

RULES AND REGULATIONS

Title 58—RECREATION

GAME COMMISSION

[58 PA. CODE CHS. 131 AND 141]

Preliminary Provisions; Hunting and Trapping; General

To effectively manage the wildlife resources of this Commonwealth, the Game Commission (Commission) at its July 24, 2021, meeting amends §§ 131.2 and 141.1 (relating to definitions; and special regulations areas) to define and authorize the use firearms that utilize straight-walled cartridges within most areas designated as special regulations areas and also reorganize § 141.1 to provide a clearer and more seamless construction within the section itself and with related arms and ammunition provisions.

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 51 Pa.B. 2949 (May 22, 2021).

1. Purpose and Authority

Section 141.1 provided a general restriction prohibiting the use of single-projectile firearms and possession of single-projectile ammunition while hunting game or wildlife within areas designated as special regulations areas. The section thereafter provided a multitude of exceptions for various firearms and their associated ammunition. These firearm and ammunition restrictions are intended to address safety related concerns in the predominantly urban and developed areas of this Commonwealth comprising the special regulation areas. This general firearm restriction served as an effective ban on the use of firearms that utilize straight-walled cartridges. The Commission has determined that these firearms afford no greater risk of safety in the special regulation areas than currently exempted shotguns and muzzleloading firearms. The Commission has also determined that a reorganization of § 141.1 was necessary to address its unwieldy and confusing structure. The Commission amends §§ 131.2 and 141.1 to define and authorize the use firearms that utilize straight-walled cartridges within most areas designated as special regulations areas and also reorganize § 141.1 to provide a clearer and more seamless construction within the section itself and with related arms and ammunition provisions.

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 §§ 131.2 and 141.1 are adopted under this authority.

2. Regulatory Requirements

This final-form rulemaking amends §§ 131.2 and 141.1 to define and authorize the use firearms that utilize straight-walled cartridges within most areas designated as special regulations areas and also reorganize § 141.1 to provide a clearer and more seamless construction within the section itself and with related arms and ammunition provisions.

3. Persons Affected

Persons wishing to hunt wildlife within the special regulations areas will 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 Jason L. DeCoskey, 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), known as the Commonwealth Documents Law and the regulations thereunder, 1 Pa. Code §§ 7.1 and 7.2 (relating to notice of proposed rulemaking required; 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 authorizing statute, orders that:

(a) The regulations of the Commission, 58 Pa. Code Chapters 131 and 141, are amended by amending §§ 131.2 and 141.1 to read as set forth in Annex A.

(b) The Executive Director of the Commission shall certify this order and Annex A 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 48-471 remains valid for the final adoption of the subject regulations.

Annex A

TITLE 58. RECREATION

PART III. GAME COMMISSION

CHAPTER 131. PRELIMINARY PROVISIONS

§ 131.2. Definitions.

In addition to the definitions contained in section 102 of the act (relating to definitions), the following words and terms, when used in this part or in the act, have the following meanings, unless the context clearly indicates otherwise:

* * * * *

Beekeeper's agent—A person who accepts the responsibility of bees, hives and related equipment in the absence of the owner, and who is willing and able to reset disrupted hives, maintain fencing where present and report damage done by bears to the nearest available Commission officer as soon as practical, but, in any event, within 10 days of the damage. The agent shall be domiciled within 300 yards of the beehives.

Bottle-necked cartridge—A cartridge having a main diameter and a distinct angular shoulder stepping down to a smaller diameter at the neck position of the case. This term does not include straight-walled cartridges.

Bow—In addition to the definition in section 102 of the act, a device for launching an arrow, which derives its propulsive energy solely from the bending and recovery of two limbs. The energy used to propel the arrow may not be derived from another source. These limitations may not exclude the mechanical leverage advantage provided by eccentric wheels or cams so long as the available energy stored in the bent limbs of the bow is the sole result of a single, continuous and direct pulling effort by the shooter. The bowstring shall be drawn, held and released as a direct and conscious action of the shooter. Release shall be accomplished by either relaxing the tension of the fingers or triggering the release action of a manually held release aid.

