

RULES AND REGULATIONS

Title 58—RECREATION

FISH AND BOAT COMMISSION

[58 PA. CODE CH. 111]

Special Regulations Counties

The Fish and Boat Commission (Commission) amends Chapter 111 (relating to special regulations counties). The Commission is publishing this final-form rulemaking under the authority of 30 Pa.C.S. (relating to Fish and Boat Code) (code). The amendments update the Commission's list of waters subject to special regulations.

A. Effective Date

This final-form rulemaking will go into effect upon publication in the *Pennsylvania Bulletin*.

B. Contact Person

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

C. Statutory Authority

The amendments to § 111.2 (relating to Allegheny County) are published under the statutory authority of section 5124(a) of the code (relating to particular areas of water).

D. Purpose and Background

The specific purpose and background of the amendments is described in more detail under the summary of changes.

E. Summary of Changes

The area known as the Point in Pittsburgh is where the Monongahela and Allegheny Rivers come together to form the Ohio River. This busy boating destination is regulated specifically by § 111.2. During the busy boating season, a No Wake Zone is enforced from the Fort Pitt Bridge over the Monongahela River and the 9th Street Bridge over the Allegheny River to the West End Bridge on the Ohio River. This zone is in effect on weekends from May 1 to October 1 each year as well as on the three summer holidays.

Recently, several entities including the City of Pittsburgh, Pittsburgh Safe Boating Council, 3 Rivers Rowing Association and the Pittsburgh Downtown Community Development Corporation have requested that the Commission consider extending the zone on the Allegheny River to the Veterans Bridge and keeping it in effect through November 1 of each year. This change is needed due to increased boating traffic in the fall for various events in the area. Additionally, the zone would create safer conditions for mooring vessels along the Riverwalk. This amendment was approved by the Boating Advisory Board at their recent meeting on January 8, 2019.

The Commission therefore amends § 111.2 to read as set forth in the proposed rulemaking published at 49 Pa.B. 1152 (March 16, 2019).

F. Paperwork

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

G. Fiscal Impact

This final-form rulemaking will have no adverse fiscal impact on the Commonwealth or its political subdivisions.

H. Public Comments

A notice of proposed rulemaking was published at 49 Pa.B. 1152. The Commission did not receive any public comments regarding the proposal.

Findings

The Commission finds that:

(1) Public notice of intention to adopt the amendments 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 (relating to notice of proposed rulemaking; and adoption of regulations).

(2) A public comment period was provided, and no public comments were received.

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

Order

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

(A) The regulations of the Commission, 58 Pa. Code Chapter 111, are amended by amending § 111.2 to read as set forth at 49 Pa.B. 1152.

(B) The Executive Director will submit this order and 49 Pa.B. 1152 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 49 Pa.B. 1152 and deposit them with the Legislative Reference Bureau as required by law.

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

TIMOTHY D. SCHAEFFER,
Executive Director

Fiscal Note: Fiscal Note 48A-289 remains valid for the final adoption of the subject regulation.

[Pa.B. Doc. No. 19-1313. Filed for public inspection August 30, 2019, 9:00 a.m.]

Title 58—RECREATION

GAME COMMISSION

[58 PA. CODE CH. 141]

Hunting and Trapping; Big Game

To effectively manage the wildlife resources of this Commonwealth, the Game Commission (Commission), at its July 23, 2019, meeting amended § 141.47 (relating to elk) to reduce the minimum caliber and bullet weight to .26 caliber and 120 grains, respectively.

This final-form rulemaking will not have an adverse impact on the wildlife resources of this Commonwealth.

The authority for this final-form rulemaking is 34 Pa.C.S. (relating to Game and Wildlife Code) (code).

Notice of proposed rulemaking was published at 49 Pa.B. 2611 (May 25, 2019).

1. *Purpose and Authority*

Formerly, the minimum caliber and bullet weight requirements to hunt elk were .27 caliber and 130 grains, respectively. These requirements did not permit the use of the 6.5 mm Creedmoor round. Sportsmen have requested that the Commission review current regulations and consider adjustments to allow use of the 6.5 mm Creedmoor round and related .26 caliber firearms. The Commission has since reviewed the .26 caliber range and determined that these firearms provide adequate and commonly accepted kinetic energies to efficiently and ethically harvest elk. The Commission amended § 141.47 to reduce the minimum caliber and bullet weight to .26 caliber and 120 grains, respectively.

Section 2102(d) of the code (relating to regulations) authorizes the Commission to “promulgate regulations stipulating the size and type of traps, the type of firearms and ammunition and other devices which may be used, the manner in which and the location where the devices may be used, the species the devices may be used for and the season when the devices may be used.” The amendments to § 141.47 are adopted under this authority.

2. *Regulatory Requirements*

This final-form rulemaking amends § 141.47 to reduce the minimum caliber and bullet weight to .26 caliber and 120 grains, respectively.

3. *Persons Affected*

Persons wishing to hunt or take elk within this Commonwealth may be affected by this final-form rulemaking.

4. *Comment and Response Summary*

The Commission received a total of one comment in general support of this final-form rulemaking.

5. *Cost and Paperwork Requirements*

This final-form rulemaking should not result in any additional cost or paperwork.

6. *Effective Date*

This final-form rulemaking will be effective upon final-form publication in the *Pennsylvania Bulletin* and will remain in effect until changed by the Commission.

7. *Contact Person*

For further information regarding this final-form rulemaking, contact Randy L. Shoup, Director, Bureau of Wildlife Protection, 2001 Elmerton Avenue, Harrisburg, PA 17110-9797, (717) 783-6526.

Findings

The Commission finds that:

(1) Public notice of intention to adopt the administrative amendments 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 thereunder, 1 Pa. Code §§ 7.1 and 7.2 (relating to notice of proposed rulemaking; and adoption of regulations).

(2) The adoption of the amendments of the Commission in the manner provided in this order is necessary and appropriate for the administration and enforcement of the authorizing statute.

Order

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

(a) The regulations of the Commission, 58 Pa. Code Chapter 141, are amended by amending § 141.47.

(b) The Executive Director of the Commission shall certify this order and 49 Pa.B. 2611 and deposit them with the Legislative Reference Bureau as required by law.

(c) This order shall become effective upon final-form publication in the *Pennsylvania Bulletin*.

BRYAN J. BURHANS,
Executive Director

Fiscal Note: Fiscal Note 48-444 remains valid for the final adoption of the subject regulation.

Annex A

TITLE 58. RECREATION

PART III. GAME COMMISSION

CHAPTER 141. HUNTING AND TRAPPING

Subchapter C. BIG GAME

§ 141.47. Elk.

(a) *Permitted devices.* It is lawful to hunt elk during the elk season with any of the following devices:

(1) A manually operated, centerfire rifle or handgun. The firearm must be a .26 caliber or larger firearm that propels single-projectile ammunition 120 grains or larger.

* * * * *

[Pa.B. Doc. No. 19-1314. Filed for public inspection August 30, 2019, 9:00 a.m.]

Title 58—RECREATION

GAME COMMISSION

[58 PA. CODE CH. 141]

Hunting and Trapping; Furbearers

To effectively manage the wildlife resources of this Commonwealth, the Game Commission (Commission), at its July 23, 2019, meeting amended §§ 141.63, 141.67 and 141.68 (relating to definitions; furbearer seasons; and prohibited devices) to provide greater clarity in common trapping terminology and increased understanding in what trapping devices are permitted within the Commonwealth.

This final-form rulemaking will not have an adverse impact on the wildlife resources of this Commonwealth.

The authority for this final-form rulemaking is 34 Pa.C.S. (relating to Game and Wildlife Code) (code).

Notice of proposed rulemaking was published at 49 Pa.B. 2612 (May 25, 2019).

1. *Purpose and Authority*

The Commission amended §§ 141.63, 141.67 and 141.68 to provide greater clarity in common trapping terminology and increased understanding in what trapping devices are permitted within the Commonwealth. To this end, the Commission amended § 141.63 to add definitions of the terms body-gripping trap, cage or box trap and leg-hold trap.

The Pennsylvania Trapper's Association requested that the Commission amend the definition of a snare to establish consistent definitions for the locks that are legal for use for cable restraints and snares. Cable restraint regulations and definitions were developed to allow live restraint of canids, whereas regulations and definitions for snares were developed to allow for live restraint or kill sets for beaver and otter. Former language in § 141.63 required that a snare be "equipped with a mechanical sliding metal release lock" and that "Cable restraints must be equipped with an approved lock." The "approved" locks are listed and visually represented in § 141.66(g). The current list of approved locks is based upon research conducted during the development of Best Management Practices for Trapping in the United States. The change was intended to expand the number and types of locks available to trappers using snares. Furthermore, these changes will provide consistency in the legal lock requirements for cable restraints and snares.

Cage or box traps are efficient, selective and humane tools for harvesting furbearers. Section 2361 of the code (relating to unlawful acts concerning taking of furbearers) references the Commission's authority to approve cage or box type traps for taking furbearers, but their permitted use has not been asserted in the trapping regulations. The Commission amended §§ 141.67 and 141.68 to specifically add cage or box traps, as well as other currently accepted trapping devices, to the list of approved devices.

Section 2102(d) of the code (relating to regulations) authorizes the Commission to "promulgate regulations stipulating the size and type of traps, the type of firearms and ammunition and other devices which may be used, the manner in which and the location where the devices may be used, the species the devices may be used for and the season when the devices may be used." The amendments to §§ 141.63, 141.67 and 141.68 are adopted under this authority.

2. Regulatory Requirements

This final-form rulemaking amends §§ 141.63, 141.67 and 141.68 to provide greater clarity in common trapping terminology and increased understanding in what trapping devices are permitted within this Commonwealth.

3. Persons Affected

Persons wishing to trap or take furbearers within this Commonwealth may be affected by this final-form rulemaking.

4. Comment and Response Summary

There were no official comments received regarding this final-form rulemaking.

5. Cost and Paperwork Requirements

This final-form rulemaking should not result in any additional cost or paperwork.

6. Effective Date

This final-form rulemaking will be effective upon final-form publication in the *Pennsylvania Bulletin* and will remain in effect until changed by the Commission.

7. Contact Person

For further information regarding this final-form rulemaking, contact Randy L. Shoup, Director, Bureau of Wildlife Protection, 2001 Elmerton Avenue, Harrisburg, PA 17110-9797, (717) 783-6526.

Findings

The Commission finds that:

(1) Public notice of intention to adopt the administrative amendments 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 thereunder, 1 Pa. Code §§ 7.1 and 7.2 (relating to notice of proposed rulemaking; and adoption of regulations).

(2) The adoption of the amendments of the Commission in the manner provided in this order is necessary and appropriate for the administration and enforcement of the authorizing statute.

Order

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

(a) The regulations of the Commission, 58 Pa. Code Chapter 141, are amended by amending §§ 141.63, 141.67 and 141.68.

(b) The Executive Director of the Commission shall certify this order and 49 Pa.B. 2612 and deposit them with the Legislative Reference Bureau as required by law.

(c) This order shall become effective upon final-form publication in the *Pennsylvania Bulletin*.

BRYAN J. BURHANS,
Executive Director

Fiscal Note: Fiscal Note 48-443 remains valid for the final adoption of the subject regulations.

Annex A

TITLE 58. RECREATION

PART III. GAME COMMISSION

CHAPTER 141. HUNTING AND TRAPPING

Subchapter D. FURBEARERS

§ 141.63. Definitions.

In addition to the definitions contained in the act and this part, the following words, when used in the enforcement of section 2361 of the act (relating to unlawful acts concerning taking of furbearers) have the following meanings, unless the context clearly indicates otherwise:

Artificial cubby—A baited enclosure constructed of natural or artificial material that is designed to house and corral a furbearer into a body-gripping trap.

Body-gripping trap—A jawed trap device designed to capture and kill a furbearer by compression of the neck or body through the operation of one or two rotating, spring-loaded jaws activated by a trigger.

Cable restraint—A galvanized stranded steel cable with a minimum diameter of 3/32 inches. The cable must be constructed of either 7 bundles comprised of 7 wires per bundle, 7 bundles comprised of 19 wires per bundle or 1 bundle comprised of 19 wires. The cable may not exceed 7 feet in length from the anchor point to the lock contacting the fully closed loop stop, must be equipped with at least one swivel device (which allows for 360° rotation) between the loop and the anchor and must have stops affixed to the cable to ensure that the circumference of the cable which makes up the loop may not be greater than 38 inches when fully open, or less than 8 inches when fully closed. Cable restraints must be equipped with an approved lock. The lock may not be constructed with moving parts. A cable restraint must include a breakaway device affixed between the lock and cable or at the end of the

cable that is rated at 375 pounds or less. The cable must be maintained in good condition so that all components operate properly.

Cage or box trap—An enclosure trap designed to capture and restrain a live furbearer by confinement in a cage or box through the operation and closure of a door or portal activated by a trigger.

Foot encapsulating trap—A device that has all triggering and restraining mechanisms enclosed by a housing which, once set, allows access to the triggering mechanism through a single opening not to exceed 2 inches in diameter or diagonally and is anchored by a swivel-mounted anchoring mechanism.

Leg-hold trap—A jawed trap device designed to capture and restrain a live furbearer by the foot through operation of one or two rotating, spring-loaded jaws activated by a trigger.

Marsh, pond or dam—A standing body of water.

Snare—A looped galvanized or stainless stranded steel cable 3/32 inches in diameter equipped with an approved lock listed in § 141.66(g) (relating to cable restraints). A metal ferrule shall be crimped on the cable to prevent the snare loop from closing to a circumference less than 7 inches.

Waterway or watercourse—A riverine system that contains water which includes the semi-permanent flooded area.

§ 141.67. Furbearer seasons.

