

RULES AND REGULATIONS

Title 58—RECREATION

PENNSYLVANIA GAMING CONTROL BOARD

[58 PA. CODE CHS. 682a AND 683a]

Four Card Prime and Cajun Stud; Table Game Rules of Play

The Pennsylvania Gaming Control Board (Board), under the general authority in 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers) and the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority) adds Chapters 682a and 683a (relating to Four Card Prime; and Cajun Stud) to read as set forth in Annex A.

Purpose of this Final-Form Rulemaking

This final-form rulemaking will add two new table games to the compliment of games available for play in this Commonwealth.

Explanation

Sections 682a.1 and 683a.1 (relating to definitions) contain the definitions used throughout the chapters. Sections 682a.2 and 683a.2 (relating to Four Card Prime table physical characteristics; and Cajun Stud table physical characteristics) contain the physical characteristics of the table layout. Sections 682a.3 and 683a.3 (relating to cards; number of decks) detail the number of cards and decks used to play the game. Sections 682a.4 and 683a.4 (relating to opening of the table for gaming) address how the dealer is to open the table game for play.

Sections 682a.5 and 683a.5 (relating to shuffle and cut of the cards) detail how the cards are to be shuffled and cut. Sections 682a.6 and 683a.6 (relating to Four Card Prime rankings; and Cajun Stud rankings) address the rank of the cards and hands. Sections 682a.7 and 683a.7 (relating to wagers) outline the permissible wagers players may place during a round of play.

Sections 682a.8—682a.10 and 683a.8—683a.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) address how the cards are to be dealt and the number of cards dealt to each player. Sections 682a.11 and 683a.11 (relating to procedure for completion of each round of play) specify how wagers are to be settled and a round of play completed. Sections 682a.12 and 683a.12 (relating to payout odds; Bad Beat Bonus; payout limitation; and payout odds; payout limitation) outline the permissible payout odds for winning wagers and allow the operator to place a payout limit, per player per round of play. Sections 682a.13 and 683a.13 (relating to irregularities) address how a dealer is to handle irregularities during play.

In Four Card Prime, the approved payout tables in § 682a.12 have a hold percentage of between 2.13% and 2.63% for required wagers. For optional wagers, the hold percentage ranges from 1.11% to 6.6% for the Aces Bonus Wager, between 6.74% to 18.1% for the All Six Bonus Wager and from 4.74% to 9.8% for the Prime Wager.

In Cajun Stud, the approved payout tables in § 683a.12 have a hold percentage of between 1.37% and 4.28% for the required wagers. For optional wagers, the hold percentage ranges from 7.18% to 8.71% for the Lo Ball

Wager, between 2.14% and 7.1% for the Board Bonus, between 6.74% and 18.1% for the All Six Bonus Wager (the same wager offered in Four Card Prime) and between 4.52% and 9.95% for the Pocket Bonus Wager.

Comment and Response Summary

Notice of the proposed rulemaking was published at 47 Pa.B. 1495 (March 11, 2017). The Board did not receive comments from the regulated community, but did receive comments from the Independent Regulatory Review Commission (IRRC) regarding the proposed rulemaking. The comments made by IRRC addressed §§ 683a.8, 683a.9 and 683a.11. The comments requested clarity regarding the sequential order in which the cards are dealt, and also clarity regarding the player's obligation to keep his or her cards in view of the dealer. Both comments were addressed and the recommended changes made.

Fiscal Impact

Commonwealth. The Board does not expect that the provisions contained in this final-form rulemaking will have a fiscal impact on the Board or any 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 have no fiscal impact on political subdivisions of this Commonwealth.

Private Sector. The amendments contained in this final-form rulemaking will provide certificate holders with additional table game options. If a certificate holder decides to offer Four Card Prime or Cajun Stud within the licensed facility, the certificate holder will be required to train their dealers on the rules of play and purchase new equipment—specifically table layouts corresponding to the game and wagers offered. Costs incurred to train employees or purchase/lease equipment should be offset by the proceeds of gaming.

General Public. This final-form rulemaking will have no fiscal impact on the general public.

Paperwork Requirements

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

Effective Date

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

Regulatory Review

Under section 5(a) of the Regulatory Review Act (71 P.S. § 745.5(a)), the Board submitted a copy of the proposed rulemaking, published at 47 Pa.B. 1495 (March 11, 2017) and a copy of the Regulatory Analysis Form to IRRC and to the Chairpersons of the House Gaming Oversight Committee and the Senate Community, Economic and Recreational Development Committee.