* * * * *

Special firearms deer season—Any firearms deer season, except muzzleloader season, that precedes the regular firearms deer season.

Straight-walled cartridge—A cartridge having straight or slightly tapered walls down to the projectile. This term does not include bottle-necked cartridges.

Sustained yield—As used in section 546(b)(2) of the act (relating to limitation on expenditures for deterrent fencing), continuous and planned forest production through accepted forestry management practices.

Venison—For the purpose of section 2312 of the act (relating to buying and selling game), any meat derived from a white-tailed deer.

CHAPTER 141. HUNTING AND TRAPPING

Subchapter A. GENERAL

§ 141.1. Special regulations areas.

(a) *Name*. The areas shall be known and referred to as special regulations areas.

(b) *Descriptions*.

(1) *Southwest area*. Includes the County of Allegheny.

(2) *Southeast area*. Includes the Counties of Bucks, Montgomery, Chester, Delaware and Philadelphia and also includes Tyler and Ridley Creek State Parks and other publicly-owned lands therein.

(c) *Prohibitions*.

(1) *Restricted devices*. Notwithstanding the authorizations of §§ 141.22, 141.43—141.45, 141.47 and 141.67, it is unlawful to:

(A) Hunt, take, kill or to attempt, aid, abet, assist or conspire to hunt, take or kill any game or wildlife through the use of a firearm that discharges bottle-necked centerfire cartridges or to possess bottle-necked centerfire cartridges or any firearm that is designed to discharge bottle-necked centerfire cartridges while hunting any game or wildlife within any special regulations area.

(B) Hunt, take, kill or to attempt, aid, abet, assist or conspire to hunt, take or kill any game or wildlife through the use of a centerfire or muzzleloading firearm or to possess centerfire cartridges or muzzleloading ammunition or any firearm that is designed to discharge centerfire cartridges or muzzleloading ammunition while hunting any game or wildlife within the following parts of the southeast special regulations area: Philadelphia County, Ridley Creek State Park, Delaware County and Tyler State Park, Bucks County.

(2) (Reserved).

(3) *Restricted feeding*. It is unlawful to, except for normal or accepted farming, habitat management practices, oil and gas drilling, mining, forest management activities, or other legitimate commercial or industrial practices, intentionally lay or place food, fruit, hay, grain, chemical, salt or other minerals anywhere in the southeast special regulations area for the purpose of feeding white-tailed deer, or to intentionally lay or place food, fruit, hay, grain, chemical, salt or other minerals that may cause white-tailed deer to congregate or habituate an area. If otherwise lawful feeding is attracting white-tailed deer, the Commission may provide written notice prohibiting this activity.

(d) *Permitted acts*. It is lawful to:

(1) (Reserved).

(2) (Reserved).

(3) (Reserved).

(i) (Reserved).

(ii) (Reserved).

(4) (Reserved).

(i) (Reserved).

(ii) (Reserved).

(5) (Reserved).

(6) Hunt or take deer during any deer season through the use of or by taking advantage of bait on private property currently operating under a valid deer control permit where approval for limited baiting activities has previously been obtained under § 147.552 (relating to application). This limited authorization is valid only to the extent that persons comply with the standards and conditions in § 147.556 (relating to lawful devices and methods).

(7) Hunt or take deer in the southeast special regulations area during regular open hunting seasons for white-tailed deer through the use of or by taking advantage of bait on private, township or municipal property only as set forth in this paragraph.

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[Pa.B. Doc. No. 21-1459. Filed for public inspection September 3, 2021, 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 24, 2021, meeting amends § 141.62 (relating to beaver and otter trapping) to eliminate the restriction on the number of traps that beaver trappers can set during the 5-day period after the closure of otter trapping seasons.