(a) *Permitted devices.* It is lawful to hunt or take furbearers during any furtaking season with the following devices:

- (1) A manually operated or semiautomatic rifle or manually operated handgun that propels single-projectile ammunition.
- (2) A manually operated or semiautomatic, centerfire shotgun or muzzleloading shotgun. The firearm must be 10 gauge or less, that propels single-projectile ammunition or multiple-projectile shotgun ammunition not larger than # 4 buckshot. The centerfire shotgun's magazine capacity may not exceed two rounds. The shotgun's total aggregate ammunition capacity may not exceed three rounds.
- (3) A muzzleloading rifle or handgun that propels single-projectile ammunition.
- (4) A bow and arrow.
- (5) A crossbow and bolt.
- (6) A manually operated or semiautomatic air rifle or manually operated air handgun .22 caliber or larger that propels single-projectile pellet or bullet ammunition. BB ammunition is not authorized.
- (7) A leg-hold trap, except as prohibited under section 2361(a)(8) of the act (relating to unlawful acts concerning taking of furbearers).
- (8) A body-gripping trap, except as prohibited under section 2361(a)(11) of the act.
- (9) A cable restraint device authorized by § 141.66 (relating to cable restraints).
- (10) A snare, except as prohibited under § 141.62(b) (relating to beaver and otter trapping).
- (11) A cage or box trap, except as prohibited under section 2361(a)(17) of the act.

(b) *Prohibitions.* While hunting furbearers during any furbearer hunting or trapping season, it is unlawful to:

- (1) Use or possess multiple-projectile shotgun ammunition larger than # 4 buckshot, except as authorized under section 2525 of the act (relating to possession of firearm for protection of self or others).
- (2) Use or possess a device or ammunition not provided for in the act or in this section, except as authorized under section 2525 of the act.
- (3) Use any firearm, other than authorized in this paragraph, to dispatch legally trapped furbearers during the overlap with the regular or special firearms deer seasons:
 - (i) A manually operated or semiautomatic rimfire rifle or manually operated rimfire handgun .22 caliber or less.
 - (ii) A manually operated or semiautomatic air rifle or manually operated air handgun between .177 and .22 caliber, inclusive, that propels single-projectile pellet or bullet ammunition. BB ammunition is not authorized.

§ 141.68. Prohibited devices.

It is unlawful to take furbearers through the use of the following devices;

- (1) Fish hooks, snagging hooks or any other hooks of similar design.
- (2) Implements that are not lawful traps, snares, cable restraints, firearms, bows or crossbows.

[Pa.B. Doc. No. 19-1315. Filed for public inspection August 30, 2019, 9:00 a.m.]

Title 58—RECREATION

GAME COMMISSION

[58 PA. CODE CH. 141]

Hunting and Trapping; Wild Pheasant Recovery Areas

To effectively manage the wildlife resources of this Commonwealth, the Game Commission (Commission), at its July 23, 2019, meeting amended § 141.28 (relating to wild pheasant recovery areas) by eliminating the Hegins-Gratz Valley Wild Pheasant Recovery Area (WPRA), modifying the boundaries of the Central Susquehanna and Franklin County WPRA's and removing the dog training restriction within areas designated as WPRA's to better represent and protect existing populations of wild pheasants.

This final-form rulemaking will not have an adverse impact on the wildlife resources of this Commonwealth.

The authority for this final-form rulemaking is 34 Pa.C.S. (relating to Game and Wildlife Code) (code).

Notice of proposed rulemaking was published at 49 Pa.B. 2614 (May 25, 2019).

1. Purpose and Authority

The Commission completed a final report on the Wild Pheasant Recovery Area (WPRA) project and made several amendments to § 141.28 based upon the findings of this report. The Hegins-Gratz Valley WPRA was established by the Commission in 2010. In 2011, 300 wild pheasants were trapped and transferred to the WPRA and annual population and habitat monitoring have

continued through 2018. Population surveys show that current wild pheasant numbers in this WPRAs are very low, and much lower than the initial population at the conclusion of releases. The Commission has concluded that due to habitat conditions, a huntable wild pheasant population is not achievable or sustainable within this WPRAs, and that in keeping with guidelines established in the Pennsylvania Ring-necked Pheasant Management Plan for unsuccessful WPRAs, the Hegins-Gratz Valley WPRAs was dissolved and the area reopened to either-sex pheasant hunting and to the stocking of game farm pheasants. Boundary changes for both the Central Susquehanna and Franklin County WPRAs were completed, reducing the size of each WPRAs to better represent existing populations of wild pheasants. Finally, the Commission removed the dog training restriction within WPRAs based upon its assessment that there is low likelihood of negative impacts from this activity on now-established pheasant populations.

Section 2102(a) of the code (relating to regulations) provides that “[t]he commission shall promulgate such regulations as it deems necessary and appropriate concerning game or wildlife and hunting or furtaking in this Commonwealth, including regulations relating to the protection, preservation and management of game or wildlife and game or wildlife habitat, permitting or prohibiting hunting or furtaking, the ways, manner, methods and means of hunting or furtaking, and the health and safety of persons who hunt or take wildlife or may be in the vicinity of persons who hunt or take game or wildlife in this Commonwealth.” The amendments to § 141.28 are adopted under this authority.

2. Regulatory Requirements

This final-form rulemaking amends § 141.28 by eliminating the Hegins-Gratz Valley WPRAs, modifying the boundaries of the Central Susquehanna and Franklin County WPRAs and removing the dog training restriction within areas designated as WPRAs to better represent and protect existing populations of wild pheasants.

3. Persons Affected

Persons wishing to hunt or take pheasants or train dogs on small game within areas designated as WPRAs may be affected by this final-form rulemaking.

4. Comment and Response Summary

There were no official comments received regarding this final-form rulemaking.

5. Cost and Paperwork Requirements

This final-form rulemaking should not result in any additional cost or paperwork.

6. Effective Date

This final-form rulemaking will be effective upon final-form publication in the *Pennsylvania Bulletin* and will remain in effect until changed by the Commission.

7. Contact Person

For further information regarding this final-form rulemaking, contact Randy L. Shoup, Director, Bureau of Wildlife Protection, 2001 Elmerton Avenue, Harrisburg, PA 17110-9797, (717) 783-6526.

Findings

The Commission finds that:

(1) Public notice of intention to adopt the administrative amendments 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 thereunder, 1 Pa. Code §§ 7.1 and 7.2 (relating to notice of proposed rulemaking; and adoption of regulations).

(2) The adoption of the amendments of the Commission in the manner provided in this order is necessary and appropriate for the administration and enforcement of the authorizing statute.

Order

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

(a) The regulations of the Commission, 58 Pa. Code Chapter 141, are amended by amending § 141.28.

(b) The Executive Director of the Commission shall certify this order and 49 Pa.B. 2614 and deposit them with the Legislative Reference Bureau as required by law.

(c) This order shall become effective upon final-form publication in the *Pennsylvania Bulletin*.

BRYAN J. BURHANS,
Executive Director

Fiscal Note: Fiscal Note 48-442 remains valid for the final adoption of the subject regulation.

Annex A

TITLE 58. RECREATION

PART III. GAME COMMISSION

CHAPTER 141. HUNTING AND TRAPPING

Subchapter B. SMALL GAME

§ 141.28. Wild pheasant recovery areas.

(a) *Definition.* For the purpose of this section, the phrase “wild pheasant recovery area” (WPRAs) includes and is limited to the following geographic locations.

(1) *Central Susquehanna WPRAs.* Portions of WMU 4E in Northumberland, Montour and Columbia Counties, bounded and described as follows. Beginning in the southwestern extent of the WPRAs at the intersection of Interstate 80 and Interstate 180, proceed north on Interstate 180 for approximately 7.2 miles to the intersection of Hughes Road. The boundary follows Hughes Road east for 0.2 mile to Susquehanna Trail. Follow Susquehanna Trail south for 0.2 mile to Schmidt Road. Follow Schmidt Road for 1.6 miles to Miller Road. Follow Miller Road east for 1.1 miles to intersection of Hockey Hill Road. Go right on Hockey Hill Road then left onto Pugmore Lane. Follow Pugmore Lane for 0.7 mile to Harrison Road. The boundary follows Harrison Road south for 0.7 mile to Showers Road. Follow Showers Road for 1.2 miles east to intersection of Gearhart Road. Turn right on Gearhart Road and go south for 0.6 mile to the intersection of Hickory Road. The boundary follows Hickory Road east for 0.6 mile then left onto Mingle Road for 0.9 mile until rejoining Hickory Road for another 0.8 mile to the intersection of Muncy Exchange Road. The boundary follows Muncy Exchange Road south for 1.4 miles to bridge over the West Branch of Chillisquaue Creek near the intersection of State Highway 44. The boundary follows the West Branch of Chillisquaue Creek south for approximately 2.1 miles to the bridge on Arrowhead Road. The boundary follows Arrowhead Road west for 0.8 mile to the intersection of State Highway 54. Follow State Highway 54 south for 2.6 miles to the intersection of State Highway 254. Follow State Highway 254 west for 6.6 miles to the intersection of Interstate 80. Follow

Interstate 80 west for 3.4 miles to the intersection of Interstate 180 and the point of origin.

(2) *Franklin County WPR*A. That portion of WMUs 4A and 5A in Franklin County bounded and described as follows: Beginning at the town of Mercersburg at the intersection of PA Rt. 16 (N. Main St.) and Johnstons Ln., proceed 1.9 miles west on Johnstons Ln. At the intersection of Johnstons Ln. and Charlestown Rd., proceed 0.7 miles due west following the Montgomery/Peters Township lines to the top of Cove Mountain. Proceed south along the Montgomery/Warren Township lines following the spine of Cove Mountain 7.9 miles to its intersection with cleared gas line utility right-of-way. Proceed 4.3 miles northeast along utility right-of-way to its intersection with Blairs Valley Rd. Proceed 1 mile south on Blairs Valley Rd. to the intersection with Hunter Rd. Proceed 2.5 miles east on Hunter Rd. to the intersection with Rt. 75 (Fort Loudon Rd.). Proceed across Rt. 75 onto Garnes Rd. and follow 2.6 miles northeast to the intersection with Rt. 416 (Mercersburg Rd.). Proceed 2.4 miles north on Rt. 416 to the intersection with Rt. 16 (Buchanan Trail West). Proceed 2.7 miles northwest on Rt. 16 through the town of Mercersburg to the intersection with Johnstons Ln. at point of origin.

(b) *Prohibitions*. It is unlawful to:

(1) Release artificially propagated pheasants any time within any area designated as a WPRA.

(2) Hunt pheasants within any area designated as a WPRA, except the Director may authorize limited youth pheasant hunting opportunities by Commission-issued access permit in the Central Susquehanna WPRA. During any year youth pheasant hunting opportunities are authorized in the Central Susquehanna WPRA, the Director will establish the number of hunting access permits to be issued, a manner of distribution for a limited number of access permits to be raffled off by an organization promoting pheasant recovery efforts within this Commonwealth, and designate one or more pheasant hunt zones within the WPRA prior to the opening of the earliest established youth pheasant season. The Director or a designee will establish the application deadline and the date, time and location for the random drawing of applications for the issuance of any remaining limited youth pheasant hunting access permits within the Central Susquehanna WPRA. Limited youth pheasant hunting access permits are not transferrable. A pheasant hunting access permit shall be signed and carried on person when hunting or taking pheasants within the Central Susquehanna WPRA.

[Pa.B. Doc. No. 19-1316. Filed for public inspection August 30, 2019, 9:00 a.m.]

Title 58—RECREATION

GAME COMMISSION

[58 PA. CODE CH. 147]

Special Permits; Deer Control

To effectively manage the wildlife resources of this Commonwealth, the Game Commission (Commission), at its July 23, 2019, meeting, amended § 147.322 (relating to application for deer control permit) to require applicants to provide specific hunter and hunter harvest information from previous public hunting activities upon their application.

This final-form rulemaking will not have an adverse impact on the wildlife resources of this Commonwealth.

The authority for this final-form rulemaking is 34 Pa.C.S. (relating to Game and Wildlife Code) (code).

Notice of proposed rulemaking was published at 49 Pa.B. 2616 (May 25, 2019).

1. Purpose and Authority

Section 147.322(c) has historically required that all “[p]ublic land within the proposed boundaries shall be open to lawful public hunting unless otherwise prohibited under this title or as otherwise authorized or waived by the Director.” In large part, this requirement is derived directly from section 103(b) of the code (relating to ownership, jurisdiction and control of game and wildlife) which provides, in relevant part, that “[t]he commission shall utilize hunting and trapping as methods of effecting necessary management of game, furbearer and wildlife populations.” While section 103 does not limit management of wild resources to public hunting only, the Commission has concluded that it is clearly intended as the primary method of management.

Over the years, the Commission has observed that deer control permit applicants utilize varying degrees of use of public hunting as a prerequisite to meeting the public hunting requirement of § 147.322. Many applicants have established organized controlled hunts, while others have organized or invited established hunting clubs onto the public or private, or both, properties covered by the permit to help reduce deer populations. However, at present, the Commission has no way to validate the information provided within deer control applications concerning these public hunt activities. The Commission amended § 147.322 to require applicants to provide specific hunter and hunter harvest information from previous public hunting activities with the application. This action will improve the use and prominence of public hunting as the primary method of wild resource management without unduly restricting the purpose and ultimate goals of the deer control permit program.

Section 2901(b) of the code (relating to authority to issue permits) provides that “the commission may, as deemed necessary to properly manage the game or wildlife resources, promulgate regulations for the issuance of any permit and promulgate regulations to control the activities which may be performed under authority of any permit issued.” The amendments to § 147.322 were adopted under this authority.

2. Regulatory Requirements

The final-form rulemaking amends § 147.322 to require applicants to provide specific hunter and hunter harvest information from previous public hunting activities with the application.

3. Persons Affected

Persons wishing to make application for a deer control permit within this Commonwealth may be affected by this final-form rulemaking.

4. Comment and Response Summary

There were no official comments received regarding this final-form rulemaking.

5. Cost and Paperwork Requirements

This final-form rulemaking should not result in any additional cost or paperwork.

6. *Effective Date*

This final-form rulemaking will be effective upon final-form publication in the *Pennsylvania Bulletin* and will remain in effect until changed by the Commission.

7. *Contact Person*

For further information regarding this final-form rulemaking, contact Randy L. Shoup, Director, Bureau of Wildlife Protection, 2001 Elmerton Avenue, Harrisburg, PA 17110-9797, (717) 783-6526.

Findings

The Commission finds that:

(1) Public notice of intention to adopt the administrative amendments 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 thereunder, 1 Pa. Code §§ 7.1 and 7.2 (relating to notice of proposed rulemaking; and adoption of regulations).

