent with Act 85.

2. The Law Bureau shall deposit this Order with the Legislative Reference Bureau to be published in the *Pennsylvania Bulletin*.

3. An original of any written comments must reference the docket number and must be submitted within 30 days of publication in the *Pennsylvania Bulletin* to the Pennsylvania Public Utility Commission, Attn: Secretary, P.O. Box 3265, Harrisburg, PA 17105-3265.

4. The contact person for legal matters concerning this temporary rulemaking is John Herzog, Assistant Counsel, Law Bureau, (717) 783-3714. Alternate formats of this document are available to persons with disabilities and may be obtained by contacting Alyson Zerbe, Regulatory Coordinator, Law Bureau, (717) 772-4597.

ROSEMARY CHIAVETTA,  
*Secretary*

[Pa.B. Doc. No. 16-1485. Filed for public inspection August 26, 2016, 9:00 a.m.]

<sup>1</sup> 45 Pa.C.S. §§ 1101 et seq., 71 P.S. §§ 732-101 et seq., and 71 P.S. §§ 745.1 et seq., respectively.

# Title 58—RECREATION

## 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 on January 1, 2017.

#### B. *Contact Person*

For further information on the final-form rulemaking, contact Laurie E. Shepler, 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](http://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 2307 of the code (relating to waters limited to specific purposes).

#### 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*

Foster Joseph Sayers Lake is located in Centre County and has been managed under § 65.11 (relating to panfish enhancement) for black and white crappie (9-inch minimum size limit and 20 fish/day creel limit). While there has been an increase in the trap net catch of legal-size crappie post panfish enhancement regulations, the proportion of legal-size fish is still relatively low at approximately 8%. The majority of adult fish are in the 7-inch and 8-inch length groups, just under the legal size limit. Age and growth analyses for crappie indicate an overall reduction in growth rates, especially for these size groups. Angler use, harvest and opinion surveys conducted at the lake indicate high angler effort directed towards crappie with high catch rates but reduced harvest under panfish enhancement regulations. In addition, angler satisfaction has slowly declined with both the number and size of crappie caught.

The current status of the crappie fishery is not satisfactory to many anglers and may be improved through an alternate regulation. Sayers Lake is one of the most productive reservoirs in this Commonwealth and has the ability to produce a higher quality crappie fishery than currently exists.

The Commission reduced the daily creel limit from 20 fish/day to 10 fish/day and changed the number of fish both over and under 9 inches that can be harvested to better manage the population from overexploitation while also being acceptable to anglers. The amendment will allow anglers to harvest 10 crappies/day, of which no more than 5 crappies may be greater than or equal to 9

inches in length. For example, anglers will be able to harvest 10 crappies less than 9 inches, or 9 crappies less than 9 inches and 1 crappie greater than or equal to 9 inches, or 8 crappies less than 9 inches and 2 crappies greater than or equal to 9 inches, and so on. Under this amendment, anglers will have a reasonable expectation of harvesting 10 crappies/day should they choose to do so, while still providing some additional protection to the larger fish in the population. This was not the case under the prior regulation. The creel limit reduction from 20 fish to 10 fish is designed to prevent an overharvest given the number of anglers that are expected to harvest fish under a less restrictive length limit.

The Commission amends § 65.24 to read as set forth in the proposed rulemaking published at 46 Pa.B. 2557 (May 21, 2016).

#### 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 impacts 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*

In anticipation of a proposed change, Commission staff interviewed 111 ice anglers on January 30, 2016, to obtain their feedback. A significant majority (74%) were in favor of a new regulation. A public information session was also held on February 23, 2016, at Bald Eagle State Park to gain additional angler input. Attendees were split between regulation options and preferred those that allowed more crappies to be harvested.

Notice of proposed rulemaking was published at 46 Pa.B. 2557. The Commission received one neutral comment during the formal public comment period. Copies of the public comment was provided to the Commissioners.

#### *Findings*

(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 the public comment that was received was 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 statute, 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 46 Pa.B. 2557.

(b) The Executive Director will submit this order and 46 Pa.B. 2557 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 46 Pa.B. 2557 and deposit them with the Legislative Reference Bureau as required by law.

(d) This order shall take effect on January 1, 2017.

JOHN A. ARWAY,  
*Executive Director*

**Fiscal Note:** Fiscal Note 48-271 remains valid for the final adoption of the subject regulation.

[Pa.B. Doc. No. 16-1486. Filed for public inspection August 26, 2016, 9:00 a.m.]

## Title 58—RECREATION

### PENNSYLVANIA GAMING CONTROL BOARD

[ 58 PA. CODE CHS. 465a, 583, 585, 587, 588, 589, 590, 591, 592, 593, 611a, 668a, 669a, 670a, 671a, 672a, 673a, 674a, 675a AND 676a ]

#### Table Game Rules of Play

The Pennsylvania Gaming Control Board (Board), under the general authority in 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers) and the specific authority in 4 Pa.C.S. §§ 13A02(1), (2), (4) and (7) and 13A23(a) (relating to regulatory authority; and training of employees and potential employees), amends Chapters 465a and 611a (relating to accounting and internal controls; and table game minimum training standards), rescinds temporary Chapters 583, 585, 587, 588, 589, 590, 591, 592 and 593 and adds Chapters 668a, 669a, 670a, 671a, 672a, 673a, 674a, 675a and 676a to read as set forth in Annex A.

#### *Purpose of the Final-Form Rulemaking*

This final-form rulemaking rescinds nine temporary table game chapters, transitions eight temporary table game chapters into permanent regulations, adds a new table game, updates the surveillance requirements to incorporate the additional table games and amends the dealer minimum training requirements.

#### *Explanation*

##### *Surveillance requirements in Chapter 465a*

The surveillance requirements in § 465a.9 (relating to surveillance system; surveillance department control; surveillance department restrictions) are amended to incorporate the nine additional table games in this final-form rulemaking. The provisions being added are consistent with surveillance requirements in the temporary regulations, which are rescinded in this final-form rulemaking.

##### *Dealer training in Chapter 611a*

The dealer training requirements in § 611a.2 (relating to minimum proficiency requirements) are amended to provide clarity to the regulated community, to include training on games not specifically incorporated into the regulations and to slightly reduce the number of hours of additional training required for experienced dealers when being trained on a new table game type.

The amendments to § 611a.2(a), regarding inexperienced dealer training, provide clarity by grouping like games together, eliminating the reference to Pai Gow Poker and Baccarat style games, as those games are

“other banked card games” which are already incorporated into the requirements under Blackjack training, and to include training on Big 6 Wheel and Sic Bo, game types not previously incorporated into the regulations.

Section 611a.2(b) addresses additional training for those dealers who are already trained and experienced in dealing table games. These provisions are applicable when a dealer is trained on one table type, card style games for example, and wish to be trained on a different table type, such as Craps or tiles. The amendments to subsection (b) are made for clarity and to reduce the number of hours of additional training an experienced dealer is required to complete to deal dice, Roulette or tile games.

Section 611a.2(d) is added to require licensees to specify the mechanism and the amount of additional training experienced dealers will be completing to deal a different game of the same table type. This provision is applicable when a dealer is already experienced to deal a table type, such as the card game Pai Gow Poker, but would like to deal the new game of the same table type, such as the new card game Go Fore It. All training programs are already required to be submitted in accordance with § 611a.4 (relating to submission of training programs to the Board).

#### *Table games*

The Board is transitioning temporary regulations for Props & Hops, Raise It Up Stud Poker, Six Card Fortune Pai Gow Poker, Lunar Poker, Free Bet Blackjack, Double Back Jack, Criss-Cross Poker and High Roll Dice to permanent regulations. Go Fore It, a table game, is added.

For the rules of play for table games, most chapters are in the same basic format: section a.1 contains the definitions used throughout the chapter; section a.2 contains the table physical characteristics; section a.3 details the number of cards and decks used to play the game; section a.4 addresses the opening of the table for gaming; section a.5 details how the cards are to be shuffled and cut; section a.6 specifies the ranking of the hands; section a.7 outlines the permissible wagers; sections a.8—a.10 detail the procedures for dealing the cards; section a.11 addresses how the round of play is to be completed; section a.12 outlines the permissible payout odds for winning wagers; and section a.13 addresses irregularities in play.

The Board approved some revisions between the temporary regulations and this final-form rulemaking. Specifically, Chapter 671a (relating to Lunar Poker) is a complete rewrite of the game as it was submitted to and approved by the Board in temporary form.

In Chapter 672a (relating to Free Bet Blackjack), optional surrender was removed from this Blackjack variation as players may split or double-down without placing an additional wager depending on the value of the player's hand.

Lastly, minor revisions were made to payout tables in Chapters 674a and 675a (relating to Criss-Cross Poker; and High Roll Dice).

#### *Comment and Response Summary*

Notice of proposed rulemaking was published at 45 Pa.B. 4185 (August 1, 2015). Greenwood Gaming and Entertainment, Inc. d/b/a Parx (Parx) submitted comments on the proposed rulemaking. Additionally, on September 30, 2015, the Independent Regulatory Review Commission (IRRC) provided comments.

*Regulated Community*

Parx provided the Board with two comments, both of which related to Criss-Cross Poker in Chapter 674a.

Parx requested that the dealing procedure when an automated dealing shoe is utilized in § 674a.10 (relating to procedure for dealing the cards from an automated dealing shoe) be amended by deleting the provisions which dictate the placement of the community cards. The Board is in agreement with Parx's comment and amended this section for consistency with the dealing of the community cards when the cards are dealt by hand or from a manual dealing shoe in §§ 674a.8(d) and 674a.9(b) (relating to procedure for dealing the cards from a manual dealing shoe; and procedure for dealing the cards from the hand).

In addition, Parx requested that the Board add an optional aggregated payout limit to the game. A \$50,000 minimum payout limit was added provided that the limit is applicable on a per-player basis so each player's hand is considered independently of any other player's hand, thus multiple players could reach the aggregate payout in the same round of play.

*IRRC**Comment*

IRRC requested additional information regarding why the game of Lunar Poker was rewritten between the temporary regulations and this final-form rulemaking. The Board amended the rules in conformance with the proprietary owner's amendments to the rules of play for the game. For instance, in temporary form, the Super Wager (in which players wager against a posted payout table) was optional while in this final-form rulemaking the Super Wager is required, provided that in addition to the required Super Wager on the player's hand, the player may now place an optional Super Wager on the dealer's hand or any other player's hand, or both. Thus, if a player placed an optional Super Wager on the dealer's hand, for instance, and the dealer's hand is eligible for a payout in accordance with the posted payable, the player would also be paid out for the dealer's winning hand.

Additionally, Lunar Poker was simplified slightly between temporary and this final-form rulemaking by eliminating the option of forcing the dealer to qualify. In temporary form, a player could, for an additional options fee, force the dealer who did not have at least an ace-king to try and qualify. If any player paid the options fee, the dealer that did not have at least an ace-king would discard the highest ranking card from the dealer's hand and replace it with a card from the deck. If the dealer's hand still did not qualify, the dealer returned the player's Ante and Bet Wagers. In this final-form rulemaking, if the dealer does not qualify with at least an ace-king in the first five cards dealt, the dealer returns the player's Bet Wager and pays the Ante Wager in accordance with a posted payout table.

Currently no casino operators are offering Lunar Poker as it appeared in temporary form.

*Comment*

Proposed § 611a.2(d) required operators to specify how they were going to train their experienced dealers on different games of the same game type (for example, an experienced Blackjack dealer who wants to deal Lunar Poker). IRRC requested that the Board specify the standards that shall be met for a dealer to be considered an experienced dealer.

The Board added language at the end of final-form § 611a.2(d) specifying that for purposes of dealer training, an experienced dealer is an employee who has already completed a dealer training program and has dealt table games on the certificate holder's live gaming floor for at least 120 hours. The Board believes that at least 120 hours is a reasonable period as that equates to approximately 3 to 6 weeks of dealing table games to patrons on the live floor before a dealer could be considered experienced and could learn a new game of the same table type without having to complete a complete course of training as described in § 611a.2(a).

*Comment*

In many of the Poker style card games, the description of the hands contains language identifying which hand would be considered the higher ranking hand of the same type. For example, § 671a.6(b) (relating to Lunar Poker rankings) describes a straight flush as a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking, *with king, queen, jack, 10 and 9 being the highest ranking straight flush and an ace, 2, 3, 4 and 5 being the lowest ranking straight flush* (emphasis added). In other Poker style card games, however, that additional descriptive language is not included so a straight flush is described only as a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking.

IRRC asked the Board to add the descriptive language (emphasized in the previous paragraph) to the games of Raise It Up Stud Poker and Criss-Cross Poker as that additional descriptive language was not included in the ranking of the hands in §§ 669a.6 and 674a.6 (relating to Raise It Up Stud Poker hand rankings; and Criss-Cross Poker rankings). The Board, however, did not add the descriptive language in either of the games as the additional language is unnecessary.

In Criss-Cross Poker and Raise it Up Stud Poker, players are competing only against posted payout tables and are not competing against the dealer's hand so a higher ranking hand of the same type is irrelevant—a player will receive a payout for a straight flush irrespective of how high the straight flush may be.

Only when the game calls for head-to-head play, as in Lunar Poker, is the additional descriptive language relevant—because when comparing the player's hand versus the dealer's hand, the higher ranking hand of the same type wins and the lower ranking hand of the same type loses.

In essence, if a player competes only against payout tables, the additional descriptive language is not relevant and will not be included. If the game calls for competitive play of player versus dealer, the additional descriptive language is relevant and would be included.

*Comment*

IRRC raised three additional issues with respect to Lunar Poker in Chapter 671a.

First, as it relates to the payout for the Bet Wager in § 671a.11(f)(2)(ii) (relating to procedures for completion of each round of play), when a player's hand beats the dealer's hand, the player would be paid out for the winning Bet Wager and may be paid out if a player's winning hand also contained a second lower ranking Poker combination. IRRC questioned whether the player should be paid out for a second Poker hand if the second hand of the player did not beat the dealer's hand. For clarity, the Board added language in § 671a.11(f)(2)(ii)

specifying that the dealer shall pay a second winning Bet Wager even if the second combination did not beat the dealer's hand.

Additionally, the Board corrected the language in § 671a.11(f)(2)(iii) which addresses the circumstance in which a dealer's hand is equal in rank to the player's hand.

Lastly, § 671a.11(h)(2) requires the dealer to determine that the correct number of cards is in the deck after the round of play is concluded. IRRC inquired why the paragraph does not also direct the dealer to determine if the cards were misdealt.

The count of the cards in Lunar Poker is different than most other games because after the initial round of cards is dealt, the cards in the shoe or the dealer's hand are still in play. Players then make decisions to draw an additional card (to have six cards instead of five) or exchange any or all of their hands for new cards. It is not until all players have made their decisions about the draw/exchange of cards that the dealer can count the cards in the deck without compromising game security. However, once all players have exchanged/drawn cards, the round of play is in essence over and it is not possible to then count the cards to determine if they were misdealt.

*Comment*

IRRC requested that the Board clarify the wagers associated with the game of Criss-Cross Poker. Language is added in § 674a.2(b)(2) (relating to Criss-Cross Poker table physical characteristics) specifying the five betting areas the table game layout is required to have are for placement of the Ante Down and Ante Across Wagers and the Across, Down and Middle Bets.

*Comment*

An IRRC comment mirrored one Parx made regarding the dealing procedure in Criss-Cross Poker. As previously discussed, the dealing procedure in § 674a.10 was amended for consistency with the dealing procedure in §§ 674a.8 and 674a.9.

*Comment*

IRRC requested that the Board either adopt Parx's request to add a table game maximum amount to Criss-Cross Poker or explain why the language should not be included. As previously discussed, the table maximum per player, per round of play was added to the game.

*Comment*

IRRC commented that High Roll Dice in Chapter 675a does not have a definition section unlike other table games in this final-form rulemaking. After reviewing the game, the Board does not believe it necessary to add a definition section. The terms used throughout the chapter are self-explanatory and the regulations for other similar style games are structured in the same way (Props & Hops, Roulette, Sic Bo and Big Six Wheel).

*Comment*

IRRC requested that the Board add clarity regarding the Gopher Wager in Chapter 676a (relating to Go Fore It). IRRC commented that the definition of the "Gopher Wager" in § 676a.1 (relating to definitions) implies that only one ace out of a player's four-card hand is required for the Gopher Wager to be a winning wager, while the provisions applicable to completion of the round of play in § 676a.11 (relating to procedures for completion of each

round of play) imply that all four of the player's cards would have to be an ace for the Gopher Wager to be a winning wager.

In response to IRRC's comments, the Board added language in §§ 676a.1 and 676a.11(d)(5) and § 676a.7(d)(4) (relating to wagers) specifying that if a player's four cards contains at least one ace, the Gopher Wager is a winning wager.

*Comment*

IRRC requested that the Board amend the heading of Subpart E (relating to slot machine, table game and associated equipment testing and control; accounting and internal controls) to include table games. The Board complied with this request.

IRRC had two comments regarding proposed Chapter 667a, regarding Flop Poker. The Board withdrew Chapter 667a from this final-form rulemaking as Flop Poker is no longer included in the complement of games available for play in this Commonwealth.

IRRC commented about errors in § 670a.12(d)(2) (relating to payout odds; Envy Bonus; rate of progression) and § 671a.6(a), both of which are corrected in this final-form rulemaking.

*Additional Revisions*

The Board made the following revisions in this final-form rulemaking.

In regard to dealer training, for consistency with the new provision on training for experienced dealers in § 611a.2(d), which requires a table test prior to dealing the new game on the live floor, the Board mirrored the requirement in § 611a.5(b) (relating to table test; employee personnel file).

As previously discussed, the Board withdrew Chapter 667a as Flop Poker is no longer authorized for play in this Commonwealth.

The Board made minor revisions to Chapter 668a (relating to Props & Hops).

In Raise It Up Stud Poker, two payout tables for winning Pair Plus Wagers in § 669a.12(a) (relating to payout odds; Envy Bonus; rate of progression) were deleted as both had hold percentages higher than 25%.

Chapter 670a (relating to Six-Card Fortune Pai Gow Poker) was amended slightly to account for the fact that the qualifying wager of \$5 is applicable only to the Fortune Bonus Wager and is not applicable to the Progressive Payout Wager.