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 51 Pa.B. 2951 (May 22, 2021).

1. Purpose and Authority

Beaver and otter trappers are limited to using no more than five traps or snares, no more than two of which may be body-gripping traps, in any Wildlife Management Unit during an open otter trapping season. This regulation was originally developed to minimize the chance of a trapper exceeding the season bag limit of one otter in a day. The limitation on the number of beaver traps was also extended for 5 additional consecutive days after the close of the otter season. The 5-day extension was established to allow for an otter trapping season extension if warranted. However, no otter trapping seasons have ever been extended since the first season was established in 2015. In the future, the Commission will use longer trapping seasons, rather than year-specific season extensions, to manage otters in those areas where higher numbers can be trapped sustainably. The Commission amends § 141.62 to eliminate the restriction on the number of traps that beaver trappers can set during the 5-day period after the closure of otter trapping seasons.

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 § 141.62 are adopted under this authority.

2. Regulatory Requirements

This final-form rulemaking amends § 141.62 to eliminate the restriction on the number of traps that beaver trappers can set during the 5-day period after the closure of otter trapping seasons.

3. Persons Affected

Persons wishing to trap beavers during the 5-day period after the closure of otter tapping seasons will 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 Jason L. DeCoskey, 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), known as the Commonwealth Documents Law and the regulations thereunder, 1 Pa. Code §§ 7.1 and 7.2 (relating to notice of proposed rulemaking required; 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 authorizing statute, orders that:

(a) The regulations of the Commission, 58 Pa. Code Chapter 141, are amended by amending § 141.62 to read as set forth in Annex A.

(b) The Executive Director of the Commission shall certify this order and Annex A 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 48-470 remains valid for the adoption of the subject regulation.

Annex A

TITLE 58. RECREATION

PART III. GAME COMMISSION

CHAPTER 141. HUNTING AND TRAPPING

Subchapter D. FURBEARERS

§ 141.62. Beaver and otter trapping.

* * * * *

(b) *Unlawful acts.* It is unlawful to:

* * * * *

(4) Set, tend or operate any number of traps or snares for beaver trapping in excess of the limits established by this paragraph.

(i) Beaver trappers are generally limited to a combined Statewide total of 20 traps or snares, no more than 10 of which may be traps. No more than 2 of the 10 traps may be body-gripping traps, except:

(A) In Wildlife Management Units where beaver bag limits are 40 per season, all 10 traps may be body-gripping traps.

(B) In Wildlife Management Units where beaver bag limits are 60 per season, all 20 traps or snares may be body-gripping traps.

(ii) Beaver trappers are limited to using no more than five traps or snares, no more than two of which may be body-gripping traps, in any Wildlife Management Unit with an open otter trapping season. This limitation is inclusive of any otter traps or snares set under paragraph (7). This limitation is applicable during periods when the open beaver trapping season overlaps by calendar date with the open otter trapping season.

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[Pa.B. Doc. No. 21-1460. Filed for public inspection September 3, 2021, 9:00 a.m.]

Title 58—RECREATION

GAME COMMISSION [58 PA. CODE CH. 147]

Special Permits; Mentored Hunting Program Permit

To effectively manage the wildlife resources of this Commonwealth, the Game Commission (Commission) at its July 24, 2021, meeting amends § 147.804 (relating to general) to expand species eligibility for the mentored hunting program to include participation in waterfowl, bear and expanded spring (special) turkey seasons.

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 51 Pa.B. 2952 (May 22, 2021).

1. Purpose and Authority

Since the mentored hunting program's initial inception in 2006, the program has gradually grown and expanded to allow the hunting of many additional species of game and wildlife. With each progressive expansion of species eligibility, the mentored hunting program has come into closer alignment to the Commission's traditional hunting license structures. The Commission amends § 147.804 to expand species eligibility for the mentored hunting program to include participation in waterfowl, bear and expanded spring (special) turkey seasons. Existing regulatory structures will authorize mentored youth 7 years of age or older at the time of application and mentored adults to make application for bear licenses and special wild turkey licenses as a direct applicant. Mentored youth under 7 years of age at the time of application will be authorized to receive the harvest tags from bear and special wild turkey licenses by transfer from a mentor in similar fashion to other big game harvest tags.