(2) The adoption of the amendments of the Commission in the manner provided in this order is necessary and appropriate for the administration and enforcement of the authorizing statute.

Order

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

(a) The regulations of the Commission, 58 Pa. Code Chapter 147, are amended by amending § 147.322.

(b) The Executive Director of the Commission shall certify this order and 49 Pa.B. 2616 and deposit them with the Legislative Reference Bureau as required by law.

(c) This order shall become effective upon final-form publication in the *Pennsylvania Bulletin*.

BRYAN J. BURHANS,
Executive Director

Fiscal Note: Fiscal Note 48-445 remains valid for the final adoption of the subject regulation.

Annex A

TITLE 58. RECREATION

PART III. GAME COMMISSION

CHAPTER 147. SPECIAL PERMITS

Subchapter R. DEER CONTROL

POLITICAL SUBDIVISIONS

§ 147.322. Application for deer control permit.

(a) An application for a deer control permit shall be completed and submitted by an authorized officer or employee of the political subdivision, homeowners association or nonprofit land-holding organization in the form and manner required by the Director.

(b) An application for a deer control permit must contain the following information:

(1) *Description.* A comprehensive description of the background and scope of the white-tailed deer population or damage problem, or both. The description must include a report of all alternative solutions or other steps taken by the applicant to mitigate the white-tailed deer population or damage problem, or both, prior to application for this permit.

(2) *Public hunting requirement.* The application must specifically define how licensed public hunting for white-tailed deer has been utilized in the problem area and

what results hunting activities have had on the population or damage problem, or both. The application must list the name, C.I.D. number and hunter harvest information related to public hunting activities that have previously taken place in the problem area.

(3) *Deer management plan.* A comprehensive deer management plan which sets forth the applicant's white-tailed deer management goals, recommended implementation plan and a reference to the specific number of animals south to be removed. The applicant shall specifically define how licensed public hunting for white-tailed deer will be utilized in the problem area during the term of the requested deer control permit.

(4) *Map.*

(i) A map or set of maps showing the proposed project area and its boundaries and clearly illustrating all of the following distinct features and areas within the proposed project area:

(A) Land uses.

(B) Cover types.

(C) Areas open to public hunting for white-tailed deer.

(D) Areas damaged by white-tailed deer.

(E) Areas of white-tailed deer congregation.

(F) Applicable safety zones.

(G) Proposed white-tailed deer control areas.

(ii) The map must indicate the individual acreage values for each of the listed features and acres.

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[Pa.B. Doc. No. 19-1317. Filed for public inspection August 30, 2019, 9:00 a.m.]

Title 58—RECREATION

PENNSYLVANIA GAMING CONTROL BOARD

[58 PA. CODE CHS. 617a, 625a, 637a, 639a, 641a, 643a, 647a, 653a, 655a, 657a, 677a, 679a AND 684a]

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), amends Chapters 617a, 625a, 637a, 639a, 641a, 643a, 647a, 653a, 655a, 657a, 677a, 679a and adds 684a to read as set forth in Annex A.

Purpose of this Final-Form Rulemaking

This final-form rulemaking incorporates new side wagers, payout tables and variations of existing table games and adds a new table game to the compliment of games available for play in this Commonwealth.

Explanation

Minor revisions were made throughout this final-form rulemaking for clarity and for consistency amongst all table game chapters. Revisions to specific chapters are as follows:

Chapter 617a. Roulette

Touchdown Roulette, a new side wager, is added in Chapter 617a (relating to roulette). The layout require-

ments for Touchdown Roulette are added in § 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel), a description of the wagers is added in § 617a.3 (relating to placement of wagers) and the payout odds for the wager are added to § 617a.4 (relating to payout odds).

Chapter 625a. Sic Bo

A new variation is added to the game of Sic Bo in which a player can activate the automated Sic Bo shaker. Additionally, a new payout table is added to the game in § 625a.6(a) (relating to payout odds) and the language in subsection (b) was amended for clarity.

Chapter 637a. Poker

Section 637a.10 (relating to Seven-card Stud Poker; procedures for dealing the cards; completion of each round of play) allows up to nine players to participate in a round of play, which is consistent with the number of players allowed in other Poker games.

Chapter 639a. Caribbean Stud Poker

In § 639a.12(d) (relating to payout odds; rate of progression) new payout tables are added to the progressive payout wager. The same payout tables are also approved for the progressive payout wager (or referred to as the Five-Card Progressive Payout Wager) in Chapters 641a, 643a, 647a, 653a, 655a and 657a.

Additionally, seed/reseed and incrementation rates are specified for all progressives as these rates correspond with the rates submitted by the manufacturer that were tested/approved by the Board's Gaming Lab. The same revisions are also made in Chapters 641a, 643a, 647a, 653a, 655a and 657a.

Chapter 641a. Four Card Poker

A new side wager, the Six Card Bonus Wager, is added to the game. Layout requirements for the new wager are added in § 641a.2 (relating to Four Card Poker table physical characteristics), the description of the winning hands is added in § 641a.6 (relating to Four Card Poker rankings), a description of the wager is added in § 641a.7 (relating to wagers), the procedure for dealing the Six Card Bonus Wager card is added in §§ 641a.8—641a.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) and the procedure to complete the round of play when a patron has placed a Six Card Bonus Wager is added in § 641a.11 (relating to procedures for completion of each round of play). The permissible payout odds for the wager are added in § 641a.12 (relating to payout odds; Envy Bonus; rate of progression).

The Six Card Bonus Wager is also added, in the same format, to Chapters 643a, 647a, 653a, 655a and 657a.

Chapter 643a. Let It Ride Poker

In § 643a.12 (relating to payout odds; payout limitation), the odds for the Five Card Bonus Wager in subsection (b) are corrected to reflect that odds are paid out based on the denomination of the wager placed by the player and should thus be in the consistent "to 1" format.

Chapter 653a. Ultimate Texas Hold 'Em Poker

A Bad Beat Bonus Wager is added to Ultimate Texas Hold 'Em Poker. The table layout requirements for the wager is added in § 653a.2 (relating to Ultimate Texas Hold 'Em Poker table physical characteristics), a descrip-

tion of the wager is added in § 653a.7 (relating to wagers), how the dealer is to complete the round of play when a player has placed a Bad Beat Bonus Wager is added to § 653a.11 (relating to procedures for completion of each round of play) and the payout odds are added in § 653a.12(g) (relating to payout odds; Envy Bonus; rate of progression; payout limitation).

Additionally, the payout limitation in § 653a.12 reflects that only required wagers are subject to a payout limitation. Wagers that are optional for players should not be included as a cap on payouts as it alters the approved hold percentages. Amendments to payout limitations to reflect that only required wagers may be subject to a cap were also made in Chapters 677a and 679a (relating to World Poker Tour Heads-Up Hold 'Em; and Three Card Prime).

Chapter 655a. Mississippi Stud

Other table game chapters contain a section addressing the procedures for handling irregularities that occur during play of the game. Section 655a.13 (relating to irregularities) is therefore amended for consistency with other table game chapters.

Chapter 679a. Three Card Prime

In §§ 679a.8—679a.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), an alternative dealing procedure is added which allows operators to deal only one community card to be used by all players who placed a Pair Bonus Wager rather than dealing each player who placed the wager an additional card.

Chapter 684a. Four Card Frenzy

Chapter 684a (relating to Four Card Frenzy) contains the requirements for a new table game, Four Card Frenzy. Section 684a.1 (relating to definitions) contains the definitions used throughout the chapter. Section 684a.2 (relating to Four Card Frenzy table physical characteristics) contains the physical characteristics of the table layout. Section 684a.3 (relating to cards; number of decks) details the number of cards and decks used to play the game. Section 684a.4 (relating to opening of the table for gaming) addresses how the dealer is to open the table game for play. Section 684a.5 (relating to shuffle and cut of the cards) details how the cards are to be shuffled and cut. Section 684a.6 (relating to Four Card Frenzy rankings) addresses the rank of the cards and hands. Section 684a.7 (relating to wagers) outlines the permissible wagers players may place during a round of play.

Sections 684a.8—684a.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. Section 684a.11 (relating to procedures for completion of each round of play) specifies how wagers are to be settled and a round of play completed. Section 684a.12 (relating to payout odds; payout limitation) outlines the permissible payout odds for winning wagers and allows the operator to place a payout limit, per player per round of play on required wagers. Section 684a.13 (relating to irregularities) addresses how a dealer is to handle irregularities during play.

The approved payout tables in § 684a.12 have a hold percentage of between 1.19% and 1.67% for required wagers. For optional wagers, the hold percentage ranges

from 1.7% to 7.23% for the Four Bonus Wager, between 6.74% to 18.1% for the All Six Bonus Wager (the same wager offered in Four Card Prime and Cajun Stud), and from 4.74% to 9.8% for the Prime Wager.

Comment and Response Summary

Notice of the proposed rulemaking was published at 47 Pa.B. 3182 (June 10, 2017). The Board did not receive comments from the public or the regulated community. The Independent Regulatory Review Commission (IRRC) reviewed the proposed rulemaking and issued no comments or recommendations. All changes from the proposed rulemaking to this final-form rulemaking were editorial changes made for publication in the *Pennsylvania Bulletin*.

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 agency. 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 the 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 one of the games or side wagers 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. Table game Rules Submission forms are available at <http://gamingcontrolboard.pa.gov/?p=187>.

Effective Date

This 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 May 22, 2017, the Board submitted a copy of the proposed rulemaking, published at 47 Pa.B. 3182 (June 10, 2017) and a copy of the Regulatory Analysis Form to the 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 (71 P.S. § 745.5a(j.2)), this final-form rulemaking was deemed approved by the Committees. IRRC met on July 18, 2019, and approved this final-form rulemaking in accordance with section 5.1(e) of the Regulatory Review Act.

Findings

The Board finds that:

(1) Public notice of intention to adopt these amendments was given under sections 201 and 202 of the act of July 31, 1968 (P.L. 769, No. 240) (45 P.S. §§ 1201 and 1202) and the regulations thereunder, 1 Pa. Code §§ 7.1 and 7.2. (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 617a, 625a, 637a, 639a, 641a, 643a, 647a, 653a, 655a, 657a, 677a, 679a and 684a, are amended by adding §§ 684a.1—684a.13 and amending §§ 617a.1, 617a.3, 617a.4, 625a.1, 625a.5, 625a.6, 637a.10, 639a.7, 639a.10, 639a.12, 641a.2, 641a.6—641a.12, 643a.2, 643a.6—643a.12, 647a.2, 647a.6—647a.12, 653a.2, 653a.6—653a.12, 655a.2, 655a.6—655a.13, 657a.2, 657a.6—657a.12, 677a.7, 677a.12 and 679a.8—679a.12 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. 4087 (August 3, 2019) for IRRC’s approval order.)

Fiscal Note: Fiscal Note 125-205 remains valid for the final adoption of the subject regulations.

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 617a. ROULETTE

§ 617a.1. Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel.

* * * * *

(f) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain, at a minimum:

* * * * *

(4) If the certificate holder offers the Five Adjacent Number Wager authorized under § 617a.3, a replica of the Roulette wheel.

(5) If the certificate holder offers the Touchdown Roulette Wager offered on a fully automated electronic table game, the electronic layout must contain a separate area designated for the electronic placement of the Touchdown Roulette Wager for each player. If the certificate holder is offering the Touchdown Roulette Wager, Roulette shall be played on a double zero Roulette wheel as described in subsection (d).

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

§ 617a.3. Placement of wagers.

* * * * *

(e) The wagers in the game of Roulette include:

* * * * *

(14) A 19—36 Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any 1 of 18 consecutive numbers from 19—36. The player shall make a 19—36 Wager by placing a wager within the box on the Roulette layout that is labeled 19—36.

(f) If the certificate holder offers Touchdown Roulette on a fully automated electronic gaming table, a player may make a Touchdown Roulette Wager before each Roulette spin unless a Touchdown Roulette game is already in progress. A Touchdown Roulette Wager shall be made by electronically placing a value chip on the designated area of the table layout. After placing a Touchdown Roulette Wager, if the Roulette ball comes to rest on:

(1) Any number (1—36), the Touchdown Roulette Wager shall lose and be collected.

(2) A 0 or 00, the player shall choose either the red team or black team. To begin the Touchdown Football

game, the electronic football shall be placed at the 50 yard line. Each Touchdown Roulette game shall last for the next four spins (downs). The player has four downs to move the football as close to the chosen team’s end zone, based on the value of the compartment upon which the ball lands. The color of the compartment determines whether the football moves toward the end zone of the red team or black team. For example, if a player selected the red team and if over the course of the next four spins the football collectively moved:

(i) To the 18 yard line for the red team, the player would be paid out for a win on the 11—20 yard line as provided in § 617a.4(d) (relating to payout odds).

(ii) To the 18 yard line for the black team, the player would be paid out for selecting the losing team as provided in § 617a.4(d).

§ 617a.4. Payout odds.

* * * * *

(c) When Roulette is played on a double zero wheel being used as a single zero wheel, as provided in § 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel), the following apply:

(1) Notice shall be provided that the double zero wheel is being used as a single zero wheel.

(2) If the Roulette ball comes to rest in a compartment marked double zero (00), the dealer shall announce “no spin,” declare the spin void and respin the wheel.

(3) Wagers on red, black, odd, even, 1—18 and 19—36 will be lost if the Roulette ball comes to rest in a compartment marked zero (0).

(d) The certificate holder shall pay out winning Touchdown Roulette Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission form 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>
Touchdown	1,000 to 1	500 to 1	1,000 to 1	500 to 1
1—10 yard line	150 to 1	250 to 1	200 to 1	200 to 1
11—20 yard line	75 to 1	75 to 1	75 to 1	100 to 1
21—30 yard line	50 to 1	50 to 1	50 to 1	50 to 1
31—40 yard line	25 to 1	25 to 1	25 to 1	25 to 1
41—49 yard line	10 to 1	10 to 1	10 to 1	10 to 1
Tie—50 yard line	5 to 1	5 to 1	5 to 1	5 to 1
Losing team	1 to 1	1 to 1	1 to 1	1 to 1

CHAPTER 625a. SIC BO

§ 625a.1. Sic Bo table; Sic Bo shaker; physical characteristics.