The payout tables for Lunar Poker in § 671a.12 (relating to payout odds) were amended slightly to make the tables more advantageous to the player.

In Chapter 675a, regarding High Roll Dice, the Board authorized a similar aggregate payout limit per player, per round of play, as was added to Criss-Cross Poker. Additionally, language was amended for clarity and a new variation to the game was added in § 675a.6 (relating to High Roll Dice variation) so the game can now be played with six dice instead of ten dice, with the extra roll eliminated from the variation.

*Affected Parties*

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

*Fiscal Impact*

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

*Political subdivisions.* This final-form rulemaking will not have fiscal impact on political subdivisions of this Commonwealth.

*Private sector.* This final-form rulemaking will provide certificate holders with additional table game options. If a certificate holder decides to offer the games within the licensed facility, the certificate holder will be required to train their dealers on the rules of play and may need to purchase new equipment. Costs incurred to train employees or purchase/lease equipment should be offset by the proceeds of gaming.

*General public.* This final-form rulemaking will not have fiscal impact on the general public.

*Paperwork Requirements*

If a certificate holder selects different options for the play of table games, the certificate holder will be required to submit an updated Rules Submission form reflecting the changes. These forms are available and submitted to Board staff electronically.

*Effective Date*

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

*Regulatory Review*

Under section 5(a) of the Regulatory Review Act (71 P.S. § 745.5(a)), on July 15, 2015, the Board submitted a copy of the notice of proposed rulemaking, published at 45 Pa.B. 4185, to IRRC and the Chairpersons of the House Gaming Oversight Committee and the Senate Community, Economic and Recreational Development Committee for review and comment.

Under section 5(c) of the Regulatory Review Act, the Board shall submit to IRRC and the House and Senate Committees copies of comments received during the public comment period, as well as other documents when requested. In preparing the final-form rulemaking, the Board considered comments from IRRC and the public.

Under section 5.1(j.2) of the Regulatory Review Act (71 P.S. § 745.5a(j.2)), on July 20, 2016, the final-form rulemaking was deemed approved by the House and Senate Committees. Under section 5.1(e) of the Regulatory Review Act, IRRC met on July 21, 2016, and approved the final-form rulemaking.

*Findings*

The Board finds that:

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

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

*Order*

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

(1) The regulations of the Board, 58 Pa. Code, are amended by amending §§ 465a.9, 611a.2 and 611a.5,

deleting §§ 583.1—583.14, 585.1—585.5, 587.1—587.14, 588.1—588.13, 589.1—589.13, 590.1—590.13, 591.1—591.13, 592.1—592.13 and 593.1—593.6 and by adding §§ 668a.1—668a.4, 669a.1—669a.13, 670a.1—670a.13, 671a.1—671a.13, 672a.1—672a.12, 673a.1—673a.13, 674a.1—674a.13, 675a.1—675a.6 and 676a.1—676a.13 to read as set forth in Annex A, with ellipses referring to the existing text of the regulations.

*(Editor’s Note:* The amendment to § 611a.5 and the addition of § 675a.6 were not included in the proposed rulemaking. Chapter 667a included in the proposed rulemaking has been withdrawn by the Board.)

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

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

DAVID M. BARASCH,  
*Chairperson*

*(Editor’s Note:* See 46 Pa.B. 4899 (August 6, 2016) for IRRC’s approval order.)

**Fiscal Note:** Fiscal Note 125-188 remains valid for the final adoption of the subject regulations.

**Annex A**

**TITLE 58. RECREATION**

**PART VII. GAMING CONTROL BOARD**

**Subpart E. SLOT MACHINE, TABLE GAME AND ASSOCIATED EQUIPMENT TESTING AND CONTROL; ACCOUNTING AND INTERNAL CONTROLS**

**CHAPTER 465a. ACCOUNTING AND INTERNAL CONTROLS**

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

\* \* \* \* \*

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

(1) Light sensitive cameras with lenses of sufficient magnification and 360° pan, tilt and zoom capabilities, without camera stops, to allow the operator to clandestinely monitor in detail and from various vantage points the following:

(i) The gaming conducted at the slot machines and fully automated electronic gaming tables in the licensed facility with sufficient clarity to read information on a reel strip or electronic table layout and the credit meter.

(ii) The gaming conducted at each table game that is not a fully automated electronic gaming table in the licensed facility with sufficient clarity to identify patrons and dealers and sufficient coverage to simultaneously view the table and determine the configuration of wagers, card, dice and tile values and game outcomes.

(iii) The operations conducted at and in the main cage and any satellite cage.

(iv) The operations conducted at automated bill breaker machines, automated gaming voucher and coupon redemption machines, automated jackpot payout machines and automated teller machines.

(v) The count processes conducted in the count room.

(vi) The movement of cash, gaming chips and plaques, tip boxes, table game drop boxes, Bad Beat or High Hand Jackpot payout boxes and slot cash storage boxes within the licensed facility.

(vii) The entrances and exits to the licensed facility, the gaming floor and the count room.

(viii) Any other activity or areas designated by the Bureau of Casino Compliance.

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

(i) Except as provided in subparagraphs (ii)—(vii), at least one stationary camera for each table game offered by the licensed facility.

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

(iii) At least two stationary cameras for each Baccarat table, with one camera covering each end of the table.

(iv) At least two stationary cameras for each Roulette table, with one camera covering the wheel and one camera covering the table layout.

(v) At least two stationary cameras for each Big Six Wheel, with one camera covering the wheel and one camera covering the table layout.

(vi) At least two stationary cameras for each Props & Hops table with one camera covering the designated circle on the table layout for the placement of the uncovered shaker and one camera covering the table layout.

(vii) At least two stationary cameras for each High Roll Dice table with one camera covering the throw box and one camera covering the remainder of the table.

(3) Additional cameras as required by the Bureau of Casino Compliance. The additional cameras may include cameras with 360° pan, tilt and zoom capabilities.

\* \* \* \* \*

**Subpart K. TABLE GAMES**  
**CHAPTER 583. (Reserved)**

§§ 583.1—583.14. (Reserved).

**CHAPTER 585. (Reserved)**

§§ 585.1—585.5. (Reserved).

**CHAPTER 587. (Reserved)**

§§ 587.1—587.14. (Reserved).

**CHAPTER 588. (Reserved)**

§§ 588.1—588.13. (Reserved).

**CHAPTER 589. (Reserved)**

§§ 589.1—589.13. (Reserved).

**CHAPTER 590. (Reserved)**

§§ 590.1—590.13. (Reserved).

**CHAPTER 591. (Reserved)**

§§ 591.1—591.13. (Reserved).

**CHAPTER 592. (Reserved)**

§§ 592.1—592.13. (Reserved).

**CHAPTER 593. (Reserved)**

§§ 593.1—593.6. (Reserved).

**CHAPTER 611a. TABLE GAME MINIMUM TRAINING STANDARDS**

**§ 611a.2. Minimum proficiency requirements.**

(a) A curriculum related to the conduct of table games offered by a gaming school or by a certificate holder must, at a minimum, include:

(1) The following minimum hours of instruction on the conduct of table games in accordance with the regulations in this subpart:

<i>Table Game</i>	<i>Minimum Hours of Instruction</i>
Blackjack and other banked card games	100 hours over a 5-week period, at least 80 hours of which shall be in Blackjack
Craps, Mini-Craps and other dice games	160 hours over a 6-week period
Nonbanked Poker	80 hours over a 4-week period
Roulette	80 hours over a 4-week period
Pai Gow Tiles	160 hours over a 6-week period
Sic Bo and Big 6 Wheel	30 hours over a 2-week period

(2) The proper use, control and shuffling of playing cards for authorized games that involve the use of cards.

(3) The proper use and control of dice for authorized games that involve the use of dice.

(4) The proper use and control of tiles for authorized games that involve the use of tiles.

(b) A dealer who has completed a course of training in accordance with subsection (a) and would like to be trained to deal a different game type (for example, a dealer who is trained to deal banked card games but would like to deal Craps) shall successfully complete, at a gaming school as defined in section 1103 of the act (relating to definitions) or through training offered by the certificate holder:

(1) The following minimum hours of instruction required for the different game type:

<i>Additional Training on Different Game Type</i>	<i>Minimum Hours of Instruction</i>
Blackjack and all banked and nonbanked card games	60 hours over a 3-week period
Craps, Mini-Craps and other dice games	120 hours over a 5-week period
Roulette	30 hours over a 2-week period
Pai Gow Tiles	120 hours over a 5-week period
Sic Bo and Big 6 Wheel	15 hours over a 1-week period

(2) The table test required under § 611a.5 (relating to table test; employee personnel file).

(c) The minimum hours of instruction required under subsection (a) or (b) may be completed over an alternative duration of time as approved by the Board's Executive Director. A certificate holder or gaming school requesting to offer an alternative schedule to complete the minimum

hours of instruction shall submit a written request to the Executive Director, in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), which contains a detailed description of when the training will be conducted.

(d) For an experienced dealer who would like to be trained to deal a different game of the same game type (for example, an experienced Blackjack dealer who would like to be trained on another card game), the certificate holder shall specify in its training program submitted in accordance with § 611a.4 (relating to submission of training programs to the Board) the mechanism and the amount of training an experienced dealer shall complete on the different game of the same game type. The dealer shall successfully complete the table test in accordance with § 611a.5 on the new table game prior to dealing the new game on the certificate holder's gaming floor. For purposes of this subsection, an experienced dealer is an employee who has completed a course of table games training as described in subsection (a) and has previously dealt table games on the certificate holder's live gaming floor for at least 120 hours.

**§ 611a.5. Table test; employee personnel file.**

(a) Prior to conducting any table game on the certificate holder's gaming floor, a prospective dealer shall pass a table test on the table games that the dealer will be conducting. The table test must consist of the dealer demonstrating proficiency at the table game to the satisfaction of an employee of the certificate holder at the level of pit manager or higher.

(b) A certificate holder shall document the following in a dealer's personnel file:

(1) Completion of the minimum training or experience required under §§ 611a.1 and 611a.2 (relating to minimum training standards for dealers; minimum experience requirements for supervisors; and minimum proficiency requirements).

(2) Completion of the training program required under § 611a.3 (relating to employee training by certificate holders).

(3) Successful completion of the table test required under subsection (a).

(4) Completion of subsequent training on a different game type in accordance with § 611a.2(b).

(5) Completion of subsequent training for a different game of the same game type in accordance with § 611a.2(d).

**CHAPTER 668a. PROPS & HOPS**

- Sec.  
 668a.1. Props & Hops table; physical characteristics.  
 668a.2. Wagers.  
 668a.3. Dice; shaker; procedure for completion of each round of play.  
 668a.4. Payout odds.

**§ 668a.1. Props & Hops table; physical characteristics.**

(a) Props & Hops shall be played at a table having betting positions for 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 Props & Hops table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) Areas that depict all wagers authorized under § 668a.2 (relating to wagers).
- (3) A separate circle located to the right of the dealer for the placement of the shaker.
- (4) A player position diagram demonstrating the proper placement of each player's wagers.
- (5) If offering the Six Eight Shake Wager, the requirements to win and the provision that player's may take down the wager at any time prior to a 7 being rolled.
- (6) The payout odds, in accordance with § 668a.4 (relating to payout odds), for all permissible wagers offered by the certificate holder. If the payout odds are not on the layout, a sign identifying the payout odds shall be posted at each Props & Hops table.

(c) Each Props & Hops table must have a drop box with a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

**§ 668a.2. Wagers.**

- (a) Wagers shall be made before the dice are shaken.
- (b) Wagers shall be made by placing value chips or plaques on the appropriate areas of the layout. Verbal wagers accompanied by cash may not be accepted.
- (c) Only players who are seated at a Props & Hops table may place a wager at the game. Once a player has placed a wager, that player shall remain seated until the completion of the round of play.

(d) The following Double Wagers are authorized in the game of Props & Hops:

(1) A Two the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 1. A Two the Hardway Bet shall win if a total of 2 is thrown on the next roll and shall lose if any other combination is thrown.

(2) A Four the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 2. A Four the Hardway Bet shall win if a total of 4 is thrown on the next roll with a 2 appearing on each die and shall lose if any other combination is thrown.

(3) A Six the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 3. A Six the Hardway Bet shall win if a total of 6 is thrown on the next roll with a 3 appearing on each die and shall lose if any other combination is thrown.

(4) An Eight the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 4. An Eight the Hardway Bet shall win if a total of 8 is thrown on the next roll with a 4 appearing on each die and shall lose if any other combination is thrown.

(5) A Ten the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 5. A Ten the Hardway Bet shall win if a total of 10 is thrown on the next roll with a 5 appearing on each die and shall lose if any other combination is thrown.

(6) A Twelve the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 6. A Twelve the Hardway Bet shall win if a total of 12 is thrown on the next roll and shall lose if any other combination is thrown.



(e) The following Any Number Wagers are authorized in the game of Props & Hops:

(1) A One-Two Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 2. A One-Two Bet shall win if a total of 3 is thrown on the next roll and shall lose if any other combination is thrown.

(2) A One-Three Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 3. A One-Three Bet shall win if on the next roll a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die and shall lose if any other combination is thrown.

(3) A One-Four Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 4. A One-Four Bet shall win if on the next roll a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die and shall lose if any other combination is thrown.

(4) A One-Five Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 5. A One-Five Bet shall win if on the next roll a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(5) A One-Six Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 6. A One-Six Bet shall win if on the next roll a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(6) A Two-Three Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 3. A Two-Three Bet shall win if on the next roll a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die and shall lose if any other combination is thrown.

(7) A Two-Four Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 4. A Two-Four Bet shall win if on the next roll a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die and shall lose if any other combination is thrown.

(8) A Two-Five Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 5. A Two-Five Bet shall win if on the next roll a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(9) A Two-Six Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 6. A Two-Six Bet shall win if on the next roll a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(10) A Three-Four Bet placed in a box which depicts two dice, one of which displays a value of 3 and the other displays a value of 4. A Three-Four Bet shall win if on the next roll a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die and shall lose if any other combination is thrown.

(11) A Three-Five Bet placed in a box which depicts two dice, one of which displays a value of 3 and the other

displays a value of 5. A Three-Five Bet shall win if on the next roll a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(12) A Three-Six Bet placed in a box which depicts two dice, one of which displays a value of 3 and the other displays a value of 6. A Three-Six Bet shall win if on the next roll a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(13) A Four-Five Bet placed in a box which depicts two dice, one of which displays a value of 4 and the other displays a value of 5. A Four-Five Bet shall win if on the next roll a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(14) A Four-Six Bet placed in a box which depicts two dice, one of which displays a value of 4 and the other displays a value of 6. A Four-Six Bet shall win if on the next roll a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(15) A Five-Six Bet placed in a box which depicts two dice, one of which displays a value of 5 and the other displays a value of 6. A Five-Six Bet shall win if on the next roll a total of 11 is thrown with a 5 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(f) The following additional wagers are authorized in the game of Props & Hops:

(1) A Field Wager placed in a Field box which depicts the numbers 2, 3, 4, 9, 10, 11 and 12 with the 2 and the 12 circled. A Field Bet shall win if on the next roll the combined total of the dice equals a 2, 3, 4, 9, 10, 11 or 12 and lose if any other combination is thrown.

(2) A Hop the Top Wager in the Hop the Top box which shall win if any of the combinations of dice in the top row of the layout are rolled.

(3) A Hop the Left Wager in the Hop the Left box which shall win if any combinations of dice on the left side of the layout are rolled.

(4) A Hop the Right Wager in the Hop the Right box which shall win if any combinations of dice on the right side of the layout are rolled.

(5) A Hop the Center Wager in the Hop the Center box which shall win if any combinations of dice on the center of the layout are rolled.

(6) A 1-6 and Under Wager in the box which depicts two dice, one of which displays a value of 1 and the other displays a value of 6, and Under. This wager shall win if the 1-6 is rolled or any other combination of the two dice whose total is under 7.

(7) A 3-4 and Over Wager in the box which depicts two dice, one of which displays a value of 3 and the other displays a value of 4, and Over. This wager shall win if the 3-4 is rolled or any other combination of the two dice whose total is greater than 7.

(8) A Six Eight Shake Wager in the circles at the top of the table layout. This wager shall win if each combination of 6 (a 1-5, 2-4 and 3-3) and each combination of 8 (2-6, 3-5 and 4-4) is thrown before a 7. A player may remove this wager at any time prior to a 7 being rolled.

**§ 668a.3. Dice; shaker; procedure for completion of each round of play.**

(a) Props & Hops shall be played with two dice that comply with § 603a.12(b) (relating to dice; physical characteristics) and the receipt and inspection requirements in § 603a.13 (relating to dice; receipt, storage, inspection and removal from use).

(b) Props & Hops shall be played with a dice shaker, approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), which shall be used to shake the two dice to arrive at the winning combinations. The dice shaker shall be designed and constructed to maintain the integrity of the game and must:

(1) Be capable of housing two dice that when not being shaken must be maintained in the shaker. Dice that have been placed in a dice shaker for use in gaming may not remain on a table for more than 24 hours.

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

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

(c) The dice shaker shall be the responsibility of the dealer and may not be left unattended while at the table.

(d) A shaker and two dice shall be presented at the Props & Hops table for gaming. The floorperson, in the presence of the dealer, shall place the dice in the shaker. Prior to the commencement of play at the table and after each round of play, the dealer shall shake the covered shaker.

(e) After all players have placed their wagers, the dealer shall announce "no more bets." If any players placed a Six Eight Shake Wager, beginning with the player to the dealer's right, and continuing counterclockwise around the table, the dealer shall place the player's wager in the first designated Six Eight Shake circle on the dealer's right located at the top of the table layout. After all Six Eight Shake Wagers have been placed in the designated circles, the dealer shall then place a red lammer button on each two-dice combination of 6 and 8 (1-5, 2-4, 3-3, 2-6, 3-5 and 4-4).

(f) The dealer shall then offer the covered dice shaker to the player farthest to the dealer's left. The player shall shake the covered shaker at least three times to cause a random mixture of the dice. Once the player has shaken the dice, the player shall return the covered shaker to the layout. If the player shaking the dice removes the lid, the shaker shall be recovered and shaken again.

(g) The dealer shall then remove the lid and place the uncovered shaker in the designated circle on the table layout. The shaker shall remain uncovered in the designated area until all wagers have been settled. If the dealer uncovers the shaker and a die falls out of the shaker, the dealer shall call a "no roll." The dice shall then be shaken again in accordance with subsection (f).