Section 2901(b) of the code (relating to authority to issue permits) provides "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 § 147.804 are adopted under this authority.

2. Regulatory Requirements

This final-form rulemaking amends § 147.804 to expand species eligibility for the mentored hunting program to include participation in waterfowl, bear and expanded spring (special) turkey seasons.

3. Persons Affected

Persons wishing to participate in the Mentored Hunting Program will be affected by this final-form rulemaking.

4. Comment and Response Summary

The Commission received only one official comment regarding this final-form rulemaking. This single comment supported the rulemaking's expansion to include access to hunting waterfowl.

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 Jason L. DeCoskey, 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), known as the Commonwealth Documents Law and the regulations thereunder, 1 Pa. Code §§ 7.1 and 7.2 (relating to notice of proposed rulemaking required; 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 authorizing statute, orders that:

(a) The regulations of the Commission, 58 Pa. Code Chapter 147, are amended by amending § 147.804 to read as set forth in Annex A.

(b) The Executive Director of the Commission shall certify this order and Annex A 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 48-472 remains valid for the final adoption of the subject regulation.

Annex A

TITLE 58. RECREATION

PART III. GAME COMMISSION

CHAPTER 147. SPECIAL PERMITS

Subchapter X. MENTORED HUNTING PROGRAM PERMIT

§ 147.804. General.

(a) *License required.* A mentor shall possess a valid Pennsylvania hunting license or qualify for license and

fee exemptions under section 2706 of the act (relating to resident license and fee exemptions) prior to engaging in any mentored hunting activities.

(b) *Permit required.* A mentored youth or mentored adult shall possess a valid applicable mentored hunting permit prior to engaging in any mentored hunting activities. Purchase of a hunting license by an eligible mentored youth or mentored adult shall automatically invalidate any mentored permit and associated harvest tags held by same.

(c) *Species limitation.* A mentored youth's or mentored adult's hunting eligibility is restricted to the following species: rabbit, hare, ruffed grouse, mourning dove, bob-white quail, pheasant, crow, squirrel, porcupine, woodchuck, coyote, deer, waterfowl, bear and wild turkey.

* * * * *

(k) *Transfer of a spring turkey harvest tag or special wild turkey harvest tag.* Notwithstanding the prohibitions in section 2711(a)(3) and (5) of the act, mentors are authorized to transfer spring turkey harvest tags or special wild turkey harvest tags issued to them to a mentored youth who was under 7 years of age at the time of application. The spring turkey harvest tag or special wild turkey harvest tag shall be valid and in the possession of the mentor at all times while hunting spring turkey. The transfer of the spring turkey harvest tag or special wild turkey harvest tag may not occur until after the mentored youth has harvested the spring turkey, but before tagging the carcass. A mentored youth may not receive by transfer more than one spring turkey harvest tag or special wild turkey harvest tag each license year. This provision shall not be construed to authorize the transfer of a spring turkey harvest tag or special wild turkey harvest tag to a mentored adult or a mentored youth that was 7 years of age or older at the time of application for the mentored permit.

(l) *Application for and issuance of big game harvest tags.* Except as provided as follows, mentored youth and mentored adult hunting permits will be issued with an antlered deer, fall turkey and spring turkey harvest tag. No harvest tags will be issued with a mentored youth permit where the applicant is under 7 years of age at the time of application. Mentored youth over 7 years of age at the time of application and mentored adults are additionally eligible to make application for a bear license, a special wild turkey license, and one antlerless deer license and as many DMAP harvest permits that are within the eligibility standards and limitations of these programs.