Under section 5(c) of the Regulatory Review Act, IRRC and the Committees are provided with copies of comments received during the public comment period, as well

as other documents when requested. With regard to this final-form rulemaking, no comments were received from the Committees.

Under section 5a(j.2) of the Regulatory Review Act, this final-form rulemaking was deemed approved by the Committees. IRRC met on March 21, 2019, and approved the regulations in accordance with section 5a(e) of the Regulatory Review Act.

Findings

The Board finds that:

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

(2) This 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 Chapters 682a and 683a to read as set forth in Annex A.

(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 49 Pa.B. 1735 (April 6, 2019) for IRRC's approval order.)

Fiscal Note: 125-204. No fiscal impact; (8) recommends adoption.

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 682a. FOUR CARD PRIME

Sec.	
682a.1.	Definitions.
682a.2.	Four Card Prime table physical characteristics.
682a.3.	Cards; number of decks.
682a.4.	Opening of the table for gaming.
682a.5.	Shuffle and cut of the cards.
682a.6.	Four Card Prime rankings.
682a.7.	Wagers.
682a.8.	Procedures for dealing the cards from a manual dealing shoe.
682a.9.	Procedures for dealing the cards from the hand.
682a.10.	Procedures for dealing the cards from an automated dealing shoe.
682a.11.	Procedures for completion of each round of play.
682a.12.	Payout odds; Bad Beat Bonus; payout limitation.
682a.13.	Irregularities.

§ 682a.1. Definitions.

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

All-Six Bonus Wager—An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Ante Wager—The wager that a player is required to make prior to any cards being dealt to compete against the dealer's hand.

Aces Bonus Wager—An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Bad Beat Bonus—A payout based on the player's Ante Wager when the rank of the player's four card hand is a three-of-a-kind or higher but is lower in rank than the dealer's four card hand.

Prime Wager—An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Raise Wager—An additional wager of one, two or three times the player's Ante Wager that a player shall make if the player opts to remain in competition against the dealer.

Win Bonus—An additional payout based on the value of the player's Ante Wager when the rank of the player's four card hand is a three-of-a-kind or higher and is higher in rank than the dealer's four card hand.

§ 682a.2. Four Card Prime table physical characteristics.

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

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

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

(2) Two separate betting areas designated for the placement of Ante and Raise Wagers for each player.

(3) If the certificate holder offers the optional Prime Wager authorized under § 682a.7(d)(2) (relating to wagers), the Aces Bonus Wager authorized under § 682a.7(d)(3) or the All-Six Bonus Wager authorized under § 682a.7(d)(4), a separate area designated for the placement of each of the wagers for each player.

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

(5) If the certificate holder establishes a payout limit per player, per round of play, as authorized under § 682a.12(g) (relating to payout odds; Bad Beat Bonus; payout limitation), inscriptions that advise patrons of the payout limit. If the payout limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each Four Card Prime table.

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

(d) Each Four Card Prime table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 682a.3. Cards; number of decks.

(a) Except as provided in subsection (b), Four Card Prime shall be played with one deck of 52 cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Four Card Prime may be played with two decks of 52 cards in accordance with the following requirements:

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

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

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

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

(c) The decks of cards used in Four Card Prime 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.

§ 682a.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 § 682a.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.

§ 682a.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 shuf-

fling 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 § 682a.8, § 682a.9 or § 682a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were reshuffled, cut the cards in accordance with subsection (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 Four Card Prime 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 § 682a.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.

§ 682a.6. Four Card Prime rankings.

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

(b) The permissible Poker hands in the game of Four Card Prime, in order of highest to lowest rank, shall be:

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

(2) A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an

ace, king, queen and jack being the highest ranking straight flush and an ace, 2, 3 and 4 being the lowest ranking straight flush.

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

(4) A flush, which is a hand consisting of four cards of the same suit, regardless of rank.

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

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

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

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

(d) If a certificate holder offers the Aces Bonus Wager, the hands eligible for a payout shall be:

(1) Four aces, which is a hand consisting of four aces.

(2) A four-of-a-kind, which is a hand consisting of four cards of the same rank, other than four aces.

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

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

(5) Three aces, which is a hand consisting of three aces.

(6) A three-of-a-kind, which is a hand consisting of three cards of the same rank, other than three aces.