(h) The dealer shall then announce the numbers on the uppermost or skyward sides of the two dice and place a pointer marker on the corresponding area of the layout. If one die comes to rest on top of the other or if the dice do not land flat on the bottom of the shaker after being tossed, the dealer shall call a "no roll." The dice shall be shaken again in accordance with subsection (f).

(i) After a valid roll, the dealer shall then collect all losing wagers before paying out winning wagers in accordance with § 668a.4 (relating to payout odds) provided

that if any player placed a Six Eight Shake Wager and if the number rolled corresponds to one of the boxes on the table layout that contains a lammer button, the dealer shall remove the lammer button and place it in the Six Eight Shake circle on the table layout furthest to the dealer's right. Each time one of the preselected numbers containing a lammer is rolled, the lammer will be collected and placed on the Six Eight Shake circle next to the previous lammer. If there is a wager in the Six Eight Shake circle, the lammer shall be placed on top of the wager. If all six combinations of dice are thrown and all six lammer buttons are placed on the designated Six Eight Shake circles before a 7 is thrown, the dealer shall pay each winning Six Eight Shake Wager in accordance with § 668a.4.

(j) After all losing wagers have been collected and all winning wagers have been paid, the dealer shall cover and shake the shaker.

(k) The same player who shook the dice shall continue to shake the dice during each subsequent round of play until the player shakes a 7. Once the total of the dice is a 7, the dice shaker will be passed to the next player to the left at the next round of play.

**§ 668a.4. Payout odds.**

The certificate holder shall pay out winning Props & Hops wagers as follows:

<i>Wager</i>	<i>Payout Odds</i>
Double Wager	30 to 1
Any Number Wager	15 to 1
Field Wager:	
2 or 12 is rolled	2 to 1
3, 4, 9, 10 or 11 is rolled	1 to 1
Hop the Top	3 to 2
Hop the Left	2 to 1
Hop the Right	2 to 1
Hop the Center	3 to 2
1-6 and Under	1 to 1
3-4 and Over	1 to 1
Six Eight Shake	150 to 1

**CHAPTER 669a. RAISE IT UP STUD POKER**

- Sec.
- 669a.1. Definitions.
- 669a.2. Raise It Up Stud Poker table physical characteristics.
- 669a.3. Cards; number of decks.
- 669a.4. Opening of the table for gaming.
- 669a.5. Shuffle and cut of the cards.
- 669a.6. Raise It Up Stud Poker hand rankings.
- 669a.7. Wagers.
- 669a.8. Procedure for dealing the cards from a manual dealing shoe.
- 669a.9. Procedure for dealing the cards from the hand.
- 669a.10. Procedures for dealing the cards from an automated dealing shoe.
- 669a.11. Procedures for completion of each round of play.
- 669a.12. Payout odds; Envy Bonus; rate of progression.
- 669a.13. Irregularities.

**§ 669a.1. Definitions.**

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

*Community card*—A card which is used by all players 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 Raise It Up Stud Poker table is the holder of an Envy Bonus Qualifying Hand.

*Envy Bonus Qualifying Hand*—A hand with a rank of an ace, king, queen straight flush as defined in § 669a.6(c) (relating to Raise It Up Stud Poker hand rankings).

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

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

**§ 669a.2. Raise It Up Stud Poker table physical characteristics.**

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

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

- (1) The name or logo of the certificate holder.
- (2) Three separate betting areas designated for the placement of the Ante, Blind and Play Wagers for each player.
- (3) Separate areas designated for the placement of the three community cards located directly in front of the table inventory container. One area must be inscribed 4th Street, a second area inscribed 5th Street and a third area inscribed 6th Street.

(4) If the certificate holder offers the optional Progressive Payout Wager authorized under § 669a.7(d)(4) (relating to wagers), a separate area designated for the placement of the Progressive Payout Wager for each player.

(5) If the certificate holder offers the optional Six Card Bonus Wager authorized under § 669a.7(d)(5), a separate area designated for the placement of the Six Card Bonus Wager for each player.

(6) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers and the rules governing the required amount of the Play Wager as a multiple of the player's Ante Wager. If the information is not inscribed on the layout, a sign that sets forth the required information must be posted at each Raise It Up Stud Poker table.

(c) If a certificate holder offers the Progressive Payout Wager, in accordance with § 669a.7(d)(4), the Raise It Up Stud Poker table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of Progressive Payout Wagers. The progressive table game system must include:

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

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

(d) Each Raise It Up Stud Poker table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, 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.

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

**§ 669a.3. Cards; number of decks.**

(a) Except as provided in subsection (b), Raise It Up Stud Poker shall be played with one deck of cards and one cover card.

(b) If an automated card shuffling device is utilized, Raise It Up Stud 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 shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.

(3) Both decks are continually 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 Raise It Up Stud 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.

**§ 669a.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 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 out 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 § 669a.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.

**§ 669a.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 card 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 § 669a.8, § 669a.9 or § 669a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

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

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

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

(f) If there is no gaming activity at a Raise It Up Stud Poker 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 § 669a.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 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.

**§ 669a.6. Raise It Up Stud Poker hand rankings.**

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

(b) The permissible five-card Poker hands in the game of Raise It Up Stud 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, other than a royal flush, consisting of five cards of the same suit in consecutive ranking.

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

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

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

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

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

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

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

(c) For purposes of the Pair Plus Wager authorized under § 669a.7(d)(3) (relating to wagers) and the Progressive Payout Wager authorized under § 669a.7(d)(4), the permissible three-card Poker hands shall be:

(1) A straight flush, which is three cards of the same suit in consecutive rank.

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

(3) A straight, which is three cards of consecutive rank.

(4) A flush, which is three cards of the same suit.

(5) A pair, which is two cards of the same rank.

**§ 669a.7. Wagers.**

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

(b) Only players who are seated at the Raise It Up Stud 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. 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, Blind, Pair Plus, Progressive Payout and Six Card Bonus Wagers shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedure in § 669a.8, § 669a.9 or § 669a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 669a.11(b), (d) and (f) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer announces “no more bets” and begins dealing the cards.

(d) The following wagers may be placed in the game of Raise It Up Stud Poker:

(1) To participate in a round of play, a player shall place an Ante Wager and a Blind Wager, equal to the player’s Ante Wager, that the three cards dealt to the player and the three community cards will form a pair of 10s or better as described in § 669a.6(b) (relating to Raise It Up Stud Poker hand rankings).

(2) In accordance with § 669a.11(b), (d) and (f), a Play Wager that the three cards dealt to the player and the three community cards will form a pair of 10s or better as described in § 669a.6(b).

(3) A Pair Plus Wager that the three cards dealt to the player will form a pair or better as described in § 669a.6(c).

(4) 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 Raise It Up Stud Poker table the option to make an additional Progressive Payout Wager that the three cards dealt to the player will form a pair or better as described in § 669a.6(c). After placing Ante and Blind Wagers, a player may make an additional Progressive Payout Wager 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.

(5) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Raise It Up Stud Poker table the option to make an additional Six Card Bonus Wager that the three cards dealt to the player and the three community cards will form a three-of-a-kind or better as described in § 669a.6(b).

(e) A player may not wager on more than one player position at a Raise It Up Stud Poker table.

**§ 669a.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 § 669a.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, the dealer shall announce "no more bets" and, if the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of 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.

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

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

(1) Deal one card at a time to each player who placed Ante and Blind Wagers in accordance with § 669a.7(d)(1) (relating to wagers) until each player who placed a wager has three cards.

(2) Three cards to the area designated for the placement of the community cards.

(e) After three cards have been dealt to each player and three cards have been dealt to the area designated for the community cards, the dealer shall remove the stub

from the manual dealing shoe and, except as provided in subsection (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 3 cards or the area designated for the placement of the community cards has more or less than 3 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.

**§ 669a.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 § 669a.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 the cards, the dealer shall announce "no more bets" and, if the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of additional Progressive Payout Wagers. If any Progressive Payout Wagers have been made, the dealer shall then collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

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

(1) Deal one card at a time to each player who placed Ante and Blind Wagers in accordance with § 669a.7(d)(1) (relating to wagers) until each player who placed a wager has three cards.

(2) Three cards to the area designated for the placement of the community cards.

(c) After three cards have been dealt to each player and three cards have been dealt to the area designated for the community cards, 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 3 cards or the area designated for the placement of the community cards has more or less than 3 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.

**§ 669a.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 § 669a.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 dealing shoe dispensing any stacks, the dealer shall announce “no more bets” and, if the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of 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.

(b) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed Ante and Blind Wagers in accordance with § 669a.7(d)(1) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed Ante and Blind Wagers. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the three community cards.

(c) After each stack of three cards has been dispensed and delivered in accordance with subsection (b), the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d), place the 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 were misdealt (a player has more or less than 3 cards or the area designated for the placement of the community cards has more or less than 3 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.

**§ 669a.11. Procedures for completion of each round of play.**

(a) After the dealing procedures required under § 669a.8, § 669a.9 or § 669a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards, subject to the following limitations:

(1) Each player who wagers at Raise It Up Stud 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 cards in full view of the dealer at all times.

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

(b) After each player has examined his cards and replaced them face down on the layout, the dealer shall, beginning with the player farthest to the dealer’s left and moving clockwise around the table, ask each player who placed an Ante Wager if he wishes to check or place a Play Wager in an amount equal to one, two or three times the amount of the player’s Ante Wager.

(c) Once all players have either checked or placed a Play Wager, the dealer shall turn over and reveal the first community card and place it in the 4th Street box on the layout.

(d) Each player shall then either check or place a Play Wager in an amount equal to one or two times the amount of the player’s Ante Wager.

(e) Once all remaining players have either checked or placed a Play Wager, the dealer shall turn over and reveal the second community card and place it in the 5th Street box on the layout.

(f) Each player shall then either place a Play Wager in an amount equal to the amount of the player’s Ante Wager or fold. If a player folds, the Ante and Blind Wagers shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout or Six Card Bonus Wager in which case the cards shall be left on the table until the Six Card Bonus Wager and any Envy Bonus is settled in accordance with subsection (i).

(g) If a player has placed a Progressive Payout or Six Card Bonus Wager but does not make a Play Wager, the player shall forfeit the right to receive a Progressive

Payout but does not forfeit the eligibility to receive an Envy Bonus under § 669a.12(e)(5) (relating to payout odds; Envy Bonus; rate of progression) or a Six Card Bonus payout under § 669a.12(f).

(h) Once all remaining players have either placed a Play Wager or folded, the dealer shall turn over and reveal the third community card and place it in the 6th Street box on the layout.

(i) Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn over and reveal the player's three cards and complete the following applicable procedures in succession for each player:

(1) If a player placed a Pair Plus Wager, the dealer shall form the highest possible ranking three-card hand. If the player's three cards form a pair or better, as described in § 669a.6(c) (relating to Raise It Up Stud Poker hand rankings), the dealer shall pay each winning Pairs Plus Wager in accordance with the payout odds in § 669a.12(a).

(2) The dealer shall form the highest possible ranking five-card hand from the player's three cards and the three community cards. If a player's highest ranking five-card hand:

(i) Does not contain a pair of 10s or better, as described in § 669a.6(b), the dealer shall collect the player's Ante, Blind and Play Wagers.

(ii) Contains a pair of 10s or better, as described in § 669a.6(b), the dealer shall pay each player's winning Ante, Play and Blind Wagers in accordance with § 669a.12(b)—(d).

(3) After settling the player's Pair Plus, Ante, Play and Blind Wagers, the dealer shall settle the Progressive Payout or Six Card Bonus Wager, if offered by the certificate holder, as follows:

(i) If a player placed a Progressive Payout Wager and the player's three cards contain a straight or better, the dealer shall:

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

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

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

(D) Pay the winning Progressive Payout Wager in accordance with § 669a.12(e)(1). If a player has won a progressive payout that is 100% of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.

(E) Pay any Envy Bonus won in accordance with § 669a.12(e)(5). Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Raise It Up Stud Poker table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand. A player is not entitled to an Envy Bonus for his own hand.

(ii) If a player has placed a Six Card Bonus Wager and the player's three cards and the three community cards form a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 669a.12(f).

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

**§ 669a.12. Payout odds; Envy Bonus; rate of progression.**

(a) A player placing a Pair Plus Wager shall be paid at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Straight flush	40 to 1	40 to 1
Three-of-a-kind	30 to 1	25 to 1
Straight	6 to 1	6 to 1
Flush	4 to 1	4 to 1
Pair	1 to 1	1 to 1

(b) A certificate holder shall pay each winning Ante Wager at odds of 1 to 1.

(c) A certificate holder shall pay each winning Play Wager in accordance with the following odds:

<i>Hand</i>	<i>Payout</i>
Royal flush	100 to 1
Straight flush	20 to 1
Four-of-a-kind	10 to 1
Full house	6 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	3 to 2
Pair of 10s or better	1 to 1

(d) A certificate holder shall pay each winning Blind Wager in accordance with the following odds:

<i>Hand</i>	<i>Payout</i>
Royal flush	1,000 to 1
Straight flush	200 to 1
Four-of-a-kind	30 to 1
Full house	4 to 1
Flush	3 to 1
Straight	2 to 1
Three-of-a-kind	1 to 1
Two pair	Push
Pair of 10s or better	Push

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

(1) The certificate holder shall pay each winning Progressive Payout Wager in accordance with the following odds:

<i>Hand</i>	<i>Payout</i>
Ace, king and queen of spades	100% of meter
Ace, king and queen of hearts, diamonds or clubs	500 for 1
Straight flush	70 for 1
Three-of-a-kind	60 for 1
Straight	6 for 1
Seed amount	1,000 for 1
Increment rate	14%

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

(3) The rate of progression for the meter used for the progressive payouts in paragraph (1) must be in the certificate holder's Rules Submission filed in accordance with § 601a.2 and be at least 14%. The initial and reset amount must also be in the certificate holder's Rules Submission and must be at least \$1,000.

(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 § 669a.11(i)(3)(i) (relating to procedures for completion of each round of play).

(5) 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>
Ace, king and queen of spades	\$100
Ace, king and queen of hearts, diamonds or clubs	\$25

*\$5 Progressive Payout Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Ace, king and queen of spades	\$500
Ace, king and queen of hearts, diamonds or clubs	\$125

(f) A certificate holder shall pay each winning Six Card Bonus Wager at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1	200 to 1	200 to 1
Four-of-a-kind	50 to 1	50 to 1	100 to 1	100 to 1
Full house	25 to 1	25 to 1	20 to 1	20 to 1
Flush	20 to 1	15 to 1	15 to 1	15 to 1
Straight	10 to 1	10 to 1	9 to 1	10 to 1
Three-of-a-kind	5 to 1	5 to 1	8 to 1	7 to 1

**§ 669a.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 exposed prior to the dealer revealing the community cards in accordance with § 669a.11(c), (e) and (h) (relating to procedures for completion of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

(g) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the auto-

mated card shuffling device or automated dealing shoe shall be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.

**CHAPTER 670a. SIX-CARD FORTUNE PAI GOW POKER**

- Sec.
- 670a.1. Definitions.
- 670a.2. Six-Card Fortune Pai Gow Poker table; physical characteristics; shaker.
- 670a.3. Cards; number of decks.
- 670a.4. Opening of the table for gaming.
- 670a.5. Shuffle and cut of the cards; procedures for determining the starting position for dealing cards.
- 670a.6. Six-Card Fortune Pai Gow Poker rankings.
- 670a.7. Wagers.
- 670a.8. Procedures for dealing the cards from a manual dealing shoe.
- 670a.9. Procedures for dealing the cards from the hand.
- 670a.10. Procedures for dealing the cards from an automated dealing shoe.
- 670a.11. Procedures for completion of each round of play.
- 670a.12. Payout odds; Envy Bonus; rate of progression.
- 670a.13. Irregularities; invalid roll of dice.

**§ 670a.1. Definitions.**

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

*Envy Bonus*—An additional fixed sum payout made to a player who placed a Progressive Payout Wager or a Qualifying Fortune Bonus Wager when another player at the Six-Card Fortune Pai Gow Poker table is the holder of an Envy Bonus Qualifying Hand.

*Envy Bonus Qualifying Hand*—

(i) For purposes of the Fortune Bonus Wager, a player's hand with a rank of a full house or better formed from the six cards dealt to a player.



(ii) For purposes of the Progressive Payout Wager, a player's hand with a rank of a four-of-a-kind or better formed from the six cards dealt to a player.

*High hand*—The five-card hand that is formed from the six cards dealt so as to rank equal to or higher than the low hand.

*Low hand*—The one-card hand that is formed from the six cards dealt so as to rank equal to or lower than the high hand.

*Qualifying Fortune Bonus Wager*—A Fortune Bonus Wager of at least \$5 which may entitle a player to an Envy Bonus.

*Setting the hands*—The process of forming a high hand and low hand from the six cards dealt.

**§ 670a.2. Six-Card Fortune Pai Gow Poker table; physical characteristics; shaker.**

(a) Six-Card Fortune Pai Gow 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 Six-Card Fortune Pai Gow Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) A separate betting area designated for the placement of the Six-Card Fortune Pai Gow Poker Wager for each player.
- (3) Two separate areas designated for the placement of the high and low hands of each player.
- (4) Two separate areas designated for the placement of the high and low hands of the dealer.
- (5) If the certificate holder offers the Double Down Wager authorized under § 670a.7(e)(1) (relating to wagers), a separate area designated for the placement of the Double Down Wager for each player.
- (6) If the certificate holder offers the optional Fortune Bonus Wager authorized under § 670a.7(e)(2), a separate area designated for the placement of the Fortune Bonus Wager for each player.
- (7) If the certificate holder offers the optional Insurance Wager authorized under § 670a.7(e)(3), a separate area designated for the placement of the Insurance Wager for each player.
- (8) If the certificate holder offers the optional Progressive Payout Wager authorized under § 670a.7(e)(4), a separate area designated for the placement of the Progressive Payout Wager for each player.

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

(c) If the certificate holder offers the optional Progressive Payout Wager in accordance with § 670a.7(e)(4), the Six-Card Fortune Pai Gow Poker table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games) for the placement of Progressive Payout Wagers. The progressive table game system must include:

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

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

(d) To determine the starting position for the dealing or delivery of the cards, Six-Card Fortune Pai Gow Poker may be played with:

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

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

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

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

(2) A computerized random number generator which shall be 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.