(m) *Application for and issuance of add-on licenses and permits.* Mentored youth and mentored adults are exempt from requirements to obtain archery and muzzleloader add-on licenses or stamps applicable to hunting archery or muzzleloader seasons for any species listed in subsection (c). Unless otherwise exempted by existing program standards, all mentored youth and mentored adults are required to obtain migratory bird licenses and pheasant permits to participate in hunting during applicable seasons for any associated species listed in subsection (c).

(n) *Transfer of a bear harvest tag.* Notwithstanding the prohibitions in section 2711(a)(3) and (5) of the act, mentors are authorized to transfer bear harvest tags issued to them to a mentored youth who was under 7 years of age at the time of application. The bear harvest tag shall be valid and in the possession of the mentor at all times while hunting bear. The transfer of the bear harvest tag may not occur until after the mentored youth

has harvested the bear, but before tagging the carcass. A mentored youth may not receive by transfer more than one bear harvest tag each license year. This provision shall not be construed to authorize the transfer of a bear harvest tag to a mentored adult or a mentored youth that was 7 years of age or older at the time of application for the mentored permit.

[Pa.B. Doc. No. 21-1461. Filed for public inspection September 3, 2021, 9:00 a.m.]

Title 58—RECREATION

PENNSYLVANIA GAMING CONTROL BOARD

[58 PA. CODE CHS. 617b, 623b, 627b, 629b, 631b, 633b, 635b, 639b, 641b, 643b, 645b, 647b, 649b, 653b, 655b, 657b, 659b, 670b, 685b, 687b AND 688b]

Roulette Side Wagers and Variations; Craps and Mini-Craps Side Wagers and Variations; Minibaccarat Side Wagers and Variations; Midibaccarat Side Wagers and Variations; Baccarat Side Wagers and Variations; Blackjack Side Wagers and Variations; Spanish 21 Side Wagers and Variations; Caribbean Stud Poker Side Wagers and Variations; Four Card Poker Side Wagers and Variations; Let It Ride Poker Side Wagers and Variations; Pai Gow Poker Side Wagers and Variations; Texas Hold 'Em Bonus Poker Side Wagers and Variations; Three Card Poker Side Wagers and Variations; Ultimate Texas Hold 'Em Poker Side Wagers and Variations; Mississippi Stud Side Wagers and Variations; Crazy 4 Poker Side Wagers and Variations; Fortune Asia Poker Side Wagers and Variations; Six-Card Fortune Pai Gow Poker Side Wagers and Variations; Down Under Blackjack Side Wagers and Variations; DJ Wild Stud Poker Side Wagers and Variations; Face Up Pai Gow Poker Side Wagers and Variations; Temporary Regulations

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) and 13A03 (relating to regulatory authority; and temporary table game regulations), adopts the temporary regulations in Chapters 617b, 623b, 627b, 629b, 631b, 633b, 635b, 639b, 641b, 643b, 645b, 647b, 649b, 653b, 655b, 657b, 659b, 670b, 685b, 687b and 688b to read as set forth in Annex A. The Board's temporary regulations will be added to Part VII (relating to Gaming Control Board) as part of Subpart K (relating to table games).

Purpose of this Temporary Rulemaking

This temporary rulemaking adds a number of new side wagers and variations to existing games available for play in this Commonwealth. The majority of these side wagers and variations had previously been adopted by the Board as Statements of Policy, making the side wagers and variations available for play at casinos. Included is a new form of bonus available to player's on certain progressive side wagers.

Explanation

The side wagers and variations included in this temporary rulemaking package are numerous. The majority of the side wagers and variations in this temporary regulation package have been previously reviewed and adopted by the Board as Statements of Policy, and several have been made available for play by licensed facilities in this Commonwealth. The goal of this rulemaking is to take these existing Statements of Policy and enact them as temporary regulations, and then ultimately incorporate the side wagers and variations into the Board's existing body of regulations through the formal regulatory process.