* * * * *

(d) Sic Bo shall be played with a Sic Bo shaker approved in accordance with § 601a.10(a), which shall be used to shake the dice to arrive at the winning combinations.

* * * * *

(2) An automated Sic Bo shaker, approved by the Bureau of Gaming Laboratory Operations in accordance with § 461a.4, may be used in the game of Sic Bo, provided that:

(i) The automated Sic Bo shaker must have a transparent compartment that is capable of being sealed or locked to secure the three dice and, depending on the shaker selected by the certificate holder, may utilize a separate opaque cover which conceals the dice while the automated Sic Bo shaker is activated.

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§ 625a.5. Procedures for opening and dealing the game.

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(f) After all losing wagers have been collected and all winning wagers have been paid, the dealer shall clear the previously illuminated winning combinations from the table.

(g) Notwithstanding the requirements in subsections (b) and (c), if the certificate holder is utilizing an automated Sic Bo shaker without an opaque cover or a player-activated Sic Bo shaker, all wagers shall be placed prior to the shaker being activated. After the dealer announces “no more bets,” the dealer, or a selected player if utilizing a player-activated shaker, shall then activate the automated dice shaker and complete the requirements in subsections (d)—(f).

§ 625a.6. Payout odds.

(a) The certificate holder shall pay out winning Sic Bo 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>Wager</i>	<i>Paytable A</i>	<i>Paytable B</i>
Three of a Kind	150 to 1	180 to 1
Two of a Kind	8 to 1	11 to 1
Any Three of a Kind	24 to 1	31 to 1
Total Value Bet of 4	50 to 1	62 to 1
Total Value Bet of 5	18 to 1	31 to 1
Total Value Bet of 6	14 to 1	18 to 1
Total Value Bet of 7	12 to 1	12 to 1
Total Value Bet of 8	8 to 1	8 to 1
Total Value Bet of 9	6 to 1	7 to 1
Total Value Bet of 10	6 to 1	6 to 1
Total Value Bet of 11	6 to 1	6 to 1
Total Value Bet of 12	6 to 1	7 to 1
Total Value of Bet 13	8 to 1	8 to 1
Total Value of Bet 14	12 to 1	12 to 1
Total Value of Bet 15	14 to 1	18 to 1
Total Value Bet of 16	18 to 1	31 to 1
Total Value Bet of 17	50 to 1	62 to 1
Any Two Dice Combination	5 to 1	6 to 1
Small Bet	1 to 1	1 to 1
Big Bet	1 to 1	1 to 1

(b) For purposes of a One of a Kind Wager:

(1) If only one of the dice show the numeric value upon which the wager was placed, the One of a Kind Wager shall be paid at 1 to 1.

(2) If two of the dice show the numeric value upon which the wager was placed, the One of a Kind Wager shall be paid at 2 to 1.

(3) If all three dice show the same numeric value upon which the wager was placed and if the certificate holder selected:

(i) Paytable A in subsection (a), the One of a Kind Wager shall be paid at 3 to 1.

(ii) Paytable B in subsection (a), the One of a Kind Wager shall be paid at 12 to 1.

(c) A certificate holder may list its payouts odds in subsections (a) and (b) as either “to 1” or “1 wins.”

CHAPTER 637a. POKER

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

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(b) No more than nine players may participate in a Seven-card Stud Poker game. Each player who elects to participate in a round of play may be required to place an Ante bet. The rules governing the placement of an Ante bet and the amount of the Ante bet, if any, shall be specified in the certificate holder’s Rules Submission under § 601a.2 (relating to table games Rules Submissions) and posted on a sign at each Poker table.

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CHAPTER 639a. CARIBBEAN STUD POKER

§ 639a.7. Wagers.

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(e) The 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.

§ 639a.10. Procedures for dealing the cards from an automated dealing shoe.

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(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed an Ante Wager in accordance with § 639a.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 and spread the cards face down on the layout so the top card of the stack is to the dealer’s right and the bottom card is to the dealer’s left. The dealer shall turn the bottom card of the stack (the card on the dealer’s far left) face up and leave the other four cards in the stack face down on the area designated for the placement of the dealer’s cards.

* * * * *

§ 639a.12. Payout odds; rate of progression.

* * * * *

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

(1) The certificate holder shall pay out winning Progressive Payout Wagers at the odds 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	100% of meter	100% of meter	100% of meter
Straight flush	5,000 for 1	10% of meter	10% of meter
Four-of-a-kind	500 for 1	500 for 1	200 for 1
Full house	100 for 1	100 for 1	50 for 1
Flush	50 for 1	50 for 1	40 for 1
Straight	10 for 1	10 for 1	30 for 1
Three-of-a-kind	3 for 1	3 for 1	9 for 1
Two pair	2 for 1	2 for 1	N/A

<i>Hand</i>	<i>Paytable D</i>	<i>Paytable E</i>
Royal flush	100% of meter	100% of meter
Straight flush	10% of meter	10% of meter
Four-of-a-kind	300 for 1	500 for 1
Full house	50 for 1	100 for 1
Flush	40 for 1	50 for 1
Straight	30 for 1	N/A
Three-of-a-kind	9 for 1	N/A

<i>Hand</i>	<i>Paytable F</i>	<i>Paytable G</i>	<i>Paytable H</i>
Royal flush	100% mega jackpot	100% mega jackpot	100% mega jackpot
Straight flush	100% major jackpot	100% major jackpot	100% major jackpot
Four-of-a-kind	300 for 1	100% minor jackpot	100% minor jackpot
Full house	50 for 1	50 for 1	50 for 1
Flush	40 for 1	40 for 1	40 for 1
Straight	30 for 1	30 for 1	30 for 1
Three-of-a-kind	9 for 1	10 for 1	9 for 1

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed.

(3) Paytables A, B, C and E may not be selected by the certificate holder if the Progressive Payout Wager is offered on multiple linked games with a shared progressive jackpot.

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>	<i>Paytable E</i>
Seed/reseed	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1
Incrementation rate					
Primary	53%	53%	25%	21%	65%
Reserve	15%	15%	N/A	N/A	5%

	<i>Paytable F</i>	<i>Paytable G</i>	<i>Paytable H</i>
Seed/reseed			
Mega	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1
Major	\$1,000 for 1	\$1,000 for 1	\$1,000 for 1
Minor	N/A	\$250 for 1	\$250 for 1
Incrementation rate			
Mega	11%	9%	10%
Major	10%	7%	8%
Minor	N/A	3%	3%

(5) 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 § 639a.11(c)(5) (relating to procedure for completion of each round of play).

(6) If the certificate holder selects Paytables D, F, G or H, 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:

* * * * *

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

Seed	\$10,000 for 1
Reseed	\$0
Incrementation rate	
Primary	13%
Reserve	8%

CHAPTER 641a. FOUR CARD POKER

§ 641a.2. Four Card Poker table physical characteristics.

* * * * *

(b) The layout for a Four Card 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:

* * * * *

(5) If a certificate holder offers the Five Card Hand Bonus Wager authorized under § 641a.7(d)(7), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(6) If the certificate holder offers the Six Card Bonus Wager authorized under § 641a.7(d)(8), the layout must contain:

- (i) A separate area designated for the placement of the Six Card Bonus Wager for each player.
- (ii) A designated area on the layout for the additional Six Card Bonus card.

(7) 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 Four Card Poker table.

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§ 641a.6. Four Card Poker rankings.

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(d) When the certificate holder offers a payout based on the rank of a five-card Poker hand, the rank of the hands must be:

* * * * *

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

(e) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

- (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.

(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.

§ 641a.7. Wagers.

* * * * *

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

* * * * *

(7) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand or the dealer's five-card Poker hand, or both, will contain a flush or better as defined in § 641a.6(d) (relating to Four Card Poker rankings). After placing an Ante Wager, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(8) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante Wager the option of placing a Six Card Bonus Wager which shall win if the player's five cards and the additional Six Card Bonus card forms a three-of-a-kind or better as described in § 641a.6(e). A Six Card Bonus Wager does not have bearing on any other wagers made by the player.

(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.

§ 641a.8. Procedures for dealing the cards from a manual dealing shoe.

* * * * *

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager, the dealer shall deal one card, face down, to the area on the layout designated for the placement of the Six Card Bonus card. The dealer shall then, 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 has placed a wager in accordance with § 641a.7 (relating to wagers) and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players and the first five cards dealt to the dealer shall be dealt face down. The dealer's sixth card shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

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§ 641a.9. Procedures for dealing the cards from the hand.

* * * * *

(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. If any player placed a Six Card Bonus Wager, the dealer shall deal one card, face down, to the area on the layout designated for the placement of the Six Card Bonus card. The dealer shall then, 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 has placed a wager in accordance with § 641a.7 (relating to wagers) and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players and the first five cards dealt to the dealer shall be dealt face down. The sixth card dealt to the dealer shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

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§ 641a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(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 a wager in accordance with § 641a.7 (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 a wager in accordance with § 641a.7. The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards.

(c) The dealer shall then remove the next stack of five cards dispensed by the automated dealing shoe and turn the bottom card of the stack face up on the dealer's hand. If any player placed a Six Card Bonus Wager, the dealer shall then deal the next card in the stack face down on the area of the layout designated for the placement of the Six Card Bonus card. The dealer shall then place the remaining cards of that stack in the discard rack without exposing the cards. After the cards have been dispensed and delivered, the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d), place the remaining cards in the discard rack without exposing the cards.

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§ 641a.11. Procedures for completion of each round of play.

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(b) After each player has examined his cards and placed the cards 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 make a Play Wager in an amount from one to three times the amount of the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. If a player:

- (1) Has placed an Ante Wager and an Aces Up or Six Card Bonus Wager but does not make a Play Wager, the player shall forfeit the Ante Wager but may not forfeit the Aces Up or Six Card Bonus Wager.
- (2) Has placed an Ante Wager and a Four or Five-Card Progressive Payout Wager but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Progressive Payout Wager but may not forfeit the eligibility to receive an Envy Bonus under § 641a.12(d) or (e) (relating to payout odds; Envy Bonus; rate of progression).

(c) After each player who has placed an Ante Wager has either placed a Play Wager on the designated area of the layout or forfeited his Ante Wager, the dealer shall collect all forfeited wagers and associated cards, if applicable, and place the cards in the discard rack. The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking Four Card Poker 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:

* * * * *

(6) After settling any Aces Up Wagers, the dealer shall settle a player's Bad Beat Bonus Wager as follows:

(i) If the player's hand contains a two pair or better and the dealer's hand outranks the player's hand, as provided in § 641a.6(b) (relating to Four Card Poker rankings), the certificate holder shall pay the winning Bad Beat Bonus Wager in accordance with § 641a.12(f) based on the rank of the player's losing hand.

(ii) If the dealer's hand contains a two pair or better and the player's hand outranks the dealer's hand, as provided in § 641a.6(b), the certificate holder shall pay the winning Bad Beat Bonus Wager in accordance with § 641a.12(f) based on the rank of the dealer's losing hand.

(iii) If the player's hand and the dealer's hand tie, if the player's hand of two pair or better does not lose to the dealer's hand, or if the dealer's hand of two pair or better does not lose to the player's hand, the dealer shall collect the player's losing Bad Beat Bonus Wager.

(7) After settling a player's Aces Up Wagers, the dealer shall settle the Five Card Hand Bonus Wager, if offered by the certificate holder, and any Magic Card or Lucky Bonus payouts. The dealer shall form the highest ranking five-card Poker hand of the player and the dealer. For the dealer's hand, the dealer shall form the highest ranking five-card Poker hand from the first five cards dealt to the dealer. A winning Five Card Hand Bonus Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:

- (i) Verify that the hand is a winning hand.
- (ii) Have a floorman or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(iii) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 641a.12(g). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(8) The dealer shall then settle a player's Six Card Bonus Wager by revealing the Six Card Bonus card and combining it with the player's five cards to form the highest ranking Poker hand as provided with § 641a.6(e). If the player's hand:

(i) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(ii) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 641a.12(h).

(d) 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.

§ 641a.12. Payout odds; Envy Bonus; rate of progression.

* * * * *

(d) If a certificate holder offers a Four-Card Progressive Payout Wager:

(1) The certificate holder shall pay out winning Four-Card Progressive Payout Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
Four aces	100% of meter	100% of meter
Four-of-a-kind	300 for 1	300 for 1
Straight flush	100 for 1	100 for 1
Three-of-a-kind	9 for 1	15 for 1

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Royal flush	100% of meter	100% mega jackpot	100% mega jackpot	100% mega jackpot
Straight flush	10% of meter	100% major jackpot	100% major jackpot	100% major jackpot
Four-of-a-kind	300 for 1	300 for 1	100% minor jackpot	100% minor jackpot
Full house	50 for 1	50 for 1	50 for 1	50 for 1
Flush	40 for 1	40 for 1	40 for 1	40 for 1
Straight	30 for 1	30 for 1	30 for 1	30 for 1
Three-of-a-kind	9 for 1	9 for 1	10 for 1	9 for 1

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed.

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	Paytable A
Seed/reseed	\$10,000 for 1
Incrementation rate	
Primary	21%
Reserve	N/A

	Paytable B	Paytable C	Paytable D
Seed/reseed			
Mega	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1
Major	\$1,000 for 1	\$1,000 for 1	\$1,000 for 1
Minor	N/A	\$250 for 1	\$250 for 1

(2) A player shall receive the payout for only the highest ranking Four Card Poker hand formed.

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	Paytable A	Paytable B
Seed/reseed	\$5,000 for 1	\$1,000 for 1
Incrementation rate		
Primary	29%	25%
Reserve	N/A	5%

(4) Winning Four-Card Progressive Payout Hands shall be paid the amount on the meter when it is the player's turn to be paid in accordance with § 641a.11(c)(5) (relating to procedures for completion of each round of play).

* * * * *

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

(1) The certificate holder shall pay out winning Five-Card Progressive Payout Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

	Paytable B	Paytable C	Paytable D
Incrementation rate			
Mega	11%	9%	10%
Major	10%	7%	8%
Minor	N/A	3%	3%

(4) Winning Five-Card 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 § 641a.11(c)(5).