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

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

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

(10) Two aces, which is a hand consisting of two aces.

(e) If a certificate holder offers the All-Six Bonus Wager, the rank of the hands shall be:

(1) A six-card royal flush, which is a hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

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

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

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

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

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

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

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

§ 682a.7. Wagers.

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

(b) Only players who are seated at a Four Card Prime table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers, except the Raise Wager, shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in § 682a.8, § 682a.9 or § 682a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 682a.11(b) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

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

(1) A player may compete solely against the dealer's Four Card Prime hand by placing an Ante Wager then a Raise Wager, in an amount equal to one, two or three times the player's Ante Wager, in accordance with § 682a.11(b).

(2) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player at a Four Card Prime table the option to make an additional Prime Wager which shall win if at least four of player's five cards are of the same color.

(3) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Prime table the option to make an additional Aces Bonus Wager, which shall win if the player's five cards contains a pair of aces or better as provided in § 682a.6(d) (relating to Four Card Prime rankings).

(4) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Prime table the option to make an additional All-Six Bonus Wager, which shall win if the player's five cards and the additional All-Six Bonus card forms a three-of-a-kind or better as provided in § 682a.6(e).

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

§ 682a.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 § 682a.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce “no more bets.” To deal the cards, the dealer shall remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place it on the appropriate area of the layout with the opposite hand.

(c) If a player has placed an All-Six Bonus Wager, the dealer shall deal the first card face down to the area of the layout designated for the All-Six Bonus card. Thereafter, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 682a.7(d)(1) (relating to wagers) and to the dealer until each player who placed an Ante Wager has five cards and the dealer has six cards. All cards shall be dealt face down.

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

(e) If an automated card shuffling device, 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.

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

(g) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 682a.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 § 682a.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

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

(b) To deal the cards, the dealer shall hold the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. If a player has placed an All-Six Bonus Wager, the dealer shall deal the first card face down to the area of the layout designated for the All-Six Bonus card. Thereafter, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 682a.7(d)(1) (relating to wagers) and to the dealer until each player who placed an Ante Wager has five cards and the dealer has six cards. All cards shall be dealt face down.

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

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

§ 682a.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 § 682a.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

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

(b) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed an Ante Wager in accordance with § 682a.7(d)(1) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante Wager. The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer’s cards. The dealer shall then remove the next stack of five cards dispensed by the automated dealing shoe and if any player placed an All-Six Bonus Wager, the dealer shall deal the top card of the stack face down to the area of the layout designated for the All-Six Bonus card. The dealer shall then deal a sixth card face down to the dealer’s hand and place the remaining cards in the discard rack.

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

(d) If an automated card shuffling device, 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.

§ 682a.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 682a.8, § 682a.9 or § 682a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards subject to the following limitations:

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

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

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed an Ante Wager if he wishes to make a Raise Wager in an amount equal to one, two or three times the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. If a player has placed an Ante Wager and an optional Prime, Aces Bonus or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante Wager but does not forfeit the Prime, Aces Bonus or All-Six Bonus Wagers.

(c) After each player who has placed an Ante Wager has either placed a Raise Wager on the designated area of the layout or forfeited his Ante Wager, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed an optional Prime, Aces Bonus or All-Six Bonus Wager, and place the cards in the discard rack.

(d) The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking four card hand. After the dealer's cards are turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

(1) The dealer shall turn the cards of each player face up on the layout and compare the player's four card hand to the dealer's four card hand.

(2) If the player's highest ranking four card hand is:

(i) Higher than or equal to the dealer's hand, as described in § 682a.6(b) (relating to Four Card Prime rankings), the dealer shall pay the winning Ante and Raise Wagers in accordance with § 682a.12(a) (relating to payout odds; Bad Beat Bonus; payout limitation). Additionally, after paying the player's winning Ante and Raise Wagers, if the player's hand is a three-of-a-kind or better, the dealer shall pay a Win Bonus, based on the value of the player's Ante Wager, in accordance with § 682a.12(b).

(ii) Lower than the dealer's hand, and the player's losing hand:

(A) Is not a three-of-a-kind or better, the dealer shall collect the player's losing Ante and Raise Wagers.

(B) Is a three-of-a-kind or better, the dealer shall collect the player's losing Raise Wager, return the player's Ante Wager and pay the player a Bad Beat Bonus on the player's Ante Wager, in accordance with § 682a.12(c).