In addition to promulgating previously adopted and approved side wagers and variations as temporary regulations, the Board is adding the Must-Hit-By Mystery Bonus to 15 currently existing games that feature progressive wagers. This Must-Hit-By Mystery Bonus uses a random number generator (RNG) built into the progressive wagering system to set a random Must-Hit-By amount, an amount unknown to patrons. A small percentage of each progressive wager placed by a player goes into the Must-Hit-By Mystery Bonus pot, and when a player's contribution brings the pot over the randomly set amount, the player who made the contribution wins the Mystery Bonus amount.

For example, if the licensed facility picks Paytable A with a \$5 progressive wager amount, 1% of each player's wager would be a contribution to the Must-Hit-By Mystery Bonus pot. If the RNG sets the Must-Hit-By amount at \$225, when a player's contribution causes the pot to exceed that amount, that player would win the \$225 Must-Hit-By Mystery Bonus.

This Must-Hit-By Mystery Bonus has been included in Chapters 631b, 633b, 639b, 641b, 643b, 645b, 647b, 649b, 653b, 655b, 657b, 659b, 670b, 687b and 688b.

Chapter 617b (relating to Roulette side wagers and variations—temporary regulations) includes the B2B Roulette wager and the Blazing 7's wager. The B2B Roulette wager wins if after the player places the wager, the Roulette ball lands in the same space as the previous spin. The Blazing 7's wager wins if the Roulette ball lands in the 7, 17 or 27 space on the Roulette wheel. A bonus round spin is triggered, and the amount of the win is based upon the result of the spin in the bonus round.

Chapter 623b (relating to Craps and Mini-Craps side wagers and variations—temporary regulations) includes Hot Roller Craps, Lucky Shooter Craps and a variation for Bonus Craps. The Hot Roller craps wager wins if the roller of the dice completes certain number combinations during a round prior to rolling a seven. The Lucky Shooter wager may be placed on a fully automated electronic gaming table and wins if a player rolls at least 2 or 3 other point numbers after a point is set on a come out roll, or if a 7 or 11 is rolled on the come out roll. The Bonus Craps variation allows a new payable for casinos to offer, as well as changes the verbiage of an existing side wager.

Chapter 627b (relating to Minibaccarat side wagers and variations—temporary regulations) includes the Perfect Pairs wager, Commission free Minibaccarat and the Royal 9 Progressive wager. The Perfect Pairs wager wins if the dealer's hand or the player's hand contain a colored pair, mixed pair or perfect pair. Commission free Minibaccarat allows a player to play a version of Minibaccarat where no commission is paid on a winning wager placed on the dealer's hand. This version of Minibaccarat includes

several side wagers. The Royal 9 Progressive wager wins if the dealer's hand, player's hand or both hands have a point total of 9.

Chapter 629b (relating to Midibaccarat side wagers and variations—temporary regulations) includes the Perfect Pairs wager, Commission free Midibaccarat, the Royal 9 Progressive wager and an alternative card reveal procedure. The Perfect Pairs wager wins if the dealer's hand or the player's hand contain a colored pair, mixed pair or perfect pair. Commission free Midibaccarat allows a player to play a version of Midibaccarat where no commission is paid on a winning wager placed on the dealer's hand. This version of Midibaccarat includes several side wagers. The Royal 9 Progressive wager wins if the dealer's hand, player's hand or both hands have a point total of 9. The alternative card reveal procedure allows the player who placed the highest wager on the player's hand to be dealt the two cards for the player's hand and reveal them by placing them face up on the table.