* * * * *

(f) If a certificate holder offers the Bad Beat Bonus Wager, the certificate holder shall pay out winning Bad Beat 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:

* * * * *

(g) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

Seed	\$10,000 for 1
Reseed	\$0
Incrementation rate	
Primary	13%
Reserve	8%

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

Hand	Paytable A	Paytable B	Paytable C
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

Hand	Paytable D	Paytable E
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

CHAPTER 643a. LET IT RIDE POKER

§ 643a.2. Let It Ride Poker table physical characteristics.

* * * * *

(b) The layout for a Let It Ride 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, at a minimum:

* * * * *

(8) If a certificate holder offers the Five Card Hand Bonus Wager authorized under § 643a.7(i), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(9) If the certificate holder offers the Six Card Bonus Wager authorized under § 643a.7(j), the layout must contain:

(i) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(ii) A designated area on the layout for the Six Card Bonus card.

(10) 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 Let It Ride Poker table.

(11) An inscription indicating the payout limit per hand established by the certificate holder under § 643a.12(h) (relating to payout odds; payout limitation) or a generic inscription indicating the game is subject to the posted payout limit. If the payout limit is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Let It Ride Poker table.

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§ 643a.6. Let It Ride Poker rankings.

* * * * *

(d) If the certificate holder offers the Three-Card Progressive Payout Wager under § 643a.7(g), the following hands eligible for a payout are:

(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, other than a mini-royal, consisting of three cards of the same suit in consecutive rank.

(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 consecutive rank, including an ace, 2 and 3.

(e) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 643a.7. Wagers.

* * * * *

(i) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Let It Ride Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand will contain a flush or better as defined in § 643a.6(b) (relating to Let It Ride Poker rankings). After placing an Ante Wager, a player may make the additional Five Card Hand Bonus Wager by using the electronic wagering device designated for that player. Each player

shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(j) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed Let it Ride Wagers the option of placing a Six Card Bonus Wager which shall win if the player's three cards and the three additional Six Card Bonus cards form a three-of-a-kind or better as described in § 643a.6(e). A Six Card Bonus Wager does not have bearing on any other wagers made by the player.

(k) A Five Card Bonus Wager, Three Card Bonus Wager, Five Card Hand Bonus Wager, Progressive Payout Wager and Six Card Bonus Wager do not have a bearing on any other wagers made by the player.

(l) 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.

§ 643a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(d) If any player placed a Six Card Bonus Wager, the dealer shall deal three cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 643a.9. Procedure for dealing the cards from the hand.

* * * * *

(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. If any player placed a Six Card Bonus Wager, the dealer shall deal three cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 643a.10. Procedure for dealing the cards from an automated dealing shoe.

* * * * *

(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 the three required Let It Ride Poker Wagers in accordance with § 643a.7(d) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed the three required wagers in accordance with § 643a.7(d). The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards and spread the stack within the designated area so that the top card is to the dealer's right and the bottom card is to the dealer's left. The dealer shall then remove the card that is to his left and place that card in the discard rack without exposing the card. If any player placed a Six Card Bonus Wager, the dealer shall then remove the next stack of three cards dispensed by the automated dealing

shoe and place the cards face down on the area of the layout designated for the placement of the Six Card Bonus cards.

* * * * *

§ 643a.11. Procedures for completion of each round of play.

* * * * *

(f) After the second community card is turned face up, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn the three cards of the player face up on the layout and combine the two community cards and the three cards dealt to the player shall form the highest ranking five-card Poker hand of that player. If the player's hand:

(1) Contains a pair of 9s or lower, the dealer shall collect the player's losing Let It Ride Poker Wagers.

(2) Contains a pair of 10s or better, the dealer shall pay the player's winning Let it Ride Poker Wagers in accordance with § 643a.12(a) (relating to payout odds; payout limitation).

(g) After settling the player's Let It Ride Poker Wagers, the dealer shall settle any Five Card Bonus Wagers, Three Card Bonus Wagers, Progressive Payout Wagers or Five Card Hand Bonus Wagers as follows:

(1) If a player placed a Five Card Bonus Wager and the two community cards and the three cards dealt to the player:

(i) Form a five-card Poker hand of two pair or better, or a pair of 10s or better, depending on the payout table selected by the certificate holder, the dealer shall pay the winning Five Card Bonus Wager in accordance with § 643a.12(b).

(ii) Does not form a five-card Poker hand of two pair or better, or a pair of 10s or better, depending on the payout table selected by the certificate holder, the dealer shall collect the losing Five Card Bonus Wager.

(2) If a player placed a Three Card Bonus Wager and the three cards dealt to the player:

(i) Form a three-card Poker hand of a pair or better as defined in § 643a.6(c) (relating to Let It Ride Poker rankings), the dealer shall pay the winning Three Card Bonus Wager in accordance with § 643a.12(c).

(ii) Does not form a three-card Poker hand of a pair or better as defined in § 643a.6(c), the dealer shall collect the player's losing Three Card Bonus Wager.

(3) If a player placed a Three-Card Progressive Payout Wager and the three cards dealt to the player form a three-of-a-kind or better, as defined in § 643a.6(d), or a straight or better, depending on the payable selected by the certificate holder, the dealer shall:

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

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

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

(iv) Pay the winning Three-Card Progressive Payout Wager in accordance with the payout odds in § 643a.12(d)(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 must remain on the table until the necessary documentation has been completed.

(v) Pay any Three-Card Envy Bonus won in accordance with § 643a.12(d)(5). Players making a Three-Card Progressive Payout Wager shall receive a Three-Card Envy Bonus when another player at the same Let It Ride Poker table is the holder of a Three-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of a Three-Card Envy Bonus Qualifying Hand. A player is not entitled to a Three-Card Envy Bonus for his own hand.

(4) If a player placed a Five-Card Progressive Payout Wager and the player's three cards and the two community cards form a three-of-a-kind or better, as defined in § 643a.6(b), the dealer shall:

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

(iv) Pay the winning Five-Card Progressive Payout Wager in accordance with the payout odds in § 643a.12(e)(1). If a player has won a progressive payout that is a percentage 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 must remain on the table until the necessary documentation has been completed.

(v) Pay any Five-Card Envy Bonus won in accordance with § 643a.12(e)(5). Players making a Progressive Payout Wager shall receive a Five-Card Envy Bonus when another player at the same Let It Ride Poker table is the holder of a Five-Card Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of a Five-Card Envy Bonus Qualifying Hand. A player is not entitled to a Five-Card Envy Bonus for his own hand.

(5) If a player placed a Five Card Hand Bonus Wager, the dealer shall settle any Magic Card or Lucky Bonus payouts and any winning Five Card Hand Bonus wagers as follows:

- (i) Verify that the hand is a winning hand.
- (ii) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(iii) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 643a.12(f). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(6) If a player placed a Six Card Bonus Wager, the dealer shall reveal the three Six Card Bonus cards and combine them with the player's three cards to form the highest ranking Poker hand as provided in § 643a.6(e). If the player's hand:

- (i) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.
- (ii) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 643a.12(g).

(h) 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.

§ 643a.12. Payout odds; payout limitation.

* * * * *

(b) If a certificate holder offers the Five Card Bonus Wager, the certificate holder shall pay out winning Five Card Bonus Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Royal flush	20,000 to 1	20,000 to 1	20,000 to 1
Straight flush	2,000 to 1	2,000 to 1	2,000 to 1
Four-of-a-kind	150 to 1	200 to 1	100 to 1
Full house	75 to 1	75 to 1	75 to 1
Flush	50 to 1	50 to 1	50 to 1
Straight	25 to 1	25 to 1	25 to 1
Three-of-a-kind	4 to 1	5 to 1	9 to 1
Two pair	3 to 1	4 to 1	6 to 1
Pair of tens, jacks, queens, kings or aces	2 to 1	1 to 1	

<i>Hand</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>	<i>Paytable G</i>
Royal flush	10,000 to 1	10,000 to 1	10,000 to 1	25,000 to 1
Straight flush	2,000 to 1	2,000 to 1	2,000 to 1	2,500 to 1

<i>Hand</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>	<i>Paytable G</i>
Four-of-a-kind	200 to 1	200 to 1	100 to 1	400 to 1
Full house	75 to 1	100 to 1	75 to 1	200 to 1
Flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight	25 to 1	25 to 1	25 to 1	25 to 1
Three-of-a-kind	5 to 1	10 to 1	9 to 1	5 to 1
Two pair	4 to 1	6 to 1	6 to 1	
Pair of tens, jacks, queens, kings or aces	1 to 1			

* * * * *

(d) If a certificate holder offers the Three-Card Progressive Payout Wager:

* * * * *

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payouts in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	<i>Paytable A</i>	<i>Paytable B</i>
Seed/reseed	\$1,000 for 1	\$1,000 for 1
Incrementation rate		
Primary	14%	20%

(4) Winning Three-Card Progressive Payout Wagers shall be paid the amount on the meter when it is the player's turn to be paid in accordance with § 643a.11(g)(3) (relating to procedures for completion of each round of play).

* * * * *

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

(1) The certificate holder shall pay out winning Five-Card Progressive Payout Wagers at the odds 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>	<i>Paytable D</i>
Royal flush	100% of meter	100% mega jackpot	100% mega jackpot	100% mega jackpot
Straight flush	10% of meter	100% major jackpot	100% major jackpot	100% major jackpot
Four-of-a-kind	300 for 1	300 for 1	100% minor jackpot	100% minor jackpot
Full house	50 for 1	50 for 1	50 for 1	50 for 1
Flush	40 for 1	40 for 1	40 for 1	40 for 1
Straight	30 for 1	30 for 1	30 for 1	30 for 1
Three-of-a-kind	9 for 1	9 for 1	10 for 1	9 for 1

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed.

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	<i>Paytable A</i>
Seed/reseed	\$10,000 for 1
Incrementation rate	
Primary	21%
Reserve	N/A

	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Seed/reseed			
Mega	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1

	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Major	\$1,000 for 1	\$1,000 for 1	\$1,000 for 1
Minor	N/A	\$250 for 1	\$250 for 1
Incrementation rate			
Mega	11%	9%	10%
Major	10%	7%	8%
Minor	N/A	3%	3%

(4) Winning Five-Card 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 § 643a.11(g)(4).

* * * * *

(f) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

Seed	\$10,000 for 1
Reseed	\$0
Incrementation rate	
Primary	13%
Reserve	8%

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

Hand	Paytable A	Paytable B	Paytable C
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

Hand	Paytable D	Paytable E
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

(h) Notwithstanding the payout odds in subsection (a), a certificate holder may establish in its Rules Submission under § 601a.2 a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least \$50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. Any maximum payout limit established by a certificate holder must apply only to payouts of Let It Ride Poker Wagers under subsection (a) but may not apply to payouts of Five Card Bonus Wagers, Three Card Bonus Wagers Progressive Payout Wagers, Five Card Hand Bonus Wagers or Six Card Hand Bonus Wagers as provided in subsections (b)—(g).

CHAPTER 647a. TEXAS HOLD 'EM BONUS POKER

§ 647a.2. Texas Hold 'Em Bonus Poker table physical characteristics.

* * * * *

(b) The layout for a Texas Hold 'Em Bonus 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:

* * * * *

(7) If a certificate holder offers the optional Five Card Hand Bonus Wager authorized under § 647a.7(d)(4), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(8) If the certificate holder offers the Six Card Bonus Wager authorized under § 647a.7(d)(5), the layout must contain:

(i) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(ii) A designated area on the layout for the four Six Card Bonus cards.

(9) 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 Texas Hold 'Em Bonus Poker table.

(10) Inscriptions indicating the following:

(i) The Ante Wager will be returned if the player's winning hand is not a straight or better or a flush or better as specified in the certificate holder's Rules Submission under § 601a.2 (relating to table games Rules Submissions).

(ii) The payout limit per hand established by the certificate holder under § 647a.12(c) (relating to payout odds; payout limitation) or a generic inscription indicating that the game is subject to the posted payout limit.

(11) If the information required under paragraph (10) is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Texas Hold 'Em Bonus Poker table.

* * * * *

§ 647a.6. Texas Hold 'Em Bonus Poker rankings.

* * * * *

(c) When comparing two 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 contained in the other hand, shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

(d) If the certificate holder is offering the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 647a.7. **Wagers.**

* * * * *

(d) The following wagers may be placed in the game of Texas Hold 'Em Bonus Poker:

* * * * *

(4) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player at a Texas Hold 'Em Bonus Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand formed from the player's two cards and the three-card Flop, the dealer's five-card Poker hand formed from the dealer's two cards and the three-card Flop, or both, will contain a flush or better as defined in § 647a.6(b) (relating to Texas Hold 'Em Bonus Poker rankings). After placing an Ante Wager, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(5) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante Wager the option of placing a Six Card Bonus Wager which shall win if the player's two cards and the four additional Six Card Bonus cards form a three-of-a-kind or better as described in § 647a.6(d). A Six Card Bonus Wager does not have bearing on any other wagers made by the player.

(e) The 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.

§ 647a.8. **Procedure for dealing the cards from a manual dealing shoe.**

* * * * *

(d) If any player placed a Six Card Bonus Wager, the dealer shall deal four cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, 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, face down, to each player who placed an Ante Wager in accordance with § 647a.7(d)(1) (relating to wagers) and to the dealer, until each player who placed an Ante Wager and the dealer have two cards.

* * * * *

§ 647a.9. **Procedure for dealing the cards from the hand.**

* * * * *

(b) The dealer shall announce "no more bets" and, if the Progressive Payout Wager or Five Card Hand Bonus Wager is being offered, use the progressive table game system or electronic wagering 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 then 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.

(d) If any player placed a Six Card Bonus Wager, the dealer shall deal four cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who placed an Ante Wager in accordance with § 647a.7(d)(1) (relating to wagers) and to the dealer until each player who placed an Ante Wager and the dealer have two cards.

(e) After two cards have been dealt to each player and to the area designated for the placement of the dealer's hand, the dealer shall deal the five community cards in accordance with § 647a.11(c), (e) and (f) (relating to procedure for completion of each round of play). After all community cards have been dealt, the dealer shall, 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 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.