(e) Each Six-Card Fortune Pai Gow Poker table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, 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.

(f) Each Six-Card Fortune Pai Gow Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

**§ 670a.3. Cards; number of decks.**

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

(b) If an automated card shuffling device is utilized, Six-Card Fortune Pai Gow 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 but the backs of the cards in one deck must be of a different color than the cards in the other deck.

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

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

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

(c) The decks of cards used in Six-Card Fortune Pai Gow 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.

**§ 670a.4. Opening of the table for gaming.**

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

(b) If the deck of cards used by the certificate holder contains two jokers, the dealer and a floorperson shall ensure that only one joker is utilized and that the other joker is torn in half and placed in the box, envelope or container that the deck came from. After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence and include the one joker.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with § 670a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards).

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

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

**§ 670a.5. Shuffle and cut of the cards; procedures for determining the starting position for dealing cards.**

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

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

(1) If the cards were shuffled using an automated card shuffling device, determine the starting position in accordance with subsection (i), then deal the cards in accordance with § 670a.8, § 670a.9 or § 670a.10 (relating

to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually, cut the cards in accordance with the procedures in subsections (c)—(e).

(c) Upon completion of a manual shuffle, the dealer shall place the stack of cards on top of one of the cover cards. The dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined under subsection (d). If no player accepts the cut, the dealer shall cut the cards.

(d) The cut of the cards shall be offered to players in the following order:

(1) The first player arriving at the table, if the game is just beginning.

(2) The player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(e) The player or dealer making the cut shall place the second cover card in the stack at least ten cards from the top or the bottom of the deck. Once the second cover card has been inserted, the dealer shall take the second cover card and all the cards on top of the second cover card and place them on the bottom of the stack. The dealer shall then remove the first cover card and place it on the bottom of the stack. The dealer shall remove one of the cover cards and either place it in the discard rack or use it as an additional cover card to be inserted four cards from the bottom of the deck. The dealer shall then determine the starting position in accordance with subsection (i) and deal the cards in accordance with § 670a.8, § 670a.9 or § 670a.10.

(f) 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. If a recut is required, the cards shall be recut either by the player who last cut the cards, or by the next person entitled to cut the cards, as determined under subsection (d).

(g) If there is no gaming activity at a Six-Card Fortune Pai Gow 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:

(1) If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing of the cards, stacked, then shuffled and cut in accordance with this section.

(2) If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The deck of cards already in the shuffler shall then be removed. Unless a player requests otherwise, the deck of cards removed from the shuffler does not need to be spread for inspection and reshuffled prior to being dealt, if the automated card shuffling device stores a single deck of shuffled cards inside the shuffler in a secure manner.

(h) A certificate holder may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Bureau of Gaming Laboratory Operations and approved in ac-

cordance with § 461a.4 (relating to submission for testing and approval) prior to its use in the licensed facility. If a certificate holder is utilizing the approved device, subsections (b)—(g) do not apply.

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

(1) A Pai Gow Poker shaker in accordance with the following procedures:

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

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

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

(iv) After the dealing procedures required under § 670a.8, § 670a.9 or § 670a.10 have been completed, the dealer shall place the cover on the Pai Gow Poker shaker and shake the shaker once. The Pai Gow Poker shaker shall then be placed to the right of the dealer.

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

(j) After the starting position for a round of play has been determined, a certificate holder may mark that position with an additional cover card, flat button or similar object.

#### § 670a.6. Six-Card Fortune Pai Gow Poker rankings.

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

(b) The permissible five-card high hands at the game of Six-Card Fortune Pai Gow Poker, in order of highest to lowest rank, shall be:

(1) Five aces consisting of four aces and a joker.

(2) A royal flush consisting of an ace, king, queen, jack and 10 of the same suit or a king, queen, jack and 10 of the same suit and a joker.

(3) A straight flush consisting of five cards of the same suit in consecutive ranking, with ace, 2, 3, 4 and 5 being the highest ranking straight flush; king, queen, jack, 10 and 9 being the second highest ranking straight flush; and 2, 3, 4, 5 and 6 being the lowest ranking straight flush.

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

(5) A full house consisting of a three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three 2s and two 3s being the lowest ranking full house.

(6) A flush consisting of five cards of the same suit. When comparing two flushes, the hand which contains the highest ranking card, as provided in subsection (a), which is not in the other hand, shall be considered the higher ranking hand.

(7) A straight consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight; an ace, 2, 3, 4 and 5 being the second highest ranking straight; and a 2, 3, 4, 5 and 6 being the lowest ranking straight.

(8) A three-of-a-kind containing three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

(9) Two pair containing two pairs, with two aces and two kings being the highest ranking two pair hand and two 3s and two 2s being the lowest ranking two pair hand.

(10) A pair consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(c) When comparing two high hands or two low hands that are of identical hand rank under subsection (b), or contain none of the hands listed in subsection (b), the hand that contains the highest ranking card under subsection (a), which is not in the other hand, shall be considered the higher ranking hand. If a player uses a joker as the low hand, the player's hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this section, the dealer's hand shall be considered the higher ranking hand.

#### § 670a.7. Wagers.

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

(b) Only players who are seated at a Six-Card Fortune Pai Gow 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) Except the Double Down Wager, all wagers at Six-Card Fortune Pai Gow Poker shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in § 670a.8, § 670a.9 or § 670a.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 the Double Down Wager, a wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

(d) To participate in a round of play and compete against the dealer's high and low hands, a player shall place a Six-Card Fortune Pai Gow Poker Wager.

(e) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Six-Card

Fortune Pai Gow Poker Wager, in accordance with subsection (d), the option of placing the following additional wagers:

(1) A Double Down Wager equal to the Six-Card Fortune Pai Gow Poker Wager that both the player's high and low hands will beat the dealer's high and low hands.

(2) A Fortune Bonus Wager that the six cards dealt to the player will form a five-card Poker hand with a rank of a three-of-a-kind or better as described in § 670a.6(b) (relating to Six-Card Fortune Pai Gow Poker rankings).

(3) An Insurance Wager that the six cards dealt to the player will form a five-card Poker hand with a rank of a king-high or less.

(4) A Progressive Payout Wager that the six cards dealt to the player will form a five-card Poker hand with a rank of a straight or better as described in § 670a.6(b).

(f) If specified in its Rules Submission under § 601a.2, a certificate holder may permit a player to wager on two adjacent betting areas at a Six-Card Fortune Pai Gow Poker table. If a certificate holder permits a player to wager on adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked, set and placed face down on the layout, the hands may not be changed.

**§ 670a.8. Procedures for dealing the cards from a manual dealing shoe.**

(a) If a manual dealing shoe is used, the dealing shoe must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures required under § 670a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce "no more bets" and:

(1) If the Fortune Bonus Wager is being offered and a player makes a Qualifying Fortune Bonus Wager, the dealer shall place an Envy lammer next to that player's wager.

(2) If the Progressive Payout Wager is being offered, the dealer shall use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(c) The dealer shall determine the starting position for dealing the cards using one of the procedures authorized under § 670a.5(i).

(d) The dealer shall then deal the first card to the starting position as determined in subsection (c) and, continuing around the table in a clockwise manner, deal one card at a time to all other positions, regardless of

whether there is a wager at the position, and the dealer, until each position and the dealer has six cards. Each card dealt shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed face down on the appropriate area of the layout with the opposite hand.

(e) After 6 cards have been dealt to each position and the dealer, the dealer shall remove the stub from the manual dealing shoe and determine whether 11 cards are left by spreading them face down on the layout. The cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(f) If more or less than 11 cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than six cards), all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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

**§ 670a.9. Procedures for dealing the cards from the hand.**

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

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

(2) After the procedures required under § 670a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the dealer shall place the deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand when holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(3) Prior to dealing any cards, the dealer shall announce "no more bets" and:

(i) If the Fortune Bonus Wager is being offered and a player makes a Qualifying Fortune Bonus Wager, the dealer shall place an Envy lammer next to that player's wager.

(ii) If the Progressive Payout Wager is being offered, the dealer shall use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(b) The dealer shall deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall then determine the starting position for dealing the cards using one of the procedures authorized under § 670a.5(i).

(c) The dealer shall then deal the first card to the starting position as determined in subsection (b) and, continuing around the table in a clockwise manner, deal

one card at a time to all other positions, regardless of whether there is a wager at the position, and the dealer, until each position and the dealer has six cards.

(d) After 6 cards have been dealt to each position and the dealer, the dealer shall determine whether 11 cards are left by spreading them face down on the layout. The 11 cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(e) If more or less than 11 cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than six cards), all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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

**§ 670a.10. Procedures for dealing the cards from an automated dealing shoe.**

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

(1) After the procedures under § 670a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the cards shall be placed in the automated dealing shoe.

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

(i) If the Fortune Bonus Wager is being offered and a player makes a Qualifying Fortune Bonus Wager, the dealer shall place an Envy lammer next to that player's wager.

(ii) If the Progressive Payout Wager is being offered, the dealer shall use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. If any Progressive Payout Wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(b) The dealer shall determine the starting position for delivering the stacks of cards using one of the procedures authorized under § 670a.5(i).

(c) After the starting position for delivering the cards has been determined, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other positions, regardless of whether there is a wager at the position, and the dealer.

(d) After 6 cards have been dispensed and delivered to each position and the dealer, the dealer shall remove the remaining cards from the shoe and determine whether 11 cards are left by spreading them face down on the layout. The 11 cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(e) If more or less than 11 cards remain, the dealer shall determine if the cards were misdealt. If the cards

were misdealt (a player position or the dealer has more or less than six cards), all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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

**§ 670a.11. Procedures for completion of each round of play.**

(a) After the dealing procedures required under § 670a.8, § 670a.9 or § 670a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards subject to the following limitations:

(1) Each player who wagers at a Six-Card Fortune Pai Gow Poker table shall be responsible for setting his own hands and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player. If a player requests assistance in the setting of his hands, the dealer shall inform the player of the manner in which the certificate holder requires the hands to be set.

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

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

(b) Each player shall set his hands by arranging the cards into a high hand and a low hand. When setting the two hands, the five-card high hand must be equal to or higher in rank than the one-card low hand.

(c) After all players have examined their cards, the dealer shall offer each player the option to place an additional Double Down Wager equal to the player's Six-Card Fortune Pai Gow Poker Wager.

(d) After all players have set their hands and placed the cards on the table, the six cards of the dealer shall be turned over and the dealer shall arrange his cards into a high and low hand in accordance with the following requirements:

(1) The dealer may not break any sets as described in § 670a.6(b) (relating to Six-Card Fortune Pai Gow Poker rankings) to play a higher card in the dealer's low hand. Once the dealer has played the set, the dealer shall use the highest-ranking card in his low hand. Notwithstanding the following requirements:

(i) If the dealer has two three-of-a-kinds in his hand, the dealer shall play the lower ranking set as the three-of-a-kind and the higher one as a pair to play the higher card in the low hand.

(ii) If the dealer has three pairs, the dealer shall play the two lower ranking pairs as the high hand and the highest ranking card of the third pair as the low hand.

(2) If the dealer has a Six-Card Fortune straight, Six-Card Fortune flush or a Six-Card Fortune straight flush, the dealer shall play the lowest possible straight, flush or straight flush and place the highest ranking card in the low hand.

(3) If the dealer has both a straight and a flush, the dealer shall set the flush as the dealer's high hand.

(4) If the dealer has both a straight and a straight flush, the dealer shall set the straight flush as the dealer's high hand.

(5) If the dealer has both a Six-Card Fortune flush and a straight flush, the dealer shall play the straight flush as the high hand and the remaining card as the dealer's low hand.

(6) If the dealer does not have pairs, straights or flushes, the dealer shall play the highest ranking card, in accordance with § 670a.6(a), in the dealer's high hand, the second highest ranking card as the dealer's low hand and the remaining four cards in the dealer's high hand.

(e) After the dealer has set a high hand and a low hand, the dealer shall reveal both hands of each player, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall compare the high and low hand of each player to the high and low hand of the dealer and shall announce if the Six-Card Fortune Pai Gow Poker Wager of that player wins, loses or is a tie.

(f) A Six-Card Fortune Pai Gow Poker Wager shall:

(1) Lose and will immediately be collected if:

(i) The high hand of the player is lower in rank than the high hand of the dealer and the low hand of the player is lower in rank than the low hand of the dealer.

(ii) The high hand of the player is lower in rank than the high hand of the dealer and the low hand of the player is identical in rank to the low hand of the dealer.

(iii) The high hand of the player is identical in rank to the high hand of the dealer and the low hand of the player is lower in rank than the low hand of the dealer.

(iv) The high and low hands of the player are identical in rank to the high and low hands of the dealer.

(v) The high hand of the player was not set so as to rank equal to or higher than the low hand of that player.

(2) Tie and will be returned to the player if:

(i) The high hand of the player is higher in rank than the high hand of the dealer, but the low hand of the player is lower in rank than the low hand of the dealer.

(ii) The high hand of the player is lower in rank than the high hand of the dealer, but the low hand of the player is a joker or is higher in rank than the low hand of the dealer.

(3) Win if the high hand of the player is higher in rank than the high hand of the dealer and the low hand of the player is a joker or is higher in rank than the low hand of the dealer. The dealer shall pay the winning Six-Card Fortune Pai Gow Poker Wager in accordance with the payout odds in § 670a.12(a) (relating to payout odds; Envy Bonus; rate of progression).

(g) After settling the player's Six-Card Fortune Pai Gow Poker Wager, the dealer shall settle the player's optional Double Down Wager as follows:

(1) If the dealer's hand contains a pair of eights or better, as described in § 670a.6(b), the Double Down Wager shall win, lose or tie in accordance with subsection (f).

(2) If the dealer's hand does not contain a pair of eights or better, the Double Down Wager shall be returned to the player.

(h) If a player has placed a Fortune Bonus, Insurance or Progressive Payout Wager, the dealer shall rearrange the six cards of any player who placed an optional wager to form the highest ranking hand. If any player at the table has placed a Fortune Bonus or Progressive Payout Wager, the dealer shall rearrange the cards of all players regardless of whether the player placed a Fortune Bonus or Progressive Payout Wager. After rearranging the player's six cards, the dealer shall:

(1) Settle the player's Fortune Bonus Wager as follows:

(i) If a player:

(A) Placed a Six-Card Fortune Pai Gow Poker Wager but does not have a three-of-a-kind or higher, as described in § 670a.6(b), the dealer shall collect the Fortune Bonus Wager.

(B) Placed a Six-Card Fortune Pai Gow Poker Wager and has a three-of-a-kind or higher, the dealer shall pay the winning Fortune Bonus Wager in accordance with § 670a.12(b). If the player has an Envy Bonus Qualifying Hand, the dealer shall verbally acknowledge the Envy Bonus Qualifying Hand and leave the cards of the player face up on the table.

(C) Did not place a Fortune Bonus Wager but has an Envy Bonus Qualifying Hand, the dealer shall verbally acknowledge the Envy Bonus Qualifying Hand and leave the cards of the player face up on the table.

(ii) After all Fortune Bonus Wagers have been settled, if any player is the holder of an Envy Bonus Qualifying Hand, the dealer shall pay an Envy Bonus in accordance with § 670a.12(b) to each player who has an Envy lammer at the player's betting position. Players are entitled to multiple Envy Bonuses when another player at the same Six-Card Fortune Pai Gow Poker table is the holder of an Envy Bonus Qualifying Hand. A player is not entitled to an Envy Bonus for his own hand or the hand of the dealer.

(2) Settle the player's Insurance Wager. If a player has a hand ranked:

(i) Better than a king-high, the dealer shall collect the Insurance Wager.

(ii) A king-high or less, the dealer shall pay the winning Insurance Wager in accordance with § 670a.12(c).

(3) Settle the player's Progressive Payout Wager as follows:

(i) If a player:

(A) Placed a Progressive Payout Wager but does not have a straight or better, as described in § 670a.6(b), the dealer shall collect the cards of the player and place them in the discard rack.

(B) Placed a Progressive Payout Wager and has a straight or better, 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 floorman or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.

(IV) Pay the winning Progressive Payout Wager in accordance with the payout odds in § 670a.12(d)(1). If a player has won a progressive payout that is a percentage of the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has

won a progressive payout that is not being paid from the table inventory, the cards of that player shall remain on the table until the necessary documentation has been completed.

(C) Has an Envy Bonus Qualifying Hand and any player at the table placed a Progressive Payout Wager, the dealer shall verbally acknowledge the Envy Bonus Qualifying Hand and leave the cards of the player face up on the table.

(ii) After all Progressive Payout Wagers have been settled, if any player is the holder of an Envy Bonus Qualifying Hand, the dealer shall pay an Envy Bonus in accordance with § 670a.12(d)(4) to each player who placed a progressive payout wager. Players are entitled to multiple Envy Bonuses when another player at the same Six-Card Fortune Pai Gow Poker table is the holder of an Envy Bonus Qualifying Hand. A player is not entitled to an Envy Bonus for his own hand or the hand of the dealer.

(i) The dealer shall settle all of the player's optional wagers before placing the player's cards in the discard rack.

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

**§ 670a.12. Payout odds; Envy Bonus; rate of progression.**

(a) A certificate holder shall pay each winning Six-Card Fortune Pai Gow Poker and Double Down Wager at odds of 1 to 1.

(b) The certificate holder shall pay out winning Fortune Bonus Wagers and Envy Bonus payouts at the odds and amounts in the following paytables:

(1) *Fortune Bonus Payout.*

<i>Hand</i>	<i>Payout</i>
Five aces	1,000 to 1
Royal flush	250 to 1
Straight flush	100 to 1
Four-of-a-kind	50 to 1
Full house	15 to 1
Flush	10 to 1
Straight	8 to 1
Three-of-a-kind	5 to 1

(2) *Envy Bonus Payouts.* Envy Bonus Payouts shall be made according to the following payouts for Envy Bonus Qualifying Hands based upon the amount of the Fortune Bonus Wager placed by the player receiving the Envy Bonus:

*\$1 Fortune Bonus Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Five aces	\$1,000
Royal flush	\$200
Straight flush	\$50
Four-of-a-kind	\$15
Full house	\$5

*\$5 Fortune Bonus Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Five aces	\$5,000
Royal flush	\$1,000
Straight flush	\$250
Four-of-a-kind	\$75
Full house	\$25

(c) The certificate holder shall pay out winning Insurance Wagers at the odds and amounts in the following payable:

<i>Hand</i>	<i>Payout</i>
Eight-high	100 to 1
Nine-high	30 to 1
Ten-high	10 to 1
Jack-high	7 to 1
Queen-high	4 to 1
King-high	3 to 1

(d) The certificate holder shall pay out winning Progressive Payout Wagers and Envy Bonus Payouts in accordance with the following:

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

<i>Hand</i>	<i>Payout</i>
Five aces	100% of meter
Royal flush	10% of meter
Straight flush	300 for 1
Four-of-a-kind	150 for 1
Full house	15 for 1
Flush	6 for 1
Straight	3 for 1
Seed amount	5,000 for 1
Increment rate	21%

(2) The initial and reset amount must be in the certificate holder's Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions) and be at least \$5,000.