Chapter 631b (relating to Baccarat side wagers and variations—temporary regulations) contains the Perfect Pairs wager, the Heavenly 9 Progressive Baccarat wager, 5 Treasures Baccarat wagers, Lucky Nines, Commission free Baccarat and the Must-Hit-By Mystery Bonus. The Perfect Pairs wager wins if the dealer's hand or the player's hand contain a colored pair, mixed pair or perfect pair. The Heavenly 9 Progressive Baccarat wager wins if the dealer's hand and player's hand tie with three cards each, or when the player's hand or dealer's hand have a three-card point total of 9. 5 Treasures Baccarat features five separate side wagers: Fortune 7 (wins if the banker's hand has a three-card point total of 7), Golden 8 (wins if the player's hand has a three-card point total of 8), Heavenly 9 (wins if the banker's hand, player's hand or both has a three-card total of 9), Blazing 7's (wins if the banker's or player's hand have a point total of 7) and Cover All (wins if one of the any other four side wagers wins). The Lucky Nines wager wins if any of the initial four cards dealt to the banker or the player contain a 9. Commission free Baccarat allows a player to play a version of Baccarat where no commission is paid on a winning wager placed on the dealer's hand. This version of Baccarat also includes several side wagers.

Chapter 633b (relating to Blackjack side wagers and variations—temporary regulations) includes the Perfect Pairs wager, Jackpot Party Progressive wager, Match the Dealer Progressive Blackjack wager, Switch Hands and Blackjack Premium, Blackjack played on a hybrid gaming table, Super 4 Progressive Blackjack wager, Top 3 wager, Lucky Aces wager, Blazing 7's Progressive wager, Blackjack Match Progressive, TriLux Deluxe wager, AxMan wager, Buster Blackjack wager and the Must-Hit-By Mystery Bonus.

The Perfect Pairs wager wins if the player's hand contains a colored pair, mixed pair or perfect pair. The Jackpot Party Progressive wager wins if the dealer's initial two cards and the player's initial two cards form a certain combination, with the dealer having a Blackjack. The Match the Dealer progressive wager wins if one or both of the player's card matches the dealer's upcard. Switch Hands allows a player to place an extra ante wager in addition to the Blackjack wager, and if the player chooses, switch his two cards that were dealt face up with two cards that were dealt face down. Blackjack premium makes the Switch Hand ante optional. Section 633b.5 (relating to blackjack played on a hybrid gaming table) sets the standards for a casino to offer Blackjack as a table game on a hybrid or gaming table.

The Super 4 Progressive Blackjack wager wins if the dealer's initial two cards and the player's initial two cards forming a certain combination, ranging from all cards being the same color to a royal flush. The Top 3 wager wins if the player's initial two cards and the dealer's upcard contain a three-of-a-kind or a straight flush. The Lucky Aces wager wins if any of the player's initial two cards or the dealer's initial two cards are an ace. The Blazing 7's Progressive wager wins if one or both of the player's initial two cards is a seven, with additional higher payouts if the player receives a third card which is also a seven.

The Blackjack Match Progressive wager wins when the player's initial two cards match the dealer's initial two cards in certain combinations or if the player has a Blackjack. The TriLux Deluxe wager wins if the player's initial two cards and the dealer's upcard form a flush, straight three-of-a-kind, or straight flush. A player with a winning TriLux Deluxe wager may choose to use the paid winnings from that wager and cap the initial Blackjack wager. The AxMan wager uses the cards in the dealer's hand, including a bust card if applicable, to form a poker hand. The AxMan wager wins if the dealer's hand forms a jack or better pair or higher. The Buster Blackjack wager wins if the dealer busts his hand, and the payout increases based on the number of cards in the dealer's hand when the bust occurs.

Chapter 635b (relating to Spanish 21 side wagers and variations—temporary regulations) includes the Match the Dealer Progressive Spanish 21 side wager, which shall win if the player's initial two cards and the dealer's upcard match in certain combinations.

Chapter 645b (relating to Pai Gow Poker side wagers and variations—temporary regulations) includes Commission free Pai Gow Poker and the Player activated Pai Gow Poker and wager based on the outcome of the dice. Commission free Pai Gow Poker allows patrons to play a version of Pai Gow Poker where no commission is paid on winning hands. The other variation involves an option for the player to activate the shaker of dice to determine the starting position of the dealing of the cards. Additional side wagers are permitted if this option is selected.