§ 647a.10. **Procedure for dealing the cards from an automated dealing shoe.**

* * * * *

(c) After each stack of two cards has been dispensed and delivered in accordance with subsection (b), the dealer shall remove the remaining cards from the automated dealing shoe. If any player placed a Six Card Bonus Wager, the dealer shall, in accordance with the procedures in § 647a.9(a)(2) (relating to procedure for dealing the cards from the hand), deal face down from his hand the top four cards of the stack to the area of the layout designated for the placement of the Six Card Bonus cards then deal the five community cards in accordance with § 647a.11(c), (e) and (f) (relating to procedure for completion of each round of play). After all five community cards have been dealt, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

* * * * *

§ 647a.11. **Procedure for completion of each round of play.**

* * * * *

(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 a Flop Wager prior to the dealing of the Flop. The player may either fold or place a Flop Wager equal to twice the amount of the player's Ante Wager. If a player:

(1) Places a Flop Wager, the wager shall be placed in the area designated for the Flop Wager.

(2) Folds, the player's Ante Wager shall be collected by the dealer and placed in the table inventory container. If the player:

(i) Has also placed:

(A) A Texas Hold 'Em Bonus or a Six Card Bonus Wager, the dealer shall place the cards of the player face down underneath the Texas Hold 'Em Bonus or a Six Card Bonus Wager pending its resolution at the conclusion of the round of play.

(B) A Progressive Payout Wager, the player is not eligible to receive a Progressive Payout. The player's cards shall remain face down on the table pending resolution of the Envy Bonus in accordance with subsection (i)(5).

(C) A Five Card Hand Bonus Wager, the dealer shall place the cards of the player face down on the table pending resolution of the Five Card Hand Bonus Wager in accordance with subsection (j).

(ii) Has not placed a Texas Hold 'Em Bonus Wager, Six Card Hand Bonus Wager, Five Card Hand Bonus Wager or a Progressive Payout Wager, the dealer shall immediately collect the player's cards and place them in the discard rack provided that if another player at the table placed a Progressive Payout Wager, the player's cards shall remain on the table pending the resolution of the Progressive Payout Wager in accordance with subsection (i).

* * * * *

(j) The dealer shall settle the Five Card Hand Bonus Wager, if offered by the certificate holder, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus shall be paid irrespective of whether the player's hand outranks the dealer's hand and based on the rank of the player's or the dealer's two cards and the three-card Flop. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:

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

(2) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(3) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 647a.12(e). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(k) To settle the Six Card Bonus Wager, the dealer shall reveal the four additional Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand as provided in § 647a.6(d) (relating to Texas Hold 'Em Bonus Poker rankings). If the player's hand:

(1) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(2) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 647a.12(f).

(l) 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.

§ 647a.12. Payout odds; payout limitation.

* * * * *

(c) Notwithstanding the payout odds in subsection (a), the maximum aggregate payout limit on all winning Ante, Flop, Turn and River Wagers for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

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

(1) The certificate holder shall pay each winning Progressive Payout Wager at the odds 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>	<i>Paytable D</i>
Royal flush	100% of meter	100% mega jackpot	100% mega jackpot	100% mega jackpot
Straight flush	10% of meter	100% major jackpot	100% major jackpot	100% major jackpot
Four-of-a-kind	300 for 1	300 for 1	100% minor jackpot	100% minor jackpot
Full house	50 for 1	50 for 1	50 for 1	50 for 1
Flush	40 for 1	40 for 1	40 for 1	40 for 1
Straight	30 for 1	30 for 1	30 for 1	30 for 1
Three-of-a-kind	9 for 1	9 for 1	10 for 1	9 for 1

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed.

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

<i>Paytable A</i>	
Seed/reseed	\$10,000 for 1
Incrementation rate	
Primary	21%
Reserve	N/A

	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Seed/reseed			
Mega	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1
Major	\$1,000 for 1	\$1,000 for 1	\$1,000 for 1
Minor	N/A	\$250 for 1	\$250 for 1
Incrementation rate			
Mega	11%	9%	10%
Major	10%	7%	8%
Minor	N/A	3%	3%

(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 § 647a.11(i) (relating to procedure for completion of each round of play).

* * * * *

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

Seed	\$10,000 for 1
Reseed	\$0
Incrementation rate	
Primary	13%
Reserve	8%

(f) A certificate holder shall pay out winning Six Card Bonus Wagers at the odds 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

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
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

CHAPTER 653a. ULTIMATE TEXAS HOLD 'EM POKER

§ 653a.2. Ultimate Texas Hold 'Em Poker table physical characteristics.

* * * * *

(b) The layout for an Ultimate Texas Hold 'Em 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, at a minimum:

* * * * *

(6) If a certificate holder offers the optional Five Card Hand Bonus Wager authorized under § 653a.7(d)(4), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(7) If the certificate holder offers the Six Card Bonus Wager authorized under § 653a.7(d)(5), the layout must contain:

(i) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(ii) A designated area on the layout for the four Six Card Bonus cards.

(8) If the certificate holder offers the Bad Beat Bonus Wager authorized under § 653a.7(d)(6), the layout must contain a separate area designated for the placement of the Bad Beat Bonus 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 Ultimate Texas Hold 'Em Poker table.

(10) Inscriptions indicating the following:

(i) An Ante Wager will push if the dealer has less than a pair.

(ii) A Blind Wager will push if the player's winning hand is not a straight or better or a flush or better, depending on the payable selected by the certificate holder.

(iii) The rules governing the required amount of a Play Wager as a multiple of the player's Ante Wager.

(iv) The payout limit per hand established by the certificate holder under § 653a.12(h) (relating to payout odds; Envy Bonus; rate of progression; payout limitation) or a generic inscription indicating that the game is subject to the posted payout limit.

(11) If the information required under paragraph (10) is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Ultimate Texas Hold 'Em Poker table.

* * * * *

§ 653a.6. Ultimate Texas Hold 'Em Poker rankings.

* * * * *

(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 contained in the other hand, shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

(d) If the certificate holder is offering the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 653a.7. Wagers.

* * * * *

(d) The following wagers may be placed in the game of Ultimate Texas Hold 'Em Poker:

* * * * *

(4) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player at an Ultimate Texas Hold 'Em Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand formed from the player's two cards and the three-card Flop or the dealer's five-card Poker hand formed from the dealer's two cards and the three-card Flop, or both, will contain a flush or better as defined in § 653a.6(b) (relating to Ultimate Texas Hold 'Em Poker rankings). After placing an Ante and a Blind Wager, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(5) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed

an Ante Wager the option of placing a Six Card Bonus Wager which shall win if the player's two cards and the four additional Six Card Bonus cards form a three-of-a-kind or better as described in § 653a.6(d). A Six Card Bonus Wager does not have bearing on any other wagers made by the player.

(6) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed Ante, Blind and Trips Wagers the option of placing a Bad Beat Bonus Wager which shall win if either the player's hand contains a three-of-a-kind or better and the dealer's hand outranks the player's hand or the dealer's five-card hand contains a three-of-a-kind or better and the player's hand outranks the dealer's hand.

(e) The 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.

§ 653a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(d) If any player placed a Six Card Bonus Wager, the dealer shall deal four cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, 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 wagers in accordance with § 653a.7(d)(1) (relating to wagers) and to the dealer, until each player who placed the required wagers, and the dealer have two cards.

* * * * *

§ 653a.9. Procedure for dealing the cards from the hand.

* * * * *

(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. If any player placed a Six Card Bonus Wager, the dealer shall deal four cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, 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 wagers in accordance with § 653a.7(d)(1) (relating to wagers) and to the dealer, until each player who placed the required wagers, and the dealer have two cards.

* * * * *

§ 653a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(c) After each stack of two cards has been dispensed and delivered in accordance with subsection (b), the dealer shall remove the remaining cards from the automated dealing shoe. If any player placed a Six Card Bonus Wager, the dealer shall, in accordance with the procedures in § 653a.9(a)(2) and (b) (relating to procedure for dealing the cards from the hand), deal face down from his hand the top four cards of the stack to the area of the layout designated for the placement of the Six Card Bonus cards then deal the five community cards in accordance with § 653a.11 (relating to procedures for

completion of each round of play). After all five community cards have been dealt, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

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§ 653a.11. Procedures for completion of each round of play.

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(f) After the final two community cards have been dealt, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who has not already placed a Play Wager whether he wishes to fold or place a Play Wager equal in amount to the player's Ante Wager. If a player:

(1) Places a Play Wager, the wager shall be placed in the area designated for the Play Wager.

(2) Folds, the Ante, Blind and Bad Beat Bonus Wagers of the player shall be collected by the dealer and placed in the table inventory container. If the player:

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

(ii) Has not placed a Trips Wager or a Six Card Bonus Wager, the dealer shall immediately collect the player's cards and place them in the discard rack.

* * * * *

(i) After settling a player's Ante, Blind and Play Wagers, the dealer shall settle any Trips Wager made by the player as follows:

(1) If the player's hand contains a three-of-a-kind or better as provided in § 653a.6(b) (relating to Texas Hold 'Em Bonus Poker rankings), the dealer shall pay the winning Trips Wager in accordance with § 653a.12(c).

(2) If the player's hand does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Trips Wager.

(j) The dealer shall then settle the Bad Beat Bonus Wager as follows:

(1) If the player's hand contains a three-of-a-kind or better and the dealer's hand outranks the player's hand, as provided in § 653a.6(b), the certificate holder shall pay the winning Bad Beat Bonus Wager in accordance with § 653a.12(g) based on the rank of the player's losing hand.

(2) If the dealer's hand contains a three-of-a-kind or better and the player's hand outranks the dealer's hand, as provided in § 653a.6(b), the certificate holder shall pay the winning Bad Beat Bonus Wager in accordance with § 653a.12(g) based on the rank of the dealer's losing hand.

(3) If the player's hand and the dealer's hand tie, if the player's hand of a three-of-a-kind or better does not lose to the dealer's hand, or if the dealer's hand of a three-of-a-kind or better does not lose to the player's hand, the dealer shall collect the losing Bad Beat Bonus Wager.

(k) The dealer shall then settle the Progressive Payout Wager, if offered by the certificate holder. A winning Progressive Payout Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand and

be based on the rank of the player's two cards and the three-card Flop. If a player has won a progressive payout, the dealer shall:

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

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

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

(4) Pay the winning Progressive Payout Wager in accordance with the payout odds in § 653a.12(d). If a player has won a progressive payout that is a percentage 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 must remain on the table until the necessary documentation has been completed.

(5) Pay any Envy Bonus won in accordance with § 653a.12(d). Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Ultimate Texas Hold 'Em Poker table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one other player 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.

(l) The dealer shall settle the Five Card Hand Bonus Wager, if offered by the certificate holder, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus shall be paid irrespective of whether the player's hand outranks the dealer's hand and based on the rank of the player's or the dealer's two cards and the three-card Flop. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:

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

(2) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(3) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 653a.12(e). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(m) To settle the Six Card Bonus Wager, the dealer shall reveal the four additional Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand as provided in § 653a.6(d). If the player's hand:

(1) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(2) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 653a.12(f).

(n) 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.

§ 653a.12. Payout odds; Envy Bonus; rate of progression; payout limitation.

* * * * *

(c) The certificate holder shall pay the player's winning Trips Wager at the odds in one of the following paytables,

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Royal flush	100% of meter	100% mega jackpot	100% mega jackpot	100% mega jackpot
Straight flush	10% of meter	100% major jackpot	100% major jackpot	100% major jackpot
Four-of-a-kind	300 for 1	300 for 1	100% minor jackpot	100% minor jackpot
Full house	50 for 1	50 for 1	50 for 1	50 for 1
Flush	40 for 1	40 for 1	40 for 1	40 for 1
Straight	30 for 1	30 for 1	30 for 1	30 for 1
Three-of-a-kind	9 for 1	9 for 1	10 for 1	9 for 1

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed from the player's two cards and the three-card Flop.

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	<i>Paytable A</i>
Seed/reseed	\$10,000 for 1
Incrementation rate	
Primary	21%
Reserve	N/A

	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
Seed/reseed			
Mega	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1
Major	\$1,000 for 1	\$1,000 for 1	\$1,000 for 1
Minor	N/A	\$250 for 1	\$250 for 1
Incrementation rate			
Mega	11%	9%	10%
Major	10%	7%	8%
Minor	N/A	3%	3%

(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 § 653a.11(k) (relating to procedures for completion of each round of play).

* * * * *

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the

selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

* * * * *

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

(1) The certificate holder shall pay the player's winning Progressive Payout Wager at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

Seed	\$10,000 for 1
Reseed	\$0
Incrementation rate	
Primary	13%
Reserve	8%

(f) A certificate holder shall pay out winning Six Card Bonus Wagers at the odds 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) The certificate holder shall pay out winning Bad Beat Bonus Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
Straight flush	10,000 to 1	7,500 to 1
Four-of-a-kind	500 to 1	500 to 1
Full house	40 to 1	50 to 1
Flush	25 to 1	30 to 1
Straight	20 to 1	20 to 1
Three-of-a-kind	9 to 1	9 to 1

(h) Notwithstanding the payout odds in subsections (a) and (b), a certificate holder may, in its Rules Submission under § 601a.2, establish a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater. Any maximum payout limit established by the certificate holder must apply only to payouts of Ultimate Texas Hold 'Em Poker Wagers under subsections (a) and (b) and does not apply to payouts for Trips, Progressive Payout, Five Card Hand Bonus, Six Card Bonus or Bad Beat Bonus Wagers under subsections (c)—(g).

CHAPTER 655a. MISSISSIPPI STUD

§ 655a.2. Mississippi Stud table physical characteristics.

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(b) The layout for a Mississippi Stud 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:

* * * * *

(6) If a certificate holder offers the Five Card Hand Bonus Wager authorized under § 655a.7(d)(5), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(7) If the certificate holder offers the Six Card Bonus Wager authorized under § 655a.7(d)(6), the layout must contain:

(i) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(ii) A designated area on the layout for the four Six Card Bonus cards.

(8) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers and the rules governing the required amount of the 3rd Street, 4th Street or 5th Street Wager as a multiple of the player's Ante Wager. If the information is not inscribed on the layout, a sign that sets forth the required information must be posted at each Mississippi Stud table.

* * * * *

§ 655a.6. Mississippi Stud hand rankings.

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(c) For purposes of the Three Card Bonus authorized under § 655a.7(d)(4) (relating to wagers), the permissible three-card Poker hands must be:

* * * * *

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

(d) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 655a.7. Wagers.