(3) Winning Progressive Payout Wagers shall be paid the amount on the meter when it is the player's turn to be paid in accordance with § 670a.11(h)(3) (relating to procedures for completion of each round of play) irrespective of the amount that was on the meter when the player placed the wager or when the dealer dealt the player's cards.

(4) Envy Bonus Payouts shall be made according to the following payouts for Envy Bonus Qualifying Hands based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:

*\$1 Progressive Payout Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Five aces	\$100
Royal flush	\$50
Straight flush	\$10
Four-of-a-kind	\$5

*\$5 Progressive Payout Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Five aces	\$500
Royal flush	\$250
Straight flush	\$50
Four-of-a-kind	\$25

**§ 670a.13. Irregularities; invalid roll of dice.**

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

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

(c) If the dealer incorrectly totals the dice and deals the first card to the wrong position, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

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

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

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

(i) If the dealer does not set his hands in accordance with § 670a.11(d) (relating to procedures for completion of each round of play), the hands shall be reset in accordance with § 670a.11(d) and the round of play shall be completed.

(j) If a card is exposed while the dealer is dealing the seven stacks in accordance with § 670a.10 (relating to procedures for dealing the cards from an automated dealing shoe), all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

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

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

**CHAPTER 671a. LUNAR POKER**

Sec.	
671a.1.	Definitions.
671a.2.	Lunar Poker table physical characteristics.
671a.3.	Cards; number of decks.
671a.4.	Opening of the table for gaming.
671a.5.	Shuffle and cut of the cards.
671a.6.	Lunar Poker rankings.
671a.7.	Wagers.
671a.8.	Procedure for dealing the cards from a manual dealing shoe.
671a.9.	Procedure for dealing the cards from the hand.

671a.10.	Procedures for dealing the cards from an automated dealing shoe.
671a.11.	Procedures for completion of each round of play.
671a.12.	Payout odds.
671a.13.	Irregularities.

**§ 671a.1. Definitions.**

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

*Bet Wager*—An additional wager that a player shall make if the player opts to remain in competition against the dealer after the player reviews his hand.

*Draw*—When a player exchanges between two and five of the cards held in his hand for an equal number of new cards from the deck or buys a sixth card.

*Fold*—The withdraw of a player from a round of play by refusing to make a Bet Wager.

*Options fee*—An additional payment made by a player to draw an additional card or cards.

*Super Wager*—An additional wager that a player shall make to play against a posted paytable.

**§ 671a.2. Lunar Poker table physical characteristics.**

(a) Lunar Poker shall be played at a table having betting positions for no more than five 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 Lunar Poker table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) Separate betting areas designated for the placement of the Ante and Bet Wagers for each player.
- (3) A separate betting area designated for the placement of the Super Wager for each player and betting areas for the placement of the Super Wager on the dealer's hand and on any other player's hand for each player.

(4) A separate area designated for the placement of the player's Options fees for each player. The Options area must be inscribed with the following:

- (i) Exchange 2-5 cards.
- (ii) Buy a 6th Card.

(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 Lunar Poker table.

(6) Inscriptions that advise patrons of the following:

- (i) Dealer plays with an ace-king or higher.
- (ii) Instant payout for a royal flush or straight flush on the first five cards dealt to the player.

(7) If the information in paragraph (6) is not on the layout, a sign which sets forth the required information shall be posted at each Lunar Poker table.

(c) Each Lunar Poker table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, 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 Lunar Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

**§ 671a.3. Cards; number of decks.**

(a) Except as provided in subsection (b), Lunar 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, Lunar 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 are continuously alternated in and out of play, with each deck being used for every other round of play.

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

(c) The decks of cards used in Lunar 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.

**§ 671a.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 § 671a.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.

**§ 671a.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 § 671a.8, § 671a.9 or § 671a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

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

(f) If there is no gaming activity at a Lunar 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 § 671a.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 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.

**§ 671a.6. Lunar Poker rankings.**

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

(b) The permissible Poker hands in the game of Lunar 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, other than a royal flush, consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest ranking straight flush.

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

(4) A full house, which is a hand consisting of a three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three 2s and two 3s being the lowest ranking full house.

(5) A flush, which is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush.

(6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight.

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

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

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

(10) An ace-king, which is a hand consisting of an ace and a king.

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

(d) For the Super Wager, the five-card Poker hands eligible for a payout are:

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

(2) A five picture cards, which is a hand consisting of five cards of any combination of only kings, queens or jacks.

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

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

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

(6) A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the

highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

(7) An ace-king-queen, which is a hand consisting of an ace, king and queen in any suit.

(8) Same colored five, which is a hand consisting of five cards of the same color.

**§ 671a.7. Wagers.**

(a) Wagers at Lunar Poker shall be made by placing value chips, plaques or other Board-approved 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 Lunar 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) The following wagers may be placed in the game of Lunar Poker:

(1) A player shall compete against the dealer's five-card Poker hand by placing both an Ante Wager, then a Bet Wager in accordance with § 671a.11(b) or (d) (relating to procedures for completion of each round of play).

(2) In addition to the Ante and Bet Wagers, a player shall place a Super Wager on the player's hand equal to or greater than the player's Ante Wager to compete against a posted payable.

(3) 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 Lunar Poker table the option to make an additional Super Wager on the dealer's hand and any other player's hand. After placing an Ante Wager, a player may make the additional Super Wager by placing a value chip on the designated betting area prior to the dealer announcing "no more bets." The additional Super Wager on the dealer or other player's hand may be made in any amount equal to or greater than the table minimum and is not required to be equal to or greater than the player's Ante Wager.

(d) The Ante and Super Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in § 671a.8, § 671a.9 or § 671a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 671a.11(b) and (d), a wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

(e) A player may not wager on more than one player position at a Lunar Poker table.

**§ 671a.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 § 671a.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 the automated card shuffling device.

(b) The dealer shall announce “no more bets” and begin dealing the cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed face down on the appropriate area of the layout with the opposite hand.

(c) 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 placed an Ante Wager and to the dealer until each player and the dealer have five cards. The last card of the dealer shall be turned face up on the layout.

**§ 671a.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 § 671a.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

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

(b) The dealer shall deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed an Ante Wager and to the dealer until each player and the dealer have five cards. The last card of the dealer shall be turned face up on the layout.

**§ 671a.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 § 671a.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

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

(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed an Ante Wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante Wager. The dealer shall then deliver a stack of five cards face down to the dealer. The last card of the dealer shall be turned face up on the layout.

**§ 671a.11. Procedures for completion of each round of play.**

(a) After the dealing procedures required under § 671a.8, § 671a.9 or § 671a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for

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

(1) Each player who wagers at Lunar 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 five cards in full view of the dealer at all times.

(3) After the dealer announces “all decisions are locked in,” a player may not amend his decision to fold or increase, decrease or place any Bet Wager or Options fee except as provided in subsection (d).

(b) After five cards have been dealt to each player, the player shall examine his cards. If any player’s hand is eligible for a Super Wager or an instant payout, the player shall declare the winning hand and place his cards face down in the player’s betting area on the layout. Each player shall then elect to:

(1) Fold.

(2) Place a Bet Wager equal to twice the amount of the player’s Ante Wager provided that if any player’s hand contains a royal flush or a straight flush and is eligible for the instant payout, the player shall not place a Bet Wager.

(3) Place an Options fee, equal to the player’s Ante Wager, to buy a sixth card or draw and exchange between two and five of the player’s cards.

(c) After all players have made a decision to either fold or place a Bet Wager or Options fee, the dealer shall announce “all decisions are locked in.” Once the dealer has announced “all decisions are locked in” a player may not change his decision. Prior to any additional cards being dealt, the dealer shall, beginning with the player to the dealer’s left and continuing clockwise around the table:

(1) If the player did not declare a winning Super Wager, collect the player’s losing Super Wager. If any other player placed a Super Wager on that player’s hand, the dealer shall collect the player’s losing Super Wager first then collect any other player’s Super Wager who placed a Super Wager on that player’s hand.

(2) If the player declared a winning Super Wager, the dealer shall verify the winning hand and pay the player’s winning Super Wager in accordance with § 671a.12(b) (relating to payout odds). If any other player placed a Super Wager on that player’s hand, the dealer shall pay out the winning player’s hand first then any other player who also placed a Super Wager on that player’s hand in accordance with § 671a.12(b).

(3) If any player is eligible for an instant payout, after verifying the player’s hand, the dealer shall pay the player’s winning Ante Wager in accordance with § 671a.12(a) and place the player’s cards in the discard rack.

(4) For any player who did not make a Bet Wager or Options fee and folded, the dealer shall collect the player’s Ante Wager and place the player’s cards in the discard rack.

(d) Once all player Super Wagers and instant payouts have been settled and any player’s cards who folded have been collected, beginning with the player to the dealer’s left and moving clockwise around the table, for any player who placed an Options fee equal to the player’s Ante Wager:

(1) The dealer shall collect the Options fee and:

(i) If the player elects to buy the sixth card, the dealer shall deal one additional card.

(ii) If the player elects to exchange cards, the player shall discard between two and five cards, which will thereafter be replaced by the dealer with the same number of cards from the deck.

(2) After dealing the additional cards, the player shall create the best possible five-card Poker hand.

(3) The dealer shall then ask the player if the player would like to fold and forfeit the player's Ante Wager or place a Bet Wager equal to twice the amount of the player's Ante Wager.

(4) If the player does not make a Bet Wager and forfeits his Ante Wager, the dealer shall collect the Ante Wager and place the player's cards in the discard rack.

(e) After all players have either folded or placed a Bet Wager, the dealer shall reveal the dealer's cards and form the highest ranking five-card Poker hand. The dealer shall then settle any Super Wagers placed on the dealer's hand. Beginning with the first player to the dealer's left who placed a Super Wager on the dealer's hand and continuing clockwise around the table, if the dealer's hand:

(1) Is not eligible for a Super Wager payout, the dealer shall collect each player's losing Super Wager placed on the dealer's hand.

(2) Is eligible for a Super Wager payout, the dealer shall pay the player's winning Super Wager in accordance with § 671a.12(b).

(f) After settling the Super Wager placed on the dealer's hand, if the dealer's hand:

(1) Does not qualify with an ace-king or better, as provided in § 671a.6(b) (relating to Lunar Poker rankings), the dealer shall return the player's Bet Wager, pay the player's Ante Wager in accordance with § 671a.12(c) and place the player's cards in the discard rack.

(2) Qualifies with an ace-king or better, as provided in § 671a.6(b), starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn the cards of each player who placed a Bet Wager face up on the layout and form the highest ranking five-card Poker hand. If the dealer's highest ranking five-card Poker hand is:

(i) Higher in rank than the player's five-card Poker hand, as provided in § 671a.6(b), the dealer shall collect the player's Ante and Bet Wagers and place the player's cards in the discard rack.

(ii) Lower in rank than the player's five-card Poker hand, as provided in § 671a.6(b), the dealer shall return the player's Ante Wager and pay the winning Bet Wager in accordance with § 671a.12(d). If a player's winning hand also contains a second Poker combination, where at least one card in the second combination was not included in the winning combination, the dealer shall pay a second winning Bet Wager in accordance with § 671a.12(d) for the second Poker combination even if the second combination does not beat the dealer's hand. For example, if a player's winning hand contained two aces, a king, 8 and 9, the player would be paid out for the pair of aces that beat the dealer's hand but would also be paid out for the ace-king. If a player purchased a sixth card, all six cards may be considered for purposes of the second payout.

(iii) Equal in rank with the player's hand, as provided in § 671a.6(b), the dealer shall return the player's Ante and Bet Wagers.

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

(h) 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 cards at least once after every 5 rounds of play to determine if the correct number of cards is still present in the deck. The dealer shall determine the number of cards by counting the cards face down on the layout. If the count indicates:

(1) That 52 cards are in the deck, the dealer shall place the cards in the discard rack.

(2) That 52 cards are not in the deck, the entire deck of cards shall be removed from the table.

**§ 671a.12. Payout odds.**

(a) The certificate holder shall pay an instant payout on a player's Ante Wager in accordance with one of the following paytables, selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Royal flush	1,500 to 1	1,000 to 1	1,000 to 1
Straight flush	250 to 1	300 to 1	250 to 1

(b) A certificate holder shall pay the player's winning Super Wager at the following odds:

<i>Hand</i>	<i>Payout</i>
Four-of-a-kind	200 to 1
Five picture cards	150 to 1
Full house	100 to 1
Flush	60 to 1
Straight	30 to 1
Three-of-a-kind	8 to 1
Ace-king-queen	5 to 1
Same colored five	2 to 1

(c) When a dealer does not qualify with an ace and king or higher, a player's Ante Wager shall be paid at odds of 1 to 1 provided that if the player's hand is a straight or higher, the player's Ante Wager shall be paid at odds of 4 to 1.

(d) A winning Bet Wager shall be paid at the following odds:

<i>Hand</i>	<i>Payout</i>
Royal flush	100 to 1
Straight flush	50 to 1
Four-of-a-kind	20 to 1
Full house	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
One pair	1 to 1
Ace-king	1 to 1

**§ 671a.13. Irregularities.**

(a) A card that is found face up in the shoe or the deck while the cards are being dealt may not be used in that round of play and shall be placed in the discard rack. If more than one card is found face up in the shoe or the

deck during the dealing of the cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

(d) If any of the dealer's cards that are dealt face down on the layout are inadvertently exposed prior to each player having either folded or placed a Bet Wager as provided under § 671a.11 (relating to procedures for completion of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

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

#### CHAPTER 672a. FREE BET BLACKJACK

Sec.	
672a.1.	Definitions.
672a.2.	Free Bet Blackjack table; card reader device; physical characteristics; inspections.
672a.3.	Cards; number of decks; value of cards.
672a.4.	Opening of the table for gaming.
672a.5.	Shuffle and cut of the cards.
672a.6.	Wagers.
672a.7.	Procedure for dealing the cards; completion of each round of play.
672a.8.	Insurance Wager.
672a.9.	Double down.
672a.10.	Splitting pairs.
672a.11.	Payout odds.
672a.12.	Irregularities.

##### § 672a.1. Definitions.

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

*Blackjack*—An ace and any card having a value of 10 dealt as the initial two cards to a player or the dealer.

*Card reader device*—A device which permits the dealer to determine if the hole card will give the dealer a Blackjack.

*Hard total*—The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

*Hole card*—The second card dealt face down to the dealer.

*Soft total*—The total point count of a hand containing an ace when the ace is counted as 11 in value.

##### § 672a.2. Free Bet Blackjack table; card reader device; physical characteristics; inspections.

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

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

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

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

(3) The following inscriptions:

(i) Blackjack pays 3 to 2.

(ii) Insurance pays 2 to 1.

(iii) Dealer shall draw to 16 and stand on all 17s or other similar language approved by the Executive Director in accordance with § 601a.10(a).

(iv) Blackjack Wagers will push if the dealer's hand has a total point count of 22 or other similar language.

(v) Surrender is not available on a Free Bet Blackjack table or other similar language. If the language is not inscribed on the layout, a sign specifying that surrender is not available shall be posted at each Free Bet Blackjack table.

(4) If the certificate holder offers the Push 22 Wager, a separate area designated for the placement of the wager for each player.

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

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

(d) Each Free Bet Blackjack table must have a card reader device attached to the top of the dealer's side of the table. The floorperson assigned to the Free Bet Blackjack table shall inspect the card reader device at the beginning of each gaming day to ensure that there has been no tampering with the device and that it is in proper working order.

(e) Each Free Bet Blackjack table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must either:

(1) Equal the height of the cards, stacked one on top of the other, in the total number of decks that are to be used in the dealing shoe at that table.

(2) Be taller than the height of the total number of decks being used if the discard rack has a distinct and clearly visible mark on its side to show the exact height

for a stack of cards equal to the total number of cards in the number of decks to be used in the dealing shoe at that table.

**§ 672a.3. Cards; number of decks; value of cards.**

(a) Except as provided in subsection (b), Free Bet Blackjack shall be played with six or eight deck shoes of cards that are identical in appearance and at least one cover card.

(b) If an automated card shuffling device is utilized, other than a continuous shuffler, Free Bet Blackjack shall be played with at least two shoes of cards in accordance with the following requirements:

(1) The cards shall be separated into two batches with an equal number of decks included in each batch.

(2) The cards in each batch must be of the same design but the backs of the cards in one batch must be of a different color than the cards in the other batch.

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

(4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

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

(c) The decks of cards opened for use at a Free Bet Blackjack table shall be changed at least once every 24 hours.

(d) The value of the cards shall be as follows:

(1) Any card from 2 to 10 shall have its face value.

(2) Any jack, queen or king shall have a value of 10.

(3) An ace shall have a value of 11 unless that value would give a player or the dealer a score in excess of 21, in which case the ace shall have a value of 1.

**§ 672a.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 § 672a.5 (relating to shuffle and cut of the cards).

(d) If an automated shuffling device is utilized, other than a continuous shuffler, all the decks in one batch of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)—(c) separate from the decks in the other batch of cards.

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

**§ 672a.5. Shuffle and cut of the cards.**

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

(b) After the cards have been shuffled and stacked, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined under subsection (c). If no player accepts the cut, the dealer shall cut the cards.

(c) The cut of the cards shall be offered to players in the following order:

(1) The first player arriving at the table, if the game is just beginning.

(2) The player on whose betting area the cover card appeared during the last round of play.