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

(1) For the Prime Wager, if four or more of the player's five cards:

(i) Are not the same color, the dealer shall collect the losing Prime Wager.

(ii) Are of the same color, the dealer shall pay the winning Prime Wager in accordance with § 682a.12(d).

(2) For the Aces Bonus Wager, if the player's five card hand:

(i) Does not contain a pair of aces or better, as described in § 682a.6(d), the dealer shall collect the losing Aces Bonus Wager.

(ii) Contains a pair of aces or better, as described in § 682a.6(d), the dealer shall pay the winning Aces Bonus Wager in accordance with § 682a.12(e).

(3) For the All-Six Bonus Wager, the dealer shall expose the All-Six Bonus card and combine it with the player's five cards to form the highest ranking six-card hand as provided in § 682a.6(e). If the hand:

(i) Does not contain a three-of-a-kind or better, as described in § 682a.6(e), the dealer shall collect the losing All-Six Bonus Wager.

(ii) Contains a three-of-a-kind or better, as described in § 682a.6(e), the dealer shall pay the winning All-Six Bonus Wager in accordance with § 682a.12(f).

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

§ 682a.12. Payout odds; Bad Beat Bonus; payout limitation.

(a) A certificate holder shall pay winning Ante and Raise Wagers at odds of 1 to 1.

(b) A certificate holder shall pay a Win Bonus based on the value of the player's Ante Wager in accordance with the following payout table:

<i>Hand</i>	<i>Payout</i>
Four-of-a-kind	25 for 1
Straight flush	20 for 1
Three-of-a-kind	2 for 1

(c) A certificate holder shall pay a Bad Beat Bonus on the player's Ante Wager in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Four-of-a-kind	25 to 1	50 to 1	100 to 1	100 to 1
Straight flush	20 to 1	40 to 1	50 to 1	50 to 1
Three-of-a-kind	2 to 1	5 to 1	5 to 1	10 to 1

(d) A certificate holder shall pay out winning Prime Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
All five the same color	6 to 1	5 to 1
Four of the same color	1 to 1	1 to 1

(e) A certificate holder shall pay out winning Aces Bonus Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Four aces	500 to 1	500 to 1	500 to 1	500 to 1
Four-of-a-kind	100 to 1	100 to 1	100 to 1	100 to 1
Royal flush	50 to 1	40 to 1	50 to 1	50 to 1
Straight flush	30 to 1	30 to 1	40 to 1	30 to 1
Three aces	20 to 1	15 to 1	25 to 1	20 to 1
Three-of-a-kind	10 to 1	10 to 1	10 to 1	10 to 1
Flush	5 to 1	5 to 1	5 to 1	5 to 1
Straight	4 to 1	4 to 1	3 to 1	3 to 1
Two pair	2 to 1	2 to 1	2 to 1	2 to 1
Two Aces	1 to 1	1 to 1	1 to 1	1 to 1

<i>Hand</i>	<i>Paytable E</i>	<i>Paytable F</i>	<i>Paytable G</i>	<i>Paytable H</i>
Four aces	500 to 1	50 to 1	50 to 1	50 to 1
Four-of-a-kind	100 to 1	50 to 1	50 to 1	50 to 1
Royal flush	50 to 1	30 to 1	30 to 1	40 to 1
Straight flush	20 to 1	30 to 1	30 to 1	40 to 1
Three aces	15 to 1	7 to 1	9 to 1	8 to 1
Three-of-a-kind	10 to 1	7 to 1	9 to 1	8 to 1
Flush	5 to 1	6 to 1	6 to 1	5 to 1
Straight	3 to 1	5 to 1	4 to 1	4 to 1
Two pair	2 to 1	2 to 1	2 to 1	3 to 1
Two Aces	1 to 1	1 to 1	1 to 1	1 to 1

(f) A certificate holder shall pay out winning All-Six Bonus Wagers as provided in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

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

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

(g) Notwithstanding the payout odds in subsections (e) and (f), if specified in its Rules Submission form filed in accordance with § 601a.2, the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater. However, if the certificate holder is offering the All-Six Bonus Wager and selects payable E, the aggregate payout limit established may not include the payout for the six card royal flush.

§ 682a.13. Irregularities.

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

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

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

(d) If one or more of the dealer's cards is inadvertently exposed prior to the player's placing their Raise Wagers in accordance with § 682a.11(b) (relating to procedures for completion of each round of play), all hands shall be void, all Ante and Raise Wagers shall be returned to the players and the cards shall be reshuffled, provided that if any player placed a Prime, Aces Bonus or All-Six Bonus Wager, those wagers shall be settled in accordance with § 682a.11(e).