* * * * *

(c) All Ante, Progressive Payout, Three Card Bonus, Five Card Hand Bonus and Six Card Bonus Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedure in § 655a.8, § 655a.9 or § 655a.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 § 655a.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 Mississippi Stud:

* * * * *

(5) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Mississippi Stud table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand will contain a flush or better as defined in § 655a.6(b). After placing an Ante Wager, a player may make the additional Five Card Hand Bonus Wager by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(6) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed an Ante Wager the option of placing a Six Card Bonus Wager which shall win if the player's two cards and the four additional Six Card Bonus cards form a three-of-a-kind or better as described in § 655a.6(d). A Six Card Bonus Wager does not have bearing on any other wagers made by the player.

(e) The 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.

§ 655a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(d) If any player placed a Six Card Bonus Wager, the dealer shall deal four cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 655a.9. Procedure for dealing the cards from the hand.

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(b) If any player placed a Six Card Bonus Wager, the dealer shall deal four cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

* * * * *

§ 655a.10. Procedures for dealing the cards from an automated dealing shoe.

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(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. If any player placed a Six Card Bonus Wager, the dealer shall, in accordance with the procedures in § 655a.9(a)(2) (relating to procedure for dealing the cards from the hand), deal face down from his hand the top four cards of the stack to the area of the layout designated for the placement of the Six Card Bonus cards then 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.

* * * * *

§ 655a.11. Procedures for completion of each round of play.

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(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 place a 3rd Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager or fold. If a player folds, the Ante Wager 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, Three Card Bonus, Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all optional wagers are resolved in accordance with subsection (i).

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

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

lected 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, Three Card Bonus, Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all wagers are resolved in accordance with subsection (i).

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

(f) Each player shall then either place a 5th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designed 5th Street betting area or fold. If a player folds, the Ante Wager and the 3rd Street and 4th Street Wagers shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout, Three Card Bonus, Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all optional wagers are resolved in accordance with subsection (i).

(g) Once all remaining players have either placed a 5th Street 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 the player's two cards face up on the layout and combine them with the three community cards to form the highest ranking five-card Poker hand of that player. If the player's hand:

(1) Is a pair of 5s or lower, the dealer shall collect the player's losing Ante, 3rd Street, 4th Street and 5th Street Wagers.

(2) Is a pair of 6s, 7s, 8s, 9s or 10s, the player's hand is a push and all Ante, 3rd Street, 4th Street and 5th Street Wagers shall be returned to the player.

(3) Is a pair of jacks or higher, the dealer shall pay the winning Ante, 3rd Street, 4th Street and 5th Street Wagers in accordance with the payout odds in § 655a.12(a) (relating to payout odds; Envy Bonus; rate of progression).

(i) After settling the player's Ante, 3rd Street, 4th Street and 5th Street Wagers, the dealer shall settle the Progressive Payout, Three Card Bonus, Five Card Hand Bonus and Six Card Bonus Wagers, if offered by the certificate holder, as follows:

(1) If a player has placed a Progressive Payout Wager and the player's two cards and the three community cards form a three-of-a-kind or better, as defined in § 655a.6(b) (relating to Mississippi Stud hand rankings), the dealer shall:

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

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

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

(iv) Pay the winning Progressive Payout Wager in accordance with § 655a.12(c)(1). If a player has won a progressive payout that is a percentage 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.

(v) Pay any Envy Bonus won in accordance with § 655a.12(c)(5). Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Mississippi Stud table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand. A player is not entitled to an Envy Bonus for his own hand.

(2) If a player placed a Three Card Bonus Wager and the three community cards:

(i) Form a three-card Poker hand of a pair or better as defined in § 655a.6(c), the dealer shall pay the winning Three Card Bonus Wager in accordance with § 655a.12(d).

(ii) Does not form a three-card Poker hand of a pair or better as defined in § 655a.6(c), the dealer shall collect the player's losing Three Card Bonus Wager.

(3) If a player placed a Five Card Hand Bonus Wager, the dealer shall settle any Magic Card or Lucky Bonus payouts and any winning Five Card Hand Bonus wagers as follows:

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

(ii) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(iii) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 655a.12(e). If a player has won a Five Card Hand Bonus payout that is a

percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(4) For the Six Card Bonus Wager, the dealer shall reveal the four additional Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand as provided in § 655a.6(d). If the player's hand:

(i) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 655a.12(f).

(ii) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(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.

§ 655a.12. Payout odds; Envy Bonus; rate of progression.

(a) A certificate holder shall pay each winning Ante, 3rd Street, 4th Street and 5th Street Wagers in accordance with the following odds:

* * * *

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

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

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Royal flush	100% of meter	100% mega jackpot	100% mega jackpot	100% mega jackpot
Straight flush	10% of meter	100% major jackpot	100% major jackpot	100% major jackpot
Four-of-a-kind	300 for 1	300 for 1	100% minor jackpot	100% minor jackpot
Full house	50 for 1	50 for 1	50 for 1	50 for 1
Flush	40 for 1	40 for 1	40 for 1	40 for 1
Straight	30 for 1	30 for 1	30 for 1	30 for 1
Three-of-a-kind	9 for 1	9 for 1	10 for 1	9 for 1

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

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payouts in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	Paytable A
Seed/reseed	\$10,000 for 1
Incrementation rate	
Primary	21%
Reserve	N/A

	Paytable B	Paytable C	Paytable D
Seed/reseed			
Mega	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1
Major	\$1,000 for 1	\$1,000 for 1	\$1,000 for 1
Minor	N/A	\$250 for 1	\$250 for 1
Incrementation rate			
Mega	11%	9%	10%
Major	10%	7%	8%
Minor	N/A	3%	3%

(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

§ 655a.11(i)(1)(iv) (relating to procedures for completion of each round of play).

* * * * *

(e) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

Seed	\$10,000 for 1
Reseed	\$0
Incrementation rate	
Primary	13%
Reserve	8%

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

Hand	Paytable A	Paytable B	Paytable C
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

Hand	Paytable D	Paytable E
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

§ 655a.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 each player having either folded or placed a 3rd Street, 4th Street or 5th Street Wager as provided in § 655a.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 657a. CRAZY 4 POKER

§ 657a.2. Crazy 4 Poker table physical characteristics.

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(b) The layout for a Crazy 4 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:

* * * * *

(4) If a certificate holder offers the Five Card Hand Bonus Wager authorized under § 657a.7(d)(5), each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager.

(5) If the certificate holder offers the Six Card Bonus Wager authorized under § 657a.7(d)(6), the layout must contain:

(i) A separate area designated for the placement of the Six Card Bonus Wager for each player.

(ii) A designated area on the layout for the Six Card Bonus card.

(6) 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 Crazy 4 Poker table.

(7) Inscriptions that advise patrons of the following:

(i) The best four-card hand plays.

(ii) The dealer qualifies with a king or better.

(iii) A player who has a pair of aces or better may place a Play Wager in an amount up to three times the player's Ante Wager.

(iv) The player's Super Bonus Wager shall be returned if the player beats or ties the dealer with a hand that is not a straight or better.

(8) If the information in paragraph (7) is not on the layout, a sign which sets forth the required information must be posted at each Crazy 4 Poker table.

* * * * *

§ 657a.6. Crazy 4 Poker rankings.

* * * * *

(d) If the certificate holder offers a payout based on the rank of a five-card Poker hand, the rank of the hands must be:

* * * * *

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

(e) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:

(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.

(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.

§ 657a.7. Wagers.

* * * * *

(d) The following wagers may be placed in the game of Crazy 4 Poker:

* * * * *

(5) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Crazy 4 Poker table the option to make an additional Five Card Hand Bonus Wager that the player's five-card Poker hand or the dealer's five-card Poker hand, or both, will contain a flush or better as defined in § 657a.6(d) (relating to Crazy 4 Poker rankings). After placing Ante and Super Bonus Wagers, a player may make the additional Five Card Hand Bonus Wager on the player's hand or the dealer's hand, or both, by using the electronic wagering device designated for that player. Each player shall be responsible for verifying that the player's Five Card Hand Bonus Wager has been accepted.

(6) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player who placed Ante and Super Bonus Wagers the option of placing a Six Card Bonus Wager which shall win if the player's five cards and the additional Six Card Bonus card form a three-of-a-kind or better as described in § 657a.6(e). A Six Card Bonus Wager does not have bearing on any other wagers made by the player.

(e) The 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.

§ 657a.8. Procedure for dealing the cards from a manual dealing shoe.

* * * * *

(d) After all wagers have been placed, if any player placed a Six Card Bonus Wager, the dealer shall deal one card, face down, to the area on the layout designated for the placement of the Six Card Bonus card. The dealer shall then, 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 wagers in accordance with § 657a.7(d)(1) (relating to wagers) and to the dealer until each player and the dealer have five cards.

* * * * *

§ 657a.9. Procedure for dealing the cards from the hand.

* * * * *

(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. If any player placed a Six Card Bonus Wager, the dealer shall deal one card, face down, to the area on the layout designated for the placement of the Six Card Bonus card. The dealer shall then, 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 wagers in accordance with § 657a.7(d)(1) (relating to wagers) and to the dealer until each player and the dealer have five cards.

* * * * *

§ 657a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(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 a wager in accordance with § 657a.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 a wager in accordance with § 657a.7(d)(1). The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer's cards. If any player placed a Six Card Bonus Wager, the dealer shall then remove the next stack of five cards dispensed by the automated dealing shoe and deal the top card of the stack face down to the area of the layout designated for the placement of the Six Card Bonus card then place the remaining cards of the stack in the discard rack without exposing the cards.

* * * * *

§ 657a.11. Procedures for completion of each round of play.

* * * * *

(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 Ante and Super Bonus Wagers if he wishes to forfeit the Ante and Super Bonus Wagers

and end his participation in the round of play or make a Play Wager in an amount equal to the player's Ante Wager. A player who has a pair of aces or better may place a Play Wager in an amount up to three times the player's Ante Wager. If a player:

(1) Has placed Ante, Super Bonus and Queens Up Wagers but does not make a Play Wager, the player shall forfeit all three wagers.

(2) Has placed Ante, Super Bonus and Four or Five-Card Progressive Payout Wagers but does not make a Play Wager, the player shall forfeit all three wagers but may not forfeit the eligibility to receive an Envy Bonus under § 657a.12(d)(5) or (e)(5) (relating to payout odds; Envy Bonus; rate of progression).

(3) Has placed Ante, Super Bonus and Six Card Bonus Wagers but does not make a Play Wager, the player shall forfeit the Ante and Super Bonus Wagers but not forfeit the Six Card Bonus Wager and the player's cards shall remain on the layout until the optional wager is settled in accordance with subsection (g).

(c) After each player who has placed Ante and Super Bonus Wagers has either placed a Play Wager on the designated area of the layout or forfeited his wagers and hand, the dealer shall collect all forfeited wagers and associated cards and place the cards in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking four-card Poker 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:

* * * * *

(f) After settling a player's Ante, Play, Super Bonus and Queens Up Wagers, the dealer shall then settle the Five Card Hand Bonus Wager, if offered by the certificate holder, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:

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

(2) Have a floormen or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(3) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 657.12(f). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

(g) After the Play, Ante, Queens Up and Super Bonus Wagers have been settled, the dealer shall settle the player's Six Card Bonus Wager. The dealer shall reveal

the Six Card Bonus card and combine it with the player's five cards to form the highest ranking Poker hand in accordance with § 657a.6(e) (relating to Crazy 4 Poker rankings). If the player's hand:

(1) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.

(2) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 657a.12(g).

(h) 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.

§ 657a.12. Payout odds; Envy Bonus; rate of progression.

* * * * *

(c) The certificate holder shall pay out winning Queens Up 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):

* * * * *

(d) If a certificate holder offers the Four-Card Progressive Payout Wager:

(1) The certificate holder shall pay out winning Four-Card Progressive Payout Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

* * * * *

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	<i>Paytable A</i>	<i>Paytable B</i>
Seed/reseed	\$5,000 for 1	\$1,000 for 1
Incrementation rate		
Primary	29%	25%
Reserve	N/A	5%

(4) Winning Four-Card 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 § 657a.11(e) (relating to procedures for completion of each round of play).

* * * * *

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

(1) The certificate holder shall pay out winning Five-Card Progressive Payout Wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C	Paytable D
Royal flush	100% of meter	100% mega jackpot	100% mega jackpot	100% mega jackpot
Straight flush	10% of meter	100% major jackpot	100% major jackpot	100% major jackpot
Four-of-a-kind	300 for 1	300 for 1	100% minor jackpot	100% minor jackpot
Full house	50 for 1	50 for 1	50 for 1	50 for 1
Flush	40 for 1	40 for 1	40 for 1	40 for 1
Straight	30 for 1	30 for 1	30 for 1	30 for 1
Three-of-a-kind	9 for 1	9 for 1	10 for 1	9 for 1

(2) A player shall receive the payout for only the highest ranking five-card Poker hand formed.

(3) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

	Paytable A
Seed/reseed	\$10,000 for 1
Incrementation rate	
Primary	21%
Reserve	N/A

	Paytable B	Paytable C	Paytable D
Seed/reseed			
Mega	\$10,000 for 1	\$10,000 for 1	\$10,000 for 1
Major	\$1,000 for 1	\$1,000 for 1	\$1,000 for 1
Minor	N/A	\$250 for 1	\$250 for 1
Incrementation rate			
Mega	11%	9%	10%
Major	10%	7%	8%
Minor	N/A	3%	3%

(4) Winning Five-Card 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 § 657a.11(e).

* * * * *

(f) If a certificate holder offers the Five Card Hand Bonus Wager:

* * * * *

(4) The rate of progression (incrementation rate) and the seed and reseed amounts for the meter used for the progressive payout in paragraph (1) must be based upon the amount of the Progressive Payout Wager being offered and must be as follows:

Seed	\$10,000 for 1
Reseed	\$0
Incrementation rate	
Primary	13%
Reserve	8%

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

Hand	Paytable A	Paytable B	Paytable C
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

Hand	Paytable D	Paytable E
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

CHAPTER 677a. WORLD POKER TOUR HEADS-UP HOLD 'EM

§ 677a.7. Wagers.

* * * * *

(e) The 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.

§ 677a.12. Payout odds; payout limitation.