(3) If the cover card appeared on the dealer's hand during the last round of play, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(4) If the reshuffle was initiated at the direction of the floorperson or above, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(d) The player or dealer making the cut shall place the cover card in the stack at least ten cards from the top or bottom of the stack. Once the cover card has been inserted, the dealer shall take all cards on top of the cover card and place them on the bottom of the stack. The dealer shall then insert the cover card in the stack at a position at least 1/4 of the way in from the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) After the cards have been cut and before the cards have been placed in the dealing shoe, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut either by the player who last cut the cards or by the next person entitled to cut the cards, as determined under subsection (c). The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) A reshuffle of the cards in the shoe shall take place after the cover card is reached in the shoe, as provided in § 672a.7(d) (relating to procedure for dealing the cards; completion of each round of play), except that a floorperson may determine that the cards should be reshuffled after any round of play.

(g) If there is no gaming activity at a Free Bet Blackjack table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table.

After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the cards shall be:

(1) Mixed thoroughly by a washing of the cards, stacked, then shuffled and cut in accordance with this section if there is no automated shuffling device in use.

(2) Stacked and placed into the automated shuffling device to be shuffled if an automated shuffling device is in use. The batch of cards already in the shuffler shall then be removed. Unless a player requests otherwise, the batch of cards removed from the shuffler does not need to be spread for inspection and reshuffled prior to being dealt provided that the automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner.

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

**§ 672a.6. Wagers.**

(a) Wagers at Free Bet Blackjack shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the Free Bet Blackjack layout.

(b) After the cards have been shuffled as required under § 672a.5 (relating to shuffle and cut of the cards), a certificate holder may prohibit any patron, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table until either:

(1) The certificate holder chooses to permit the player to begin wagering again.

(2) A reshuffle of the cards has occurred.

(c) All wagers, except an Insurance Wager under § 672a.8 (relating to Insurance Wager), a wager to double down under § 672a.9 (relating to double down) or a wager on split pairs under § 672a.10 (relating to splitting pairs), shall be placed prior to the first card being dealt for each round of play. A player may not handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

(d) A player shall place a Blackjack Wager to participate in a round of play and compete against the dealer's hand.

(e) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack Wager in accordance with subsection (d), the option of placing a Push 22 Wager which shall win if the dealer's hand has a total point count of 22.

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

**§ 672a.7. Procedure for dealing the cards; completion of each round of play.**

(a) All cards shall be dealt from a dealing shoe which must be located on the table in a location approved by the

Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures under § 672a.5 (relating to shuffle and cut of the cards) have been completed, the stacked cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer may deal cards to the two betting positions closest to the dealing shoe with the same hand.

(c) After each full batch of cards is placed in the shoe, the dealer shall remove the first card and place it in the discard rack. Each new dealer who comes to the table shall also remove one card and place it in the discard rack before dealing any cards to the players.

(d) If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. The dealer shall then:

(1) Collect and reshuffle the cards by removing the cards remaining in the shoe and placing them in the discard rack to ensure that no cards are missing.

(2) Shuffle the cards so that they are randomly intermixed.

(e) After all Blackjack and optional Push 22 Wagers have been placed, the dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face up to each box on the layout in which a Blackjack Wager is contained.

(2) One card face up to the dealer.

(3) A second card face up to each box in which a wager is contained.

(4) A second card face down to the dealer.

(f) Immediately after the second card is dealt to each player and the dealer, if the dealer's first card is an ace, the dealer shall offer the Insurance Wager or even money in accordance with § 672a.8 (relating to Insurance Wager).

(g) If the dealer's first card is an ace or a 10 value card, after the procedures in subsection (f) have been completed, if applicable, the dealer shall determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, including the dealer. If the dealer has a Blackjack, additional cards may not be dealt and if a player:

(1) Has a Blackjack, the dealer shall return the player's Blackjack Wager, collect the player's Push 22 Wager and pay out any Insurance Wager, if applicable.

(2) Does not have a Blackjack, the dealer shall collect the player's Blackjack and Push 22 Wagers and pay out any Insurance Wager, if applicable.

(h) If the dealer's up card was not an ace or 10 value card or if the dealer's hole card did not give the dealer Blackjack, the dealer shall start with the player farthest to the dealer's left and continue around the table in a clockwise direction and if the player:

(1) Has Blackjack, the dealer shall announce and pay the Blackjack in accordance with § 672a.11(a) (relating to payout odds) and remove the player's cards. If a player also placed a Push 22 Wager, the dealer shall tuck the player's cards under the player's Push 22 Wager until it is resolved in accordance with subsection (n).

(2) Does not have Blackjack, the player shall indicate whether he wishes to double down as permitted under § 672a.9 (relating to double down), split pairs as permitted under § 672a.10 (relating to splitting pairs), stand or draw additional cards. Players may not surrender in Free Bet Blackjack.

(i) As each player indicates his decision, the dealer shall deal face upwards whatever additional cards are necessary to effectuate the player's decision.

(j) A player may elect to draw additional cards whenever his point count total is less than 21, except that:

(1) A player having a hard or soft total of 21 may not draw additional cards.

(2) A player electing to double down in accordance with § 672a.9 may draw only one additional card.

(k) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn the hole card face up.

(l) Except as provided in subsection (m), the dealer shall draw additional cards until he has a hard or soft total of 17, 18, 19, 20 or 21. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall announce the dealer's total point count after each additional card is dealt.

(m) If there are no Push 22 Wagers on the table, a dealer may not draw additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will not have an effect on the outcome of the round of play. If there are Push 22 Wagers still on the table and all player's hands are in excess of 21 or have Blackjack, the dealer shall draw additional cards to settle the Push 22 Wagers.

(n) After all additional cards have been drawn, if the total point count of the dealer's hand:

(1) Is a 22, the dealer shall return all remaining player's Blackjack Wagers, collect any Free Bet lammers, as provided in § 672a.9 and § 672a.10, and pay out any Push 22 Wagers in accordance with § 672a.11(c).

(2) Is not a 22, the dealer shall collect any Push 22 Wagers and settle the player's Blackjack Wagers and Free Bet lammers in accordance with subsections (o)—(q).

(o) A player shall win and be paid in accordance with § 672a.11(a) for the Blackjack Wager and an equivalent amount for each Free Bet lammer, if applicable, if:

(1) The total point count of the player's hand is 21 or less and the total point count of the dealer's hand is in excess of 21 provided that if the total point count of the dealer's hand is 22, the Blackjack Wager shall be returned to the player and any Free Bet lammers shall be collected.

(2) The total point count of the player's hand exceeds the total point count of the dealer's hand without exceeding 21.

(p) A Blackjack Wager shall tie and be returned to the player and any Free Bet lammers collected if the total point count of the player's hand is the same as the total point count of the dealer's hand.

(q) A player's Blackjack Wager shall lose and any Free Bet lammers shall be collected if:

(1) The total point count of the dealer's hand is 21 or less and the total point count of the player's hand is in excess of 21.

(2) The total point count of the dealer's hand exceeds the total point count of the player's hand without exceeding 21.

(r) The dealer shall collect all losing wagers and pay off all winning wagers in accordance with one of the following procedures designated in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions):

(1) Collect all losing wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction and then pay off all winning wagers.

(2) Collect each player's losing wagers and pay off each player's winning wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall place any losing wagers directly into the table inventory and may not pay off any player's winning wagers by using value chips collected from a losing wager.

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

(t) Players and spectators may not handle, remove or alter any cards used to play Free Bet Blackjack.

**§ 672a.8. Insurance Wager.**

(a) If the first card dealt to the dealer is an ace, each player may make an Insurance Wager which shall win if the dealer's hole card is a king, queen, jack or 10.

(b) An Insurance Wager may be made by placing a value chip on the insurance line of the layout in an amount not more than 1/2 of the player's initial Blackjack Wager. A player may wager an amount in excess of 1/2 of the initial Blackjack Wager to the next unit that can be wagered in chips when, because of the limitation of the value of chip denominations, 1/2 the initial Blackjack Wager cannot be bet. Insurance Wagers shall be placed prior to the dealer inserting his hole card into the card reader device.

(c) Winning Insurance Wagers shall be paid in accordance with the payout odds in § 672a.11(b) (relating to payout odds).

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

(e) Notwithstanding the requirements of subsections (a)—(d), if selected in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer a player who has Blackjack the option to be paid even money on the Blackjack Wager instead of making an Insurance Wager. If the player elects to be paid even money, the dealer shall pay out the Blackjack Wager at odds of 1 to 1 and remove the player's cards provided that if the player also placed a Push 22 Wager, the dealer shall tuck the player's cards under the



player's Push 22 Wager until it is resolved in accordance with § 672a.7(n) (relating to procedure for dealing the cards; completion of each round of play).

#### § 672a.9. Double down.

(a) Except when a player has a Blackjack, a player may elect to double down on the first two cards dealt to him or on the first two cards of any split pair. If the total point count of the player's two cards:

(1) Is a hard 9, 10 or 11, the player may double down without placing an additional wager. If a player is doubling down without placing an additional wager, the dealer shall place a Free Bet lammer next to the player's original Blackjack Wager.

(2) Is not a hard 9, 10 or 11, the player may place an additional wager next to the player's original Blackjack Wager which may not exceed the amount of the player's original Blackjack Wager.

(b) If a player elects to double down after splitting pairs, as provided in § 672a.10 (relating to splitting pairs), the player may double down on split pairs as provided in subsection (a).

(c) Upon a player's election to double down, the dealer shall deal one additional card face up and place it sideways on the layout.

(d) The dealer shall then complete the procedure in § 672a.7(i)—(s) (relating to procedure for dealing the cards; completion of each round of play).

#### § 672a.10. Splitting pairs.

(a) If the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands. For example, if a player has two 7s or a king and a 10, the player may elect to split the hand.

(b) If a player elects to split pairs and the player has:

(1) A pair of 10 value cards (10, jack, queen or king), the player shall place an amount equal to the original Blackjack Wager for the split pair.

(2) Any pair other than 10 value cards, the player may split pairs without placing an additional wager. If a player is splitting pairs without placing an additional wager:

(i) The dealer shall place a Free Bet lammer next to the player's original Blackjack Wager.

(ii) The original Blackjack Wager shall move with the first split hand and the Free Bet lammer shall be the wager for the second split hand.

(c) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to the second hand. If the first split hand busts and if the player's hand:

(1) Does not contain any Free Bet lammers, the dealer shall collect the losing Blackjack Wager and place the player's cards in the discard rack.

(2) Contains a Free Bet lammer, the player's cards shall be tucked under the original Blackjack Wager until the hand is settled or until the split hand or hands bust as well.

(d) After a second card is dealt to each split pair, the player shall indicate his decision to stand, draw, double down or resplit with respect that hand. A player may

resplit any additional pairs, in accordance with subsection (b), for a total of up to four hands.

#### § 672a.11. Payout odds.

(a) The certificate holder shall pay each winning Blackjack Wager and any Free Bet lammers at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(b) The certificate holder shall pay out winning Insurance Wagers at odds of 2 to 1.

(c) The certificate holder shall pay out winning Push 22 Wagers based on the dealer's hand at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Same suit 22	50 to 1	50 to 1
Same color 22	20 to 1	20 to 1
Other 22	8 to 1	7 to 1

#### § 672a.12. Irregularities.

(a) A card found face up in the shoe may not be used in that round of play and shall be placed in the discard rack or in a segregated area of the double shoe.

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

(c) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, the card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept the card may not have any additional cards dealt to him during the round. If the card is refused by the players and the dealer cannot use the card, the card shall be placed in the discard rack.

(d) If the dealer has 17 and accidentally draws a card for himself, the card shall be placed in the discard rack.

(e) If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each player and then deal the appropriate number of cards to himself.

(f) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in § 672a.5 (relating to shuffle and cut of the cards). The first card shall be drawn face down and placed in the discard rack and the dealer shall complete the round of play.

(g) If no cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to a player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(h) If after receiving the first two cards the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional cards but prior to the dealer revealing his hole card or call the player's hand dead and return the player's original Blackjack Wager.

(i) If the dealer inserts his hole card into a card reader device when the value of his first card is not an ace, king, queen, jack or 10, the dealer, after notification to a floorperson or above, shall continue play.

(j) If a card reader device malfunctions, the dealer may not continue dealing the game of Blackjack at that table until the card reader device is repaired or replaced.

(k) 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.

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

**CHAPTER 673a. DOUBLE BACK JACK**

Sec.  
 673a.1. Definitions.  
 673a.2. Double Back Jack table; card reader device; physical characteristics; inspections.  
 673a.3. Cards; number of decks; value of cards.  
 673a.4. Opening of the table for gaming.  
 673a.5. Shuffle and cut of the cards.  
 673a.6. Wagers.  
 673a.7. Procedure for dealing the cards; completion of each round of play.  
 673a.8. Insurance Wager.  
 673a.9. Surrender.  
 673a.10. Double down.  
 673a.11. Splitting pairs.  
 673a.12. Payout odds.  
 673a.13. Irregularities.

**§ 673a.1. Definitions.**

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

*Blackjack*—An ace and any card having a value of 10 dealt as the initial two cards to a player or the dealer.

*Bust*—The total point count of a hand that is greater than 21.

*Card reader device*—A device which permits the dealer to determine if the hole card will give the dealer a Blackjack.

*Hard total*—The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

*Hole card*—The second card dealt face down to the dealer.

*Soft total*—The total point count of a hand containing an ace when the ace is counted as 11 in value.

**§ 673a.2. Double Back Jack table; card reader device; physical characteristics; inspections.**

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

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

- (1) The name or logo of the certificate holder.
- (2) A separate betting area designated for the placement of the Blackjack Wager for each player.
- (3) A separate betting area designated for the placement of the Second Chance Wager for each player.

(4) The following inscriptions or other similar language approved by the Executive Director in accordance with § 601a.10(a):

- (i) Blackjack and Insurance pays 2 to 1.
- (ii) Dealer shall draw to 16 and stand on all 17s.

(iii) Blackjack Wagers will push if the dealer's hand has a total point count of 22, player 21 pays right away, Second Chance pays even money.

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

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

(d) Each Double Back Jack table must have a card reader device attached to the top of the dealer's side of the table. The floorperson assigned to the Double Back Jack table shall inspect the card reader device at the beginning of each gaming day to ensure that there has been no tampering with the device and that it is in proper working order.

(e) Each Double Back Jack table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must either:

(1) Equal the height of the cards, stacked one on top of the other, in the total number of decks that are to be used in the dealing shoe at that table.

(2) Be taller than the height of the total number of decks being used if the discard rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards in the number of decks to be used in the dealing shoe at that table.

**§ 673a.3. Cards; number of decks; value of cards.**

(a) Except as provided in subsections (b) and (c), Double Back Jack shall be played with at least one deck of cards that are identical in appearance and at least one cover card.

(b) If an automated card shuffling device is utilized, other than a continuous shuffler, Double Back Jack shall be played with at least two decks of cards in accordance with the following requirements:

(1) The cards shall be separated into two batches with an equal number of decks included in each batch.

(2) The cards in each batch must be of the same design but the backs of the cards in one batch must be of a different color than the cards in the other batch.

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

(4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

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

(c) The decks of cards opened for use at a Double Back Jack table shall be changed at least once every 24 hours.

(d) The value of the cards shall be as follows:

(1) Any card from 2 to 10 shall have its face value.

(2) Any jack, queen or king shall have a value of 10.

(3) An ace shall have a value of 11 unless that value would give a player or the dealer a score in excess of 21, in which case the ace shall have a value of 1.

**§ 673a.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 spread 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 § 673a.5 (relating to shuffle and cut of the cards).

(d) If an automated shuffling device is utilized, other than a continuous shuffler, all the decks in one batch of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)—(c) separate from the decks in the other batch of cards.

(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.

**§ 673a.5. Shuffle and cut of the cards.**

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

(b) After the cards have been shuffled and stacked, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined under subsection (c). If no player accepts the cut, the dealer shall cut the cards.

(c) The cut of the cards shall be offered to players in the following order:

(1) The first player arriving at the table, if the game is just beginning.

(2) The player on whose betting area the cover card appeared during the last round of play.

(3) If the cover card appeared on the dealer's hand during the last round of play, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(4) If the reshuffle was initiated at the direction of the floorperson or above, the player at the farthest position to the right of the dealer. If this player refuses, the offer to cut the cards shall rotate to each player in a counterclockwise manner.

(d) The player or dealer making the cut shall place the cover card in the stack at least ten cards from the top or bottom of the stack. Once the cover card has been inserted, the dealer shall take all cards on top of the cover card and place them on the bottom of the stack. The dealer shall then insert the cover card in the stack at a position at least 1/4 of the way in from the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) After the cards have been cut and before the cards have been placed in the dealing shoe, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut either by the player who last cut the cards or by the next person entitled to cut the cards, as determined under subsection (c). The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) A reshuffle of the cards in the shoe shall take place after the cover card is reached in the shoe, as provided in § 673a.7(d) (relating to procedure for dealing the cards; completion of each round of play), except that a floorperson may determine that the cards should be reshuffled after any round of play.

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

(1) Mixed thoroughly by a washing of the cards, stacked, then shuffled and cut in accordance with this section, if there is no automated shuffling device in use.

(2) Stacked and placed into the automated shuffling device to be shuffled, if an automated shuffling device is in use. The batch of cards already in the shuffler shall then be removed. Unless a player requests otherwise, the batch of cards removed from the shuffler does not need to be spread for inspection and reshuffled prior to being dealt if the automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner.

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

**§ 673a.6. Wagers.**

(a) Wagers at Double Back Jack shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the Double Back Jack layout.

(b) After the cards have been shuffled as required under § 673a.5 (relating to shuffle and cut of the cards), a certificate holder may prohibit any patron, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table until either:

(1) The certificate holder chooses to permit the player to begin wagering again.

(2) A reshuffle of the cards has occurred.

(c) All wagers, except a Second Chance Wager under § 673a.7(l) (relating to procedure for dealing the cards; completion of each round of play), an Insurance Wager under § 673a.8 (relating to Insurance Wager), a wager to double down under § 673a.10 (relating to double down) or a wager on split pairs under § 673a.11 (relating to splitting pairs), shall be placed prior to the first card being dealt for each round of play. A player may not handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

(d) To participate in a round of play and compete against the dealer's hand, a player shall place a Blackjack Wager.