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

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

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

CHAPTER 683a. CAJUN STUD

Sec.

- 683a.1. Definitions.
- 683a.2. Cajun Stud table physical characteristics.
- 683a.3. Cards; number of decks.
- 683a.4. Opening of the table for gaming.
- 683a.5. Shuffle and cut of the cards.
- 683a.6. Cajun Stud rankings.
- 683a.7. Wagers.
- 683a.8. Procedures for dealing the cards from a manual dealing shoe.
- 683a.9. Procedures for dealing the cards from the hand.
- 683a.10. Procedures for dealing the cards from an automated dealing shoe.
- 683a.11. Procedures for completion of each round of play.
- 683a.12. Payout odds; payout limitation.
- 683a.13. Irregularities.

§ 683a.1. Definitions.

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

All-Six Bonus Wager—An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Ante Wager—The wager a player is required to make prior to any cards being dealt to participate in a round of play.

Board Bonus Wager—An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Community card—A card which is used by all players to form the best possible five-card Poker hand.

Fold—The withdrawal of a player from a round of play by not making Raise Wagers.

Pocket Bonus Wager—An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Lo Ball Wager—An optional wager a player shall make prior to any cards being dealt to compete against a posted payout table.

Raise Wager—An additional wager of one, two or three times the player's Ante Wager that a player shall make after examining the two cards dealt to the player and after the first and second community cards are revealed if the player opts to remain in the round of play.

§ 683a.2. Cajun Stud table physical characteristics.

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

- (1) The name or logo of the certificate holder.
- (2) A separate betting area designated for the placement of the Ante Wager and three separate betting areas designated for the placement of the Raise Wagers for each player.
- (3) If the certificate holder offers the optional Pocket Bonus Wager authorized under § 683a.7(d)(2) (relating to wagers), the Board Bonus Wager authorized under § 683a.7(d)(3), the Lo Ball Wager authorized under § 683a.7(d)(4) or the All-Six Bonus Wager authorized under § 683a.7(d)(5), a separate area designated for the placement of each of the wagers for each player.

(4) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If payout odds are not inscribed on the layout, a sign indicating the payout odds for all permissible wagers shall be posted at each Cajun Stud table.

(5) If the certificate holder establishes a payout limit, per player, per round of play, as authorized under § 683a.12(f) (relating to payout odds; payout limitation), inscriptions that advise patrons of the payout limit. If the payout limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each Cajun Stud table.

(c) Each Cajun Stud 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 Cajun Stud table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 683a.3. Cards; number of decks.

(a) Except as provided in subsection (b), Cajun Stud shall be played with one deck of 52 cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Cajun Stud may be played with two decks of 52 cards in accordance with the following requirements:

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

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

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

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

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

§ 683a.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 § 683a.5 (relating to shuffle and cut of the cards).

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

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

§ 683a.5. Shuffle and cut of the cards.

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

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

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

- (1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 683a.8, § 683a.9 or § 683a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were reshuffled, cut the cards in accordance with subsection (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 Cajun Stud 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 § 683a.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.

§ 683a.6. Cajun Stud rankings.

(a) The rank of the cards used in Cajun Stud, 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 and 2). All suits shall be equal in rank.

(b) The permissible Poker hands in the game of Cajun Stud, 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 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 sets of two cards which are of the same rank.

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

(c) If a certificate holder offers the Pocket Bonus Wager, the player's two cards eligible for a payout shall be:

(1) A pair of aces, which is a hand consisting of two aces.

(2) Suited Ace, which is a hand consisting of a jack, queen or king and an ace all of the same suit.

(3) Unsuited Ace, which is a hand consisting of a jack, queen or king and an ace of different suits.

(4) Pair, which is a hand consisting of two cards of the same rank.

(d) If a certificate holder offers the Board Bonus Wager, the hands eligible for a payout shall be:

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

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

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

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

(5) A flush, which is a hand consisting of three cards of the same suit, regardless of rank.

(6) Pair, which is a hand consisting of two cards of the same rank.

(e) If a certificate holder offers the All-Six Bonus Wager, the rank of the hands shall be:

(1) A six-card royal flush, which is a hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

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

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

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

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

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

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

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

§ 683a.7. Wagers.