* * * * *

(f) Notwithstanding the payout odds in subsections (a) and (b), 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. A maximum payout limit established by the certificate holder must apply only to payouts of Ante, Raise and Odds Wagers placed under subsections (a) and (b) and does not apply to payouts for Bad Beat Bonus, Pocket Bonus or Trips Plus Wagers placed under subsections (c)—(e).

CHAPTER 679a. THREE CARD PRIME

§ 679a.8. Procedures for dealing the cards from a manual dealing shoe.

* * * * *

(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.

(h) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may deal one community card to be used by all players who placed a Pair Bonus Wager authorized under § 679a.7(d)(3) instead of dealing each player who placed a Pair Bonus Wager an additional card as provided in subsection (c). If the certificate holder elects to utilize one Pair Bonus community card, the community card shall be dealt after each player who placed an Ante Wager and the dealer have three cards. The community card shall be dealt to the area on the table layout designated for the placement of the Pair Bonus community card.

§ 679a.9. Procedures for dealing the cards from the hand.

* * * * *

(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.

(g) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may deal one community card to be used by all players who placed a Pair Bonus Wager authorized under § 679a.7(d)(3), instead of dealing each player who placed a Pair Bonus Wager an additional card as provided in subsection (b). If the certificate holder elects to utilize one Pair Bonus community card, the community card shall be dealt after each player who placed an Ante Wager and the dealer have three cards. The community card shall be dealt to the area on the table layout designated for the placement of the Pair Bonus community card.

§ 679a.10. Procedures for dealing the cards from an automated dealing shoe.

* * * * *

(g) Notwithstanding the requirements in subsections (b) and (c), if a certificate holder is utilizing an automated dealing shoe that automatically reshuffles the cards, the dealer may distribute four cards to each player and the dealer provided that as the cards are dispensed and distributed to each player:

(1) The top card of a stack dealt to a player who placed a Pair Bonus Wager shall be moved off the top of the stack and placed face down on the table layout until it is revealed by the dealer in accordance with § 679a.11(d)(2) (relating to procedures for completion of each round of play).

(2) The top card of a stack dealt to a player who did not place a Pair Bonus Wager and to the dealer shall be collected and placed face down in the discard rack.

(h) If specified in its Rules Submission form required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may deal one community card to be used by all players who placed a Pair Bonus Wager authorized under § 679a.7(d)(3), instead of dealing each player who placed a Pair Bonus Wager an additional card as provided in subsection (c). If the certificate holder elects to utilize one Pair Bonus community card, the community card shall be dealt after each player who placed an Ante Wager and the dealer have three cards. The community card shall be dealt to the area on the table layout designated for the placement of the Pair Bonus community card.

§ 679a.11. Procedures for completion of each round of play.

* * * * *

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

* * * * *

(2) For the Pair Bonus Wager, if the player's hand:

(i) Does not contain a pair or better, the dealer shall collect the losing Pair Bonus Wager.

(ii) Contains a pair or better, the dealer shall reveal the fourth card dealt to the player or if the certificate holder is utilizing a Pair Bonus community card as provided in § 679a.8(h), § 679a.9(g) or § 679a.10(h), the dealer shall reveal the Pair Bonus community card. If the fourth card dealt to the player or the Pair Bonus community card is:

(A) Not a 2, the dealer shall pay the winning Pair Bonus Wager in accordance with § 679a.12(e).

(B) A 2, the dealer shall pay the winning Pair Bonus Wager in accordance with § 679a.12(f).

* * * * *

§ 679a.12. Payout odds; Bad Beat Bonus.

* * * * *

(h) Notwithstanding the payout odds in subsections (a) and (b), 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. A maximum payout limit established by the certificate holder must apply only to payouts of Ante and Play Wagers under subsections (a) and (b) and does not apply to payouts for Bad Beat Bonus, Prime, Pair Bonus or All Six Bonus Wagers under subsections (c)—(g).

CHAPTER 684a. FOUR CARD FRENZY

- Sec.
- 684a.1. Definitions.
- 684a.2. Four Card Frenzy table physical characteristics.
- 684a.3. Cards; number of decks.
- 684a.4. Opening of the table for gaming.
- 684a.5. Shuffle and cut of the cards.
- 684a.6. Four Card Frenzy rankings.
- 684a.7. Wagers.
- 684a.8. Procedures for dealing the cards from a manual dealing shoe.
- 684a.9. Procedures for dealing the cards from the hand.
- 684a.10. Procedures for dealing the cards from an automated dealing shoe.
- 684a.11. Procedures for completion of each round of play.
- 684a.12. Payout odds; payout limitation.
- 684a.13. Irregularities.

§ 684a.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.

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

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

Odds Wager—A wager that a player is required to make prior to any cards being dealt to compete against the dealer's hand and a posted payout table.

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 that a player shall make if the player opts to remain in competition against the dealer.

§ 684a.2. Four Card Frenzy table physical characteristics.

(a) Four Card Frenzy 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 Frenzy 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) Three separate betting areas designated for the placement of Ante, Odds and Raise Wagers for each player.
- (3) If the certificate holder offers the optional Prime Wager authorized under § 684a.7(d)(2) (relating to wagers), the Four Card Bonus Wager authorized under § 684a.7(d)(3) or the All-Six Bonus Wager authorized under § 684a.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 Frenzy table.

(5) If the certificate holder establishes a payout limit per player, per round of play, as authorized under § 684a.12(g) (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 Four Card Frenzy table.

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

§ 684a.3. Cards; number of decks.

(a) Except as provided in subsection (b), Four Card Frenzy shall be played with 1 deck of 52 cards that are identical in appearance and 1 cover card.

(b) If an automated card shuffling device is utilized, Four Card Frenzy may be played with 2 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 Frenzy 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.

§ 684a.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 § 684a.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.

§ 684a.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 § 684a.8, § 684a.9 or § 684a.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 a 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 Frenzy table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread 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 § 684a.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.

§ 684a.6. Four Card Frenzy rankings.

(a) The rank of the cards used in Four Card Frenzy, 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 Frenzy, 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 Four Card Bonus Wager authorized under § 684a.7(d)(3) (relating to wagers), the hands eligible for a payout shall be:

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

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

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

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

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

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

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

(e) If a certificate holder offers the All-Six Bonus Wager authorized under § 684a.7(d)(4), the hands eligible for a payout 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.

§ 684a.7. Wagers.

(a) Wagers at Four Card Frenzy 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 Frenzy 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 § 684a.8, § 684a.9 or § 684a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from an automated dealing shoe). Except as provided in § 684a.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 Frenzy:

(1) A player may compete solely against the dealer's Four Card Frenzy hand by placing Ante and Odds Wagers in equal amounts, then a Raise Wager in accordance with § 684a.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 Frenzy 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 Frenzy table the option to make an additional Four Card Bonus Wager, which shall win if the player's four-card hand contains two pair or better as provided in § 684a.6(d) (relating to Four Card Frenzy rankings).

(4) If specified in its Rules Submission under § 601a.2, a certificate holder may offer to each player at a Four Card Frenzy 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 § 684a.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.

§ 684a.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 § 684a.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 Ante and Odds Wagers in accordance with § 684a.7(d)(1) (relating to wagers) and to the dealer until each player who placed Ante and Odds Wagers and the dealer have five cards. All cards shall be dealt face down.

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

(e) 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.

(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.

§ 684a.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 § 684a.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 Ante and Odds Wagers in accordance with § 684a.7(d)(1) (relating to wagers) and to the dealer until each player who placed Ante and Odds Wagers and the dealer have five cards.

(c) After five cards have been dealt to each player and the dealer, except as provided in subsection (d), the dealer shall 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.

§ 684a.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 § 684a.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 Ante and Odds Wagers in accordance with § 684a.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 have placed Ante and Odds Wagers. The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer’s cards. If any player placed an All-Six Bonus Wager, the dealer shall then remove the next stack of five cards dispensed by the automated dealing shoe and deal the top card of the stack face down to the area of the layout designated for the All-Six Bonus card and place the remaining cards of the stack in the discard rack without exposing the cards.

(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 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.

§ 684a.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 684a.8, § 684a.9 or § 684a.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 Frenzy 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 and formed the best possible four-card hand, the dealer shall, beginning with the player farthest to the dealer’s left and moving clockwise around the table, ask each player who placed Ante and Odds Wagers if he wishes forfeit the Ante and Odds Wagers and end his participation in the round of play or make a Raise Wager. If the player elects to:

(1) Place a Raise Wager, the player’s Raise Wager shall be equal to the player’s Ante Wager if player’s hand is a pair of kings or lower as provided in § 684a.6(b) (relating to Four Card Frenzy rankings). If the player’s hand is a pair of aces or higher, the player’s Raise Wager may be equal to one, two or three times the player’s Ante Wager.

(2) Forfeit his Ante and Odds Wagers by failing to place a Raise Wager, the dealer shall collect the player’s Ante and Odds Wagers and place the player’s cards in the discard rack provided that if a player has placed an optional Four Card Bonus, Prime or All Six-Bonus Wager, the player does not forfeit the optional wagers and the player’s cards shall remain on the layout until the optional wagers are settled in accordance with subsection (d).

(c) After each player has either placed a Raise Wager on the designated area of the layout or forfeited his Ante and Odds Wagers, the dealer shall 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. The dealer shall then settle the player's required wagers as provided in paragraphs (2)—(4).

(2) For purposes of the Ante Wager:

(i) If the dealer's highest ranking four-card hand is not a king high or better, as described in § 684a.6(b) and (c), the dealer shall return the player's Ante Wager.

(ii) If the dealer's highest ranking four-card hand is a king high or better, and the player's highest ranking four-card hand:

(A) Is greater than or equal to the dealer's hand, the dealer shall pay the winning Ante Wager in accordance with § 684a.12(a) (relating to payout odds; payout limitation).

(B) Is lower than the dealer's hand, the dealer shall collect the player's losing Ante Wager.

(3) For purposes of the Raise Wager:

(i) If the player's highest ranking four-card hand is greater than or equal to the dealer's hand, the dealer shall pay the winning Raise Wager in accordance with § 684a.12(a).

(ii) If the player's highest ranking four-card hand is lower than the dealer's hand, the dealer shall collect the player's losing Raise Wager.

(4) For purposes of the Odds Wager:

(i) If a player's highest ranking four-card hand is a straight or higher, as provided in § 684a.6(b) and the player's hand is:

(A) Greater than or equal to the dealer's hand, the dealer shall pay the winning Odds Wager in accordance with § 684a.12(b).

(B) Lower than the dealer's hand, the dealer shall pay a bad beat payout on the player's Odds Wager in accordance with § 684a.12(c).

(ii) If a player's highest ranking four-card hand is two pair or lower, as provided in § 684a.6(b) and the player's hand is:

(A) Greater than or equal to the dealer's hand, the dealer shall return the player's Odds Wager.

(B) Lower than the dealer's hand, the dealer shall collect the player's losing Odds Wager.

(d) After settling the player's Ante, Odds 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 § 684a.12(d).

(2) For the Four Card Bonus Wager, if the player's four-card hand:

(i) Does not contain two pair or better, as described in § 684a.6(d), the dealer shall collect the losing Four Card Bonus Wager.

(ii) Contains two pair or better, as described in § 684a.6(d), the dealer shall pay the winning Four Card Bonus Wager in accordance with § 684a.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 § 684a.6(e). If the hand:

(i) Does not contain a three-of-a-kind or better, as described in § 684a.6(e), the dealer shall collect the losing All-Six Bonus Wager.

(ii) Contains a three-of-a-kind or better, as described in § 684a.6(e), the dealer shall pay the winning All-Six Bonus Wager in accordance with § 684a.12(f).

(e) 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.

§ 684a.12. Payout odds; 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 winning Odds Wagers in accordance with the following payout table:

<i>Hand</i>	<i>Payout</i>
Four aces	200 to 1
Any other four-of-a-kind	30 to 1
Straight flush	15 to 1
Three-of-a-kind	2 to 1
Flush	3 to 2
Straight	1 to 1

(c) A certificate holder shall pay a bad beat payout on the player's Odds 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	30 to 1	100 to 1	100 to 1	500 to 1
Straight flush	15 to 1	30 to 1	50 to 1	50 to 1
Three-of-a-kind	2 to 1	4 to 1	4 to 1	5 to 1
Flush	3 to 2	3 to 1	3 to 1	4 to 1
Straight	1 to 1	2 to 1	2 to 1	2 to 1

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(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 of 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 Four Card 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	50 to 1	50 to 1	200 to 1	200 to 1
Any other four-of-a-kind	50 to 1	50 to 1	100 to 1	100 to 1
Royal flush	40 to 1	40 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	30 to 1	40 to 1
Three aces	8 to 1	7 to 1	20 to 1	20 to 1
Any other three-of-a-kind	8 to 1	7 to 1	8 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two pair—other than two aces and two queens	2 to 1	2 to 1	2 to 1	2 to 1
Two aces and two queens	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	200 to 1	200 to 1	200 to 1	200 to 1
Any other four-of-a-kind	100 to 1	100 to 1	100 to 1	100 to 1
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	30 to 1	40 to 1	40 to 1	40 to 1
Three aces	20 to 1	20 to 1	20 to 1	20 to 1
Any other three-of-a-kind	6 to 1	5 to 1	6 to 1	5 to 1
Flush	4 to 1	4 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1	3 to 1
Two pair—other than two aces and two queens	2 to 1	2 to 1	2 to 1	2 to 1
Two aces and two queens	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

<i>Hand</i>	<i>Paytable D</i>	<i>Paytable E</i>
Straight	10 to 1	10 to 1
Three-of-a-kind	7 to 1	5 to 1

(g) Notwithstanding the payout odds in subsections (a)—(c), 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. A maximum payout limit established by the certificate holder must apply only to payouts of Ante and Raise Wagers under subsections (a)—(c) and does not apply to payouts for Prime, Four Card Bonus or All-Six Bonus Wagers under subsections (d)—(f).

§ 684a.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 § 684a.11(b) (relating to procedures for completion of each round of play), all hands shall be void, all Ante, Odds and Raise Wagers shall be returned to the players and the cards shall be reshuffled, provided that if any player placed a Prime, Four Card Bonus or All-Six Bonus Wager, those wagers shall be settled in accordance with § 684a.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.

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