Chapter 685b (relating to Down Under Blackjack side wagers and variations—temporary regulations) includes the Match the Dealer Progressive Down Under Blackjack wager, which shall win if the player's initial two cards and the dealer's upcard match in certain combinations.

Fiscal Impact

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

Political subdivisions. This temporary rulemaking will not have fiscal impact on political subdivisions of this Commonwealth.

Private sector. This temporary rulemaking will provide certificate holders with an additional table game option. If a certificate holder decides to offer any of the side wagers or variations, or both—temporary regulations 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 temporary rulemaking will not have a fiscal impact on the general public.

Paperwork Requirements

If a certificate holder seeks to offer any of the side wagers or variations contained in these temporary regulations the certificate holder will be required to submit a Rules Submission form reflecting the choices in how the game will be offered and with the selected side wagers and variations—temporary regulations identified. These forms are available on the Board's public web site and submitted to Board staff electronically.

Effective Date

This temporary rulemaking will become effective upon publication in the *Pennsylvania Bulletin* and will expire 3 years from the date of publication.

Public Comments

While this temporary rulemaking will be effective upon publication, the Board is seeking comments from the public and affected parties as to how this temporary rulemaking may be improved. Interested persons are invited to submit written comments, suggestions or objections regarding this temporary rulemaking within 30 days after the date of publication in the *Pennsylvania Bulletin* to Chad W. Zimmermann, Assistant Chief Counsel, Pennsylvania Gaming Control Board, P.O. Box 69060, Harrisburg, PA 17106-9060, Attention: Public Comment on Regulation # 125-238.

Contact Person

The contact person for questions about this temporary rulemaking is Chad W. Zimmermann, Assistant Chief Counsel, at (717) 346-8300.

Regulatory Review

Under 4 Pa.C.S. § 1303A, the Board is authorized to adopt temporary regulations which are not subject to the provisions of sections 201—205 of the act of July 31, 1968 (P.L. 769, No. 240) (45 P.S. §§ 1201—1208), known as the Commonwealth Documents Law (CDL); the Regulatory Review Act (71 P.S. §§ 745.1—745.12); and sections 204(b) and 301(10) of the Commonwealth Attorneys Act (71 P.S. §§ 732-204(b) and 732-301(10)). These temporary regulations expire 3 years after publication in the *Pennsylvania Bulletin*.

Findings

The Board finds that:

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

(2) The adoption of the temporary regulations is necessary and appropriate for the administration and enforcement of 4 Pa.C.S. Part II (relating to gaming).

Order

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

(1) The regulations of the Board, 58 Pa. Code Chapters 617b, 623b, 627b, 629b, 631b, 633b, 635b, 639b, 641b, 643b, 645b, 647b, 649b, 653b, 655b, 657b, 659b, 670b, 685b, 687b, 688b are amended by adding §§ 617b.1, 617b.2, 623b.1—623b.3, 627b.1—627b.3, 629b.1—629b.4, 631b.1—631b.6, 633b.1—633b.14, 635b.1, 639b.1, 641b.1, 643b.1, 645b.1—645b.3, 647b.1, 649b.1, 653b.1, 655b.1, 657b.1, 659b.1, 670b.1, 685b.1, 687b.1 and 688b.1 to read as set forth in Annex A.

(2) The temporary regulations are effective September 4, 2021.

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

(4) The temporary regulations shall be subject to amendment as deemed necessary by the Board.

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

DAVID M. BARASCH,
Chairperson

Fiscal Note: 125-238. No fiscal impact; (8) recommends adoption.

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 617b. ROULETTE SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

617b.1. B2B Roulette wager.

617b.2. Blazing 7's wager.

§ 617b.1. B2B Roulette wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Roulette wager in accordance with § 617a.3 (relating to placement of wagers), the