(a) Wagers at Cajun Stud 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 Cajun Stud 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 Raise Wagers, shall be placed prior to the dealer announcing "no more bets" in accord-

ance with the dealing procedures in § 683a.8, § 683a.9 or § 683a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 683a.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 has announced “no more bets.”

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

(1) To compete in a round of play, a player shall place an Ante Wager then Raise Wagers, in an amount equal to one, two or three times the player’s Ante Wager, in accordance with § 683a.11(b), (d) and (f).

(2) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player at a Cajun Stud table the option to make an additional Pocket Bonus Wager which shall win if the two cards dealt to the player are a pair or better as provided in § 683a.6(c) (relating to Cajun Stud rankings).

(3) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Cajun Stud table the option to make an additional Board Bonus Wager, which shall win if the three community cards contains a pair or better as provided in § 683a.6(d).

(4) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Cajun Stud table the option to make an additional Lo Ball Wager which shall win if the highest five card hand formed from the player’s two cards and the three community cards is a single Jack or lower or a single Queen or lower, depending on the payout table selected by the certificate holder.

(5) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Cajun Stud table the option to make an additional All-Six Bonus Wager, which shall win if the player’s two cards and the four additional All-Six cards form a three-of-a-kind or better as provided in § 683a.6(e).

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

§ 683a.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 § 683a.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce “no more bets.” To deal the cards, the dealer shall remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place it on the appropriate area of the layout with the opposite hand.

(c) If a player has placed an All-Six Bonus Wager, the dealer shall deal the first four cards face down to the area of the layout designated for the All-Six Bonus cards. Thereafter, starting with the player farthest to the deal-

er’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 683a.7(d)(1) (relating to wagers) until each player who placed an Ante Wager has two cards. All cards shall be dealt face down to the players.

(d) After two cards have been dealt to each player, three cards shall be dealt face down 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 (e), place the stub in the discard rack without exposing the cards.

(e) 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.

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

(g) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 683a.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 § 683a.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

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

(b) To deal the cards, the dealer shall hold the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. If a player has placed an All-Six Bonus Wager, the dealer shall deal the first four cards face down to the area of the layout designated for the All-Six Bonus cards. Thereafter, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 683a.7(d)(1) (relating to wagers) until each player who placed an ante wager has two cards. All cards shall be dealt face down to the players.

(c) After two cards have been dealt to each player, three cards shall be dealt face down 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 (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 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.

§ 683a.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 § 683a.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 two cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed an Ante Wager in accordance with § 683a.7(d)(1) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante Wager.

(c) After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe and follow the procedures in § 683a.9(a)(2) (relating to procedures for dealing the cards from the hand) and deal the remaining cards as follows:

(1) If any player placed an All-Six Bonus Wager, deal four cards face down to the area of the layout designated for the placement of the All-Six Bonus Wager.

(2) Deal the three community cards. Except as provided in subsection (d), after all three community cards have been dealt, the dealer shall place the stub in the discard rack without exposing the cards.

(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.

§ 683a.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 683a.8, § 683a.9 or § 683a.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 Cajun Stud 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 who placed an Ante Wager if he wishes to make a Raise Wager in an amount equal to one, two or three times the player’s Ante Wager or forfeit the Ante Wager and end his participation in the round of play. If a player has placed an Ante Wager and an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante Wager but does not forfeit the Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wagers. After each player who has placed an Ante Wager has either placed a Raise Wager on the designated area of the layout or forfeited his Ante Wager, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, and place the cards in the discard rack.

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

(d) Each player shall then make a second Raise Wager, in an amount equal to one, two or three times the player’s Ante Wager or forfeit the Ante Wager and the first Raise Wager and end his participation in the round of play. If a player has placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante Wager and the first Raise Wager but does not forfeit the Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wagers. After each player who has placed an Ante Wager has either placed a second Raise Wager on the designated area of the layout or forfeited, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, and place the cards in the discard rack.

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

(f) Each player shall then make a third Raise Wager, in an amount equal to one, two or three times the player’s

Ante Wager or forfeit the Ante Wager and the first and second Raise Wagers and end his participation in the round of play. If a player has placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager but does not make a Raise Wager, the player shall forfeit the Ante Wager and the first and second Raise Wagers but does not forfeit the Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wagers. After each player who has placed an Ante Wager has either placed a third Raise Wager on the designated area of the layout or forfeited, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed an optional Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, and place the cards in the discard rack.