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

**§ 673a.7. Procedure for dealing the cards; completion of each round of play.**

(a) All cards shall be dealt from a dealing shoe which must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures under § 673a.5 (relating to shuffle and cut of the cards) have been completed, the stacked cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer may deal cards to the two betting positions closest to the dealing shoe with the same hand.

(c) After each full batch of cards is placed in the shoe, the dealer shall remove the first card and place it in the discard rack. Each new dealer who comes to the table shall also remove one card and place it in the discard rack before dealing any cards to the players.

(d) If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. The dealer shall then:

(1) Collect and reshuffle the cards by removing the cards remaining in the shoe and placing them in the discard rack to ensure that no cards are missing.

(2) Shuffle the cards so that they are randomly inter-mixed.

(e) After all Blackjack Wagers have been placed, the dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face up to each box on the layout in which a Blackjack Wager is contained.

(2) One card face up to the dealer.

(3) A second card face up to each box in which a wager is contained.

(4) A second card face down to the dealer.

(f) Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is utilized, if any player has a Blackjack, the dealer shall settle the player's Blackjack Wager. Starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall pay the winning Blackjack Wager in accordance with § 673a.12(a) (relating to payout odds) and place the player's cards in the discard rack.

(g) After paying out any winning Blackjack Wagers in accordance with subsection (f), if the dealer's first card is an ace, the dealer shall offer the Insurance Wager in accordance with § 673a.8 (relating to Insurance Wager).

(h) If the dealer's first card is an ace, king, queen, jack or 10, after all Insurance Wagers have been placed, if applicable, the dealer shall determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, including the dealer. If the dealer has a Blackjack, additional cards may not be dealt and each player's Blackjack Wager will be collected.

(i) If the dealer's up card was not an ace or 10 value card or if the dealer's hole card did not give the dealer Blackjack, the dealer shall start with the player farthest to the dealer's left and continue around the table in a clockwise direction and each player shall indicate whether he wishes to surrender, as permitted under § 673a.9 (relating to surrender), double down as permitted under § 673a.10 (relating to double down), split pairs as permitted under § 673a.11 (relating to splitting pairs), stand or draw additional cards.

(j) As each player indicates his decision, the dealer shall deal face upwards whatever additional cards are necessary to effectuate the player's decision.

(k) A player may elect to draw additional cards whenever his point count total is less than 21, except that:

(1) A player having a hard or soft total of 21 may not draw additional cards.

(2) A player electing to double down may draw only one additional card.

(l) After drawing additional cards in accordance with subsection (k), if the player's hand is greater than 21, the dealer shall ask if the player would like to place a Second Chance Wager to draw one additional card, the value of which will be subtracted from the player's hand. To draw an additional card, the player shall place a Second Chance Wager equal to the amount of the player's current Blackjack Wager. The dealer shall deal one additional card face up and place it sideways on the layout. The value of the second chance card shall be subtracted from

the total value of the player's hand. For example, if a player elects to place a Second Chance Wager when the player's hand has a total value of 25 after all additional cards are dealt in accordance with subsection (k), and the player receives a second chance card with a value of 5, the 5 shall be subtracted from the player's hand making the total value of the player's hand a 20. For purposes of the Second Chance Wager, an additional ace drawn is counted as a 1. After drawing the additional second chance card, if the player's hand has a total value:

(1) Greater than 21, the dealer shall collect the player's Blackjack and Second Chance Wagers and place the player's cards in the discard rack.

(2) Of 21, the dealer shall pay the player's winning Second Chance Wager in accordance with § 673a.12(b), return the player's Blackjack Wager and place the player's cards in the discard rack.

(3) Less than 21, the round of play shall continue in accordance with subsection (n).

(m) If a player did not place a Second Chance Wager, after all additional cards have been dealt, if any player's hand has a total value of 21, the dealer shall pay the player's winning Blackjack Wager in accordance with § 673a.12(a) and place the player's cards in the discard rack.

(n) After settling any player's hand who had a total value of 21, the dealer shall turn the dealer's hole card face up.

(o) Except as provided in subsection (p), the dealer shall draw additional cards until he has a hard or soft total of 17, 18, 19, 20 or 21. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall announce the dealer's total point count after each additional card is dealt.

(p) A dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will not have an effect on the outcome of the round of play.

(q) After all additional cards have been dealt to the dealer, if the total point count of the dealer's hand:

(1) Is 22, the dealer shall return all remaining player's Blackjack Wagers and Second Chance Wagers, if applicable.

(2) Is 21 or less, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the remaining player's hands in accordance with subsections (r) and (s).

(r) In comparing the total point count of the dealer's hand versus the total point count of the player's hand, a player's hand shall:

(1) Win if:

(i) The total point count of the player's hand is less than 21 and the total point count of the dealer's hand is in excess of 21.

(ii) The total point count of the player's hand exceeds the total point count of the dealer's hand without exceeding 21.

(2) Tie if the total point count of the player's hand is the same as the total point count of the dealer's hand.

(3) Lose if:

(i) The total point count of the dealer's hand is 21 or less and the total point count of the player's hand is in excess of 21.

(ii) The total point count of the dealer's hand exceeds the total point count of the player's hand without exceeding 21.

(s) If a player's hand:

(1) Is a winning hand, in accordance with subsection (r), and the player:

(i) Placed a Second Chance Wager, the dealer shall return the player's Blackjack Wager and pay out the winning Second Chance Wager in accordance with § 673a.12(b).

(ii) Did not place a Second Chance Wager, the dealer shall pay out the winning Blackjack Wager in accordance with § 673a.12(a).

(2) Ties with the dealer's hand, the dealer shall return the player's Blackjack Wager and Second Chance Wager, if applicable.

(3) Loses against the dealer's hand, the dealer shall collect the player's Blackjack Wager and Second Chance Wager, if applicable.

(t) The dealer shall collect all losing wagers and pay off all winning wagers in accordance with one of the following procedures designated in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions):

(1) Collect all losing wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction and then pay off all winning wagers.

(2) Collect each player's losing wagers and pay off each player's winning wagers beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall place any losing wagers directly into the table inventory and may not pay off any player's winning wagers by using value chips collected from a losing wager.

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

(v) Players and spectators may not handle, remove or alter any cards used to play Double Back Jack.

#### § 673a.8. Insurance Wager.

(a) If the first card dealt to the dealer is an ace, each player may make an Insurance Wager which shall win if the dealer's hole card is a king, queen, jack or 10.

(b) An Insurance Wager may be made by placing a value chip on the insurance line of the layout in an amount not more than 1/2 of the player's initial Blackjack Wager. A player may wager an amount in excess of 1/2 of the initial Blackjack Wager to the next unit that can be wagered in chips, when, because of the limitation of the value of chip denominations, half the initial Blackjack Wager cannot be bet. Insurance Wagers shall be placed prior to the dealer inserting his hole card into the card reader device.

(c) Winning Insurance Wagers shall be paid in accordance with the payout odds in § 673a.12(c) (relating to payout odds).

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

**§ 673a.9. Surrender.**

(a) After the first two cards are dealt to the player, the player may elect to discontinue play on his hand for that round by surrendering 1/2 of his wager. All decisions to surrender shall be made prior to the player indicating whether he wishes to double down as permitted under § 673a.10 (relating to double down), split pairs as permitted under § 673a.11 (relating to splitting pairs), stand or draw. If the first card dealt to the dealer:

(1) Is not an ace or 10 value card, the dealer shall immediately collect 1/2 of the wager and return 1/2 to the player.

(2) Is an ace or 10 value card, the dealer will place the player's wager on top of the player's cards. After the Insurance Wager is offered and the card reader device is utilized, the hand will be settled by immediately collecting the entire wager if the dealer has Blackjack or collecting 1/2 of the wager and returning 1/2 of the wager to the player if the dealer does not have Blackjack.

(b) If the player has made an Insurance Wager and then elects to surrender, each wager will be settled separately in accordance with subsection (a) and § 673a.8 (relating to Insurance Wager).

**§ 673a.10. Double down.**

(a) Except when a player has a Blackjack, a player may elect to double down on the first two cards dealt to him or the first two cards of any split pair. To double down, the player shall place an additional wager next to the player's original Blackjack Wager which may not exceed the amount of the player's original Blackjack Wager. Only one additional card shall be dealt to the hand on which the player has elected to double down.

(b) Upon a player's election to double down, the dealer shall deal the one additional card face up and place it sideways on the layout.

(c) A player may double down after splitting pairs as provided in § 673a.11 (relating to splitting pairs).

**§ 673a.11. Splitting pairs.**

(a) If the initial two cards dealt to a player are identical in value, the player may elect to split the hand into a maximum of two separate hands provided that he makes a wager on the second hand formed in an amount equal to his original Blackjack Wager. For example, if a player has two 7s or a king and a 10, the player may elect to split the hand.

(b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to the second hand. If a player's hand contains an ace and a 10 value card after the player's hand is split and an additional card is dealt, the player shall be paid out for a 21 not a Blackjack.

(c) After a second card is dealt to each split pair hand, the player shall indicate his decision to stand, draw or double down with respect that hand.

**§ 673a.12. Payout odds.**

(a) The certificate holder shall pay each winning Blackjack Wager at odds of 1 to 1 with the exception of a player Blackjack which shall be paid at odds of 2 to 1.

(b) The certificate holder shall pay out winning Second Chance Wagers at odds of 1 to 1.

(c) The certificate holder shall pay out winning Insurance Wagers at odds of 2 to 1.

**§ 673a.13. Irregularities.**

(a) A card found face up in the shoe may not be used in that round of play and shall be placed in the discard rack or in a segregated area of the double shoe.

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

(c) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, the card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept the card may not have any additional cards dealt to him during the round. If the card is refused by the players and the dealer cannot use the card, the card shall be placed in the discard rack.

(d) If the dealer has 17 and accidentally draws a card for himself, the card shall be placed in the discard rack.

(e) If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each player and then deal the appropriate number of cards to himself.

(f) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in § 673a.5 (relating to shuffle and cut of the cards). The first card shall be drawn face down and placed in the discard rack and the dealer shall complete the round of play.

(g) If no cards are dealt to a player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to a player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(h) If after receiving the first two cards, the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional cards but prior to the dealer revealing his hole card or call the player's hand dead and return the player's original Blackjack Wager.

(i) If the dealer inserts his hole card into a card reader device when the value of his first card is not an ace, king, queen, jack or 10, the dealer, after notification to a floorperson or above, shall continue play.

(j) If a card reader device malfunctions, the dealer may not continue dealing the game of Blackjack at that table until the card reader device is repaired or replaced.

(k) 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.

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

#### CHAPTER 674a. CRISS-CROSS POKER

Sec.	
674a.1.	Definitions.
674a.2.	Criss-Cross Poker table physical characteristics.
674a.3.	Cards; number of decks.
674a.4.	Opening of the table for gaming.
674a.5.	Shuffle and cut of the cards.
674a.6.	Criss-Cross Poker rankings.
674a.7.	Wagers.
674a.8.	Procedure for dealing the cards from a manual dealing shoe.
674a.9.	Procedure for dealing the cards from the hand.
674a.10.	Procedure for dealing the cards from an automated dealing shoe.
674a.11.	Procedures for completion of each round of play.
674a.12.	Payout odds.
674a.13.	Irregularities.

##### § 674a.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.

##### § 674a.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 Across and Ante Down Wagers required under § 674a.7(d) (relating to wagers) and the Across, Down and Middle Bets as provided in § 674a.11(b), (d) and (f) (relating to procedures for completion of each round of play).
- (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 § 674a.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.

(6) If the certificate holder establishes a payout limit per player per round of play as authorized under § 674a.12(d) (relating to payout odds), inscriptions that advise patrons of the payout limit. If the limit is not inscribed on the layout, a sign identifying the payout limit 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.

##### § 674a.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.

##### § 674a.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 § 674a.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.

**§ 674a.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 § 674a.8, § 674a.9 or § 674a.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 § 674a.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.

**§ 674a.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.

**§ 674a.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 § 674a.8, § 674a.9 or § 674a.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 § 674a.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 Wagers 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 § 674a.11(b), (d) and (f).

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

**§ 674a.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 § 674a.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 § 674a.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.

**§ 674a.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 § 674a.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 § 674a.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.

**§ 674a.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 § 674a.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 one card placed 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 deliver a stack of two cards face down to each of the players who has placed the two required Ante Wagers in accordance with § 674a.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.

**§ 674a.11. Procedures for completion of each round of play.**

(a) After the dealing procedures required under § 674a.8, § 674a.9 or § 674a.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 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 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, as described in § 674a.6(b) (relating to Criss-Cross Poker rankings), the dealer shall return or pay out the winning Ante Across Wager in

accordance with § 674a.12(a) (relating to payout odds) and the Across Bet in accordance with § 674a.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, as described in § 674a.6(b), the dealer shall return or pay out the winning Ante Down Wager in accordance with § 674a.12(a) and the Down Bet in accordance with § 674a.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, as described in § 674a.6(b), the dealer shall pay out the Middle Bet Wager in accordance with § 674a.12(b). The payout shall be based on the higher ranking Across Hand 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, as described in § 674a.6(b), the dealer shall pay the winning Five Card Bonus Wager in accordance with § 674a.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.

#### § 674a.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 jacks, 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

(d) Notwithstanding the payout odds in subsections (a)—(c), if specified in its Rules Submission form filed in accordance with § 601a.2 (relating to table game Rules Submissions), the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

#### § 674a.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 § 674a.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.

### CHAPTER 675a. HIGH ROLL DICE

Sec.	
675a.1.	High Roll Dice table; physical characteristics.
675a.2.	Wagers; die ranking.
675a.3.	Dice; shaker.
675a.4.	Procedure for completion of each round of play.
675a.5.	Payout odds.
675a.6.	High Roll Dice variation.

#### § 675a.1. High Roll Dice table; physical characteristics.

(a) High Roll Dice shall be played at a table having betting positions for up to 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 High Roll Dice table shall be submitted to the Bureau of Gaming Operations and

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

- (1) The name or logo of the certificate holder.
- (2) At each betting position:
  - (i) For the Like Kind Boulevard Wagers, seven circles containing the numbers two of a kind through eight of a kind.
  - (ii) For the Millionaire Row Wagers, two circles containing the numbers nine of a kind and ten of a kind and the inscription "First Roll Side Bet."
  - (iii) For the Pip Street Wagers, a depiction of six dice displaying a value of one through six with the two-spot die farthest to the player's left and the one-spot die farthest to the player's right.
  - (iv) An inscription advising players that all Pip Street and Like Kind Boulevard Wagers and the purchase of an Extra Roll must be of equal value.
  - (v) An extra-roll sensor for the placement of an Extra Roll purchased by the player.
- (3) The payout odds, in accordance with § 675a.5 (relating to payout odds), for all permissible wagers offered by the certificate holder. If the payout odds are not on the layout, a sign identifying the payout odds shall be posted at each High Roll Dice table.
- (4) If the certificate holder establishes a payout limit per player per round of play, as authorized under § 675a.5(l) (relating to payout odds), inscriptions that advise patrons of the payout limit. If the limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each high roll dice table.
- (5) A throw box set into the surface of the High Roll Dice table. The throw box layout must contain an area for the placement of dice labeled "Ace" through "Six" with the "Ace" box farthest to the left of the dealer and the "Two" box farthest to the right of the dealer.

(c) The High Roll Dice table must have an electronic system for the placement of an Extra Roll purchased by the player. The electronic system must include:

- (1) A wagering device at each betting position that acknowledges or accepts the placement of the Extra Roll purchased by the player.
- (2) A device that controls or monitors the placement of an Extra Roll purchased at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of an Extra Roll that a player attempts to purchase after the dealer has announced "no more bets."

(d) Each High Roll Dice table must have a drop box with a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

**§ 675a.2. Wagers; die ranking.**

- (a) All wagers and the purchase of an extra roll shall be made before the dice are shaken by the dealer.
- (b) Wagers and the purchase of an extra roll shall be made by placing value chips or plaques on the appropriate areas of the layout. Verbal wagers and the purchase of an extra roll accompanied by cash may not be accepted.
- (c) Only players who are seated at a High Roll Dice table may place a wager at the game. Once a player has

placed a wager, that player shall remain seated until the completion of the round of play.

(d) For High Roll Dice, a die with a value of 1, or ace, is the highest in rank followed by a 6, 5, 4 and 3, with a 2 being the lowest value die.

(e) The following wagers are authorized in High Roll Dice:

(1) To participate in a round of play, each player shall place a Pip Street Wager on any or all of the depictions of six dice contained at the top of the player's wagering area. For purposes of the Pip Street Wager, the player is wagering on which die face will occur the greatest number of times in the first roll. For example, if a dealer throws:

- (i) Three 6s and four 4s, the 4s occurred the most during the first roll.
- (ii) Three 6s and three 1s, the 1s occurred the most as an ace has a higher value than a 6 for purposes of High Roll Dice.

(2) After placing a Pip Street Wager, a player may place a Like Kind Boulevard Wager equal to the player's Pip Street Wager on any or all of the numbered circles two through eight. For purposes of the Like Kind Wager, the player is wagering on how many of the most matching dice will be rolled on the first roll. For example, if a dealer throws:

- (i) Three 6s and four 1s, the result would be four matching dice, or a four-of-a-kind.
- (ii) Five 2s and three 1s, the result would be five matching dice, or a five-of-a-kind.

(3) If a player placed a Like Kind Boulevard Wager, the player may also purchase an extra roll by placing an amount equal to the player's Like Kind Boulevard Wager on the extra-roll sensor. The purchase of an Extra Roll will entitle the player to an additional throw of nonmatching dice. For example, if a dealer threw two 6s and four 1s on the first throw and two additional 1s on the second roll, there would be a total of six matching dice, or a six-of-a-kind.

(4) A player may place a Millionaire Row Wager on either or both of the numbered nine or ten circles. For purposes of the Millionaire Row Wager, the player is wagering that all nine or ten dice will match on the first roll. The Millionaire Row Wager may not be more than \$1.

**§ 675a.3. Dice; shaker.**

(a) High Roll Dice shall be played with ten 19 mm dice. Dice used in the play of the game shall comply with § 603a.12(a)(2)—(10) and (d) (relating to dice; physical characteristics) and the receipt and inspection requirements in § 603a.13 (relating to dice; receipt, storage, inspection and removal from use).