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

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

(1) If a player's highest ranking five card hand is a pair of sixes or higher, as provided in § 683a.6(b) (relating to Cajun Stud hand rankings), the dealer shall pay the winning Ante and Raise Wagers in accordance with § 683a.12(a) (relating to payout odds; payout limitation).

(2) If a player's highest ranking five card hand is lower than a pair of sixes, as provided in § 683a.6(b), the dealer shall collect the player's losing Ante and Raise Wagers.

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

(1) For the Pocket Bonus Wager, if the two cards dealt to the player:

(i) Are not a pair or better, as provided in § 683a.6(c), the dealer shall collect the losing Pocket Bonus Wager.

(ii) Are a pair or better, as provided in § 683a.6(c), the dealer shall pay the winning Pocket Bonus Wager in accordance with § 683a.12(b).

(2) For the Board Bonus Wager, if the three community cards:

(i) Do not contain a pair or better, as provided in § 683a.6(d), the dealer shall collect the losing Board Bonus Wager.

(ii) Contains a pair or better, as provided in § 683a.6(d), the dealer shall pay the winning Board Bonus Wager in accordance with § 683a.12(c).

(3) For the Lo Ball Wager, if the player's five card hand formed from the player's two cards and the three community cards:

(i) Forms a five card Poker hand, as provided in § 683a.6(b) or is higher than a single Jack or a single Queen, depending on the payout table selected by the certificate holder, the dealer shall collect the losing Lo Ball Wager.

(ii) Does not form a five card Poker hand, as provided in § 683a.6(b), but is a single Jack or lower, or a single Queen or lower, depending on the payout table selected by the certificate holder, the dealer shall pay the winning Lo Ball Wager in accordance with § 683a.12(d).

(4) For the All-Six Bonus Wager, the dealer shall expose the four All-Six Bonus cards and combine them with the player's two cards to form the highest ranking six-card hand as provided in § 683a.6(e). If the hand:

(i) Does not contain a three-of-a-kind or better, as provided in § 683a.6(e), the dealer shall collect the losing All-Six Bonus Wager.

(ii) Contains a three-of-a-kind or better, as provided in § 683a.6(e), the dealer shall pay the winning All-Six Bonus Wager in accordance with § 683a.12(e).

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

§ 683a.12. Payout odds; payout limitation.

(a) A certificate holder shall pay winning Ante and Raise Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Royal flush	500 to 1	500 to 1	500 to 1
Straight flush	100 to 1	100 to 1	100 to 1
Four-of-a-kind	40 to 1	40 to 1	40 to 1
Full house	10 to 1	11 to 1	11 to 1
Flush	6 to 1	7 to 1	7 to 1
Straight	4 to 1	4 to 1	5 to 1
Three-of-a-kind	3 to 1	3 to 1	3 to 1
Two pair	2 to 1	3 to 2	3 to 2
Pair of jacks or better	1 to 1	1 to 1	1 to 1
Pair of 6s to 10s	Push	Push	Push

RULES AND REGULATIONS

(b) A certificate holder shall pay out winning Pocket Bonus Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Pair of aces	30 to 1	25 to 1	30 to 1
Ace and a king, queen or jack of the same suit	20 to 1	20 to 1	20 to 1
Ace and a king, queen or jack of different suits	10 to 1	10 to 1	10 to 1
Pair of 2s—kings	5 to 1	5 to 1	4 to 1

(c) A certificate holder shall pay out winning Board Bonus Wagers in accordance with one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Mini-royal	40 to 1	40 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1

(d) A certificate holder shall pay out winning Lo Ball Wagers as provided in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
7 high	100 to 1	100 to 1
8 high	50 to 1	50 to 1
9 high	15 to 1	10 to 1
10 high	5 to 1	5 to 1
Jack high	1 to 1	1 to 1
Queen high	Loss	Push

(e) A certificate holder shall pay out winning All-Six Bonus Wagers as provided in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

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

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

(f) Notwithstanding the payout odds in subsection (a), if specified in its Rules Submission form filed in accordance with § 601a.2, the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum Ante and Raise Wager, whichever is greater.

§ 683a.13. Irregularities.

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

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

(c) If a player or the 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 § 683a.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, provided that if any player placed a Pocket Bonus, Board Bonus, Lo Ball or All-Six Bonus Wager, those wagers shall be settled in accordance with § 683a.11(i).

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

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

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

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