(b) High Roll Dice shall be played with a dice shaker, approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), which shall be used to shake the ten dice to arrive at the winning combinations. The dice shaker shall be designed and constructed to maintain the integrity of the game and must:

- (1) Be capable of effectively shaking ten dice. Dice that have been placed in a dice shaker for use in gaming may not remain on a table for more than 24 hours.
- (2) Have the name or logo of the certificate holder imprinted or impressed thereon.

(c) The dice shaker is the responsibility of the dealer and may not be left unattended while at the table.

(d) A shaker and ten dice shall be present at the High Roll Dice table for gaming.

**§ 675a.4. Procedure for completion of each round of play.**

(a) After all players have placed their wagers, the dealer shall announce “no more bets” and if any player placed an Extra Roll Wager use the electronic device to prevent the placement of additional Extra Roll Wagers. If any Extra Roll Wagers have been made, the dealer shall collect the wagers and place them in the table inventory container.

(b) The dealer shall cover and shake the shaker containing the dice at least three times to cause a random mixture of the dice. The dealer shall then simultaneously throw the dice into the throw box. A roll of the dice shall be invalid if any of the dice go off the table or if one die comes to rest on top of the other.

(c) In the event any of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost or skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be placed back in the throw cup, shaken and rethrown.

(d) When the dice come to rest from a valid throw, the dealer shall call out which die of the highest value occurs the most.

(e) After the first roll, the dealer shall announce to the players the matching dice of the highest value. After announcing the winning combination, the dealer shall move all matching dice of the highest value into the corresponding box on the throw box layout. For example, if there were four 5s, three 6s and two 1s and one 4, the dealer shall move the four 5s into the box on the throw layout labeled “Five.” To move the dice to the designated area on the throw box layout, the dealer shall leave the dice exposed and may not cover the dice or impede surveillance’s ability to view the dice at any time the dice are on the throw box layout.

(f) The dealer shall then settle each player’s first roll wagers as follows:

(1) The dealer shall collect the player’s losing Pip Street Wagers and pay out all winning Pip Street Wagers in accordance with § 675a.5(a) (relating to payout odds). For example, if a player placed a Pip Street Wager on the 5 die and the 2 die and the dealer threw four 5s, three 6s and two 1s and one 4, the dealer shall collect the losing Pip Street Wager placed on the 2 die and pay out the winning Pip Street Wager placed on the 5 die.

(2) For the Like Kind Wager, if a player:

(i) Did not purchase an Extra Roll, the dealer shall collect the player’s losing Like Kind Boulevard Wagers and pay out any Like Kind Boulevard Wagers in accordance with § 675a.5(b). For example, if the dealer threw four 5s, three 6s and two 1s and one 4, the dealer shall collect all Like Kind Wagers that were not placed on the four-of-a-kind circle and pay out any winning wagers that were placed on the four-of-a-kind circle.

(ii) Also purchased an Extra Roll, the dealer shall pay out any winning Like Kind Boulevard Wagers in accordance with § 675a.5(b) and collect a player’s losing Like

Kind Boulevard Wagers that have no possibility of winning with an extra roll. For example, if a player wagered on the three-of-a-kind, a four-of-a-kind and a five-of-a-kind and a four-of-a-kind was thrown on the first throw, the dealer shall pay the winning four-of-a-kind, collect the Like Kind Wager placed on the three-of-a-kind and leave the player’s wager on the five-of-a-kind on the table layout until it is resolved in accordance with subsection (g).

(3) The dealer shall then settle the player’s Millionaire Row Wagers by collecting any losing wagers and paying out any winning wagers in accordance with § 675a.5(c). For example, if nine matching dice were thrown on the first throw, the dealer shall collect all Millionaire Row Wagers that were not placed on the nine-of-a-kind and pay out any winning Millionaire Row Wagers that were placed on the nine-of-a-kind circle.

(g) If any player purchased an Extra Roll, the dealer shall then collect all dice except those of the highest value that were placed on a designated number on the throw box layout and place them in the shaker. For example, if the dealer threw three 6s, three 4s, two 2s and two 1s in the first throw, the three 6s would be placed on the “Six” in the throw box layout. The dealer would collect the three 4s, two 2s and the two 1s, place them in the shaker, shake and throw the remaining dice in accordance with subsections (b) and (c).

(h) When the dice come to rest from a valid throw, the dealer shall call out the number of additional dice that match the highest number of matched dice thrown in the first throw. For example, if after the first throw three 6s were placed on the “Six” in the throw box layout and on the second throw an additional two 6s were thrown, the extra roll would result in a total of a five-of-a-kind. The dealer shall collect any losing Like Kind Boulevard Wager and pay out any winning Like Kind Boulevard Wagers on the Extra Roll in accordance with § 675a.5(d), provided that if a player was paid out on a winning Like Kind Wager after the first roll, the player may not be paid out on the second roll for the same number. For example, if a player placed a winning Like Kind Wager on the four-of-a-kind and if no additional matching dice were thrown on the second roll, the player may not be paid out for the four-of-a-kind for the Extra Roll.

**§ 675a.5. Payout odds.**

(a) The certificate holder shall pay out winning Pip Street Wagers at the following odds:

<i>Die Value with Most Matches</i>	<i>Payout Odds</i>
Two	6 to 1
Three	6 to 1
Four	5 to 1
Five	4 to 1
Six	4 to 1
One/ace	3 to 1

(b) The certificate holder shall pay out winning Like Kind Wager at the following odds:

	<i>Payout Odds</i>
Eight-of-a-kind	5,000 to 1
Seven-of-a-kind	400 to 1
Six-of-a-kind	30 to 1
Five-of-a-kind	4 to 1
Four-of-a-kind	1 to 1
Three-of-a-kind	3 to 5
Two-of-a-kind	12 to 1

(c) The certificate holder shall pay out winning Millionaire Row Wagers at the following odds:

	<i>Payout</i>
Ten-of-a-kind	\$1,000,000
Nine-of-a-kind	\$50,000

(d) The certificate holder shall pay out winning Like Kind Boulevard Wagers on the Extra Roll at the following odds:

	<i>Payout Odds</i>
Eight-of-a-kind	50 to 1
Seven-of-a-kind	10 to 1
Six-of-a-kind	4 to 1
Five-of-a-kind	2 to 1
Four-of-a-kind	1 to 1
Three-of-a-kind	6 to 1

(e) Notwithstanding the payout odds in subsections (a), (b) and (d), if specified in its Rules Submission form filed in accordance with § 601a.2 (relating to table game Rules Submissions), the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater. The aggregate payout limit established may not include winning Millionaire Row Wagers as provided in subsection (c).

**§ 675a.6. High Roll Dice variation.**

(a) If selected in its Rules Submission, a certificate holder may offer a variation of High Roll Dice in which only six dice instead of ten dice are used in the play of the game.

(b) The High Roll Dice table must comply with the requirements in § 675a.1(a), (b) and (d) (relating to High Roll Dice table; physical characteristics) provided that each betting position on the layout contains:

(1) For Like Kind Boulevard Wagers, five circles with the numbers two of a kind through six of a kind and one circle for no matches.

(2) For Pip Street Wagers, a depiction of six dice displaying a value of one through six with the two-spot die farthest to the player's left and the one-spot die farthest to the player's right.

(3) An inscription advising players that all wagers must be of equal value.

(c) The dice used in the play of the game must be ranked as provided in § 675a.2(d) (relating to wagers; die ranking).

(d) Wagers shall be made in accordance with § 675a.2(a)–(c) and (e)(1). Instead of the optional wagers in § 675a.2(e)(2)–(4), after placing a Pip Street Wager, a player may place a Like Kind Boulevard Wager equal to the player's Pip Street Wager on any or all of the numbered circles two through six or the circle marked no match. For purposes of the Like Kind Wager, the player is wagering on how many of the most matching dice will be rolled on the first roll. For example, if a dealer throws:

(1) Two 6s and four 1s, the result would be four matching dice, or a four-of-a-kind.

(2) All numbers 1–6, the result would be a no match.

(e) High Roll Dice shall be played with six 19 mm dice. Dice used in the play of the game shall comply with § 603a.12(a)(2)–(10) and (d) (relating to dice; physical characteristics) and the receipt and inspection require-

ments in § 603a.13 (relating to dice; receipt, storage, inspection and removal from use).

(f) High Roll Dice shall be played with a dice shaker that complies with the requirements in § 675a.3(c) and (d) (relating to dice; shaker).

(g) After all players have placed their wagers, the dealer shall announce "no more bets" and complete the dealing procedures in § 675a.4(b) and (c) (relating to procedure for completion of each round of play).

(h) After the roll, the dealer shall call out which die of the highest value occurs the most then the matching dice of the highest value. After announcing the winning combination, the dealer shall move all matching dice of the highest value into the corresponding box on the throw box layout. For example, if there were three 5s, two 6s and one 4, the dealer shall move the three 5s into the box on the throw layout labeled "five." To move the dice to the designated area on the throw box layout, the dealer shall leave the dice exposed and may not cover the dice or impede surveillance's ability to view the dice at any time the dice are on the throw box layout.

(i) The dealer shall collect any losing Pip Street and Like Kind Boulevard Wagers and pay out any winning wagers in accordance with subsections (j) and (k).

(j) The certificate holder shall pay out winning Pip Street Wagers at the following odds:

<i>Die Value with Most Matches</i>	<i>Payout Odds</i>
Two	8 to 1
Three	6 to 1
Four	5 to 1
Five	4 to 1
Six	3 to 1
One/ace	2 to 1

(k) The certificate holder shall pay out winning Like Kind Wagers at the following odds:

	<i>Payout Odds</i>
Six-of-a-kind	6,000 to 1
Five-of-a-kind	200 to 1
Four-of-a-kind	15 to 1
Three-of-a-kind	2 to 1
Two-of-a-kind	1 to 2
No matches	60 to 1

(l) Notwithstanding the payout odds in subsections (j) and (k), if specified in its Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions), the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

**CHAPTER 676a. GO FORE IT**

Sec.	
676a.1.	Definitions.
676a.2.	Go Fore It table physical characteristics.
676a.3.	Cards; number of decks.
676a.4.	Opening of the table for gaming.
676a.5.	Shuffle and cut of the cards.
676a.6.	Go Fore It rankings.
676a.7.	Wagers.
676a.8.	Procedure for dealing the cards from a manual dealing shoe.
676a.9.	Procedure for dealing the cards from the hand.
676a.10.	Procedures for dealing the cards from an automated dealing shoe.
676a.11.	Procedures for completion of each round of play.
676a.12.	Payout odds.
676a.13.	Irregularities.

**§ 676a.1. Definitions.**

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

*Albatross*—All four of the player's cards with a total point value of 8 or less.

*Back 9 Wager*—An additional wager that a player shall make to remain in play after the player reviews the first two cards of his hand.

*Birdie*—All four of the player's cards with a total point value of between 14 and 18.

*Eagle*—All four of the player's cards with a total point value of between 9 and 13.

*Fold*—The withdrawal of a player from a round of play by not making a Back 9 Wager.

*Front 9 Wager*—A wager that a player shall make to participate in a round of play.

*Gopher Wager*—An optional wager that at least one of the player's four cards will contain an ace.

*Hand*—The four-card hand that is held by each player and the dealer after the cards are dealt.

*Hole cards*—Two of the player's four cards dealt face down that are not viewed until after the dealer exposes his hand.

*Par*—All four of the player's cards with a total point value of between 19 and 24.

*Skins Wager*—An optional wager a player may make to compete against the dealer's four cards.

**§ 676a.2. Go Fore It table physical characteristics.**

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

- (1) The name or logo of the certificate holder.
- (2) Separate betting areas designated for the placement of the Skins, Gopher, Front 9 and Back 9 Wagers for each player.
- (3) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If the payout odds are not inscribed on the layout, a sign identifying the payout odds for all permissible wagers shall be posted at each Go Fore It table.
- (4) An inscription indicating that the Skins Wager will be lost if the dealer's hand and the player's hand ties. If the information is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Go Fore It table.

(c) Each Go Fore It 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 Go Fore It table must have a discard rack securely attached to the top of the dealer's side of the table.

**§ 676a.3. Cards; number of decks.**

(a) Except as provided in subsection (b), Go Fore It 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, Go Fore It 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 Go Fore It 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.

**§ 676a.4. Opening of the table for gaming.**

(a) After receiving one deck or two decks of cards at the table, the dealer shall inspect the cards for 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 § 676a.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.

**§ 676a.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 or deliver the cards in accordance with § 676a.8, § 676a.9 or § 676a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

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

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

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

(f) If there is no gaming activity at a Go Fore It table which is open for gaming, the cards shall be 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 § 676a.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.

**§ 676a.6. Go Fore It rankings.**

The point value assigned to the cards used in Go Fore It shall be:

<i>Card</i>	<i>Point Value</i>
Ace	1
Jack, queen, king	10
2 through 10	Face value

**§ 676a.7. Wagers.**

(a) Wagers at Go Fore It shall be made by placing value chips or plaques 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 Go Fore It table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers, except the Back 9 Wager, shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedure in § 676a.8, § 676a.9 or § 676a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 676a.11(b) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer has announced “no more bets.”

(d) The following wagers may be placed in the game of Go Fore It:

(1) A Front 9 Wager, which is required to participate in a round of play.

(2) A Back 9 Wager equal to the player’s Front 9 Wager which is required to continue in the round of play after the player views his first to cards.

(3) An optional Skins Wager to compete against the total point count of the dealer’s hand.

(4) A Gopher Wager that at least one of the player’s four cards will contain an ace.

(e) A player may not wager on more than one player position at a Go Fore It table.

**§ 676a.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 § 676a.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 the automated card shuffling device.

(b) Prior to dealing the cards, the dealer shall announce “no more bets” and starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required Front 9 Wager in accordance with § 676a.7(d)(1) (relating to wagers) until each player who placed the required Front 9 Wager and the dealer has four cards. The first two cards dealt to the player shall be placed in front of the player. The second two cards dealt to the player shall be dealt behind the front two cards and shall be the player’s hole cards. 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.

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

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



is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

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

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt 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.

**§ 676a.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 § 676a.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.

(b) Prior to dealing the cards, the dealer shall announce "no more bets" and starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed the required Front 9 Wager in accordance with § 676a.7(d)(1) (relating to wagers) until each player who placed the required Front 9 Wager and the dealer has four cards. The first two cards dealt to the player shall be placed in front of the player. The second two cards dealt to the player shall be dealt behind the front two cards and shall be the player's hole cards.

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

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

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

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

shall be returned to the players and the entire deck of cards shall be removed from the table.

**§ 676a.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 § 676a.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 dealer delivering any stacks of cards dispensed by the automated dealing shoe, the dealer shall announce "no more bets."

(b) The dealer shall deliver the first stack of four cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed the required Front 9 Wager in accordance with § 676a.7(d)(1) (relating to wagers). The dealer shall then move the top two cards and place them face down behind the player's front two cards. The top two cards shall be the player's hole cards. Moving clockwise around the table, as the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall repeat the dealing procedure outlined above to each of the other players who has placed a Front 9 Wager in accordance with § 676a.7(d)(1). The dealer shall then deliver a stack of four cards face down as the dealer's hand.

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

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

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

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

**§ 676a.11. Procedures for completion of each round of play.**

(a) After the dealing procedures required under § 676a.8, § 676a.9 or § 676a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine the player's closest two cards subject to the following limitations:

(1) Each player who wagers at a Go Fore It table 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 cards in full view of the dealer at all times.

(b) After each player has examined his first two 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 make a Back 9 Wager in an amount equal to the player's Front 9 Wager or fold and forfeit the player's Front 9 Wager.

(c) After each player who placed a Front 9 Wager has either placed a Back 9 Wager on the designated area of the layout or forfeited his Front 9 Wager, the dealer shall collect all forfeited Front 9 Wagers and if the player:

(1) Did not place a Skins or Gopher Wager, collect the player's cards and place them face down in the discard rack.

(2) Placed a Gopher or Skins Wager, the dealer shall collect the player's four cards and place them face down under the player's Skins or Gopher Wagers are until settled in accordance with subsection (d).

(d) The dealer shall then reveal the dealer's four cards and place them face up on the layout. After the dealer's cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

(1) The dealer shall turn the four cards of each player who placed a Back 9, Skins or Gopher Wager face up on the layout.

(2) The dealer shall add together the point value of all four of the player's cards.

(3) For all players who placed Front 9 and Back 9 Wagers, if the total point value of all four cards:

(i) Is equal to or less than par, the player shall be paid out on a winning Front 9 Wager in accordance with § 676a.12(a) (relating to payout odds) and a winning Back 9 Wager in accordance with § 676a.12(b).

(ii) Is greater than par, the dealer shall collect the player's losing Front 9 and Back 9 Wagers.

(4) For all players who placed a Skins Wager, if the total point value of the player's hand:

(i) Is equal to or greater than the total point value of the dealer's hand, the dealer shall collect the player's losing Skins Wager.

(ii) Is less than the total point value of the dealer's hand, the dealer shall pay the winning Skins Wager in accordance with § 676a.12(c).

(5) For all players who placed a Gopher wager, if the player's four cards:

(i) Does not contain at least one ace, the dealer shall collect the player's losing Gopher Wager.

(ii) Contains at least one ace, the dealer shall pay the player's winning Gopher Wager in accordance with § 676a.12(d).

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

**§ 676a.12. Payout odds.**

(a) A certificate holder shall pay winning Front 9 Wagers at odds of 1 to 1.

(b) A certificate holder shall pay winning Back 9 Wagers in accordance with the following odds:

<i>Hand-Total Point Value</i>	<i>Payout</i>
Albatross (8 or less)	25 to 1
Eagle (9—13)	5 to 1
Birdie (14—18)	2 to 1
Par (19—24)	1 to 1

(c) A certificate holder shall pay winning Skins Wagers at odds of 1 to 1.

(d) A certificate holder shall pay winning Gopher Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Number of Aces</i>	<i>Paytable A</i>	<i>Paytable B</i>
4	1,000 to 1	1,000 to 1
3	50 to 1	50 to 1
2	5 to 1	6 to 1
1	2 to 1	2 to 1

**§ 676a.13. Irregularities.**

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

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

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

(d) If any of the dealer's cards or the player's hole cards are inadvertently exposed prior to each player having either folded or placed a Back 9 Wager as provided under § 676a.11 (relating to procedures for completion of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

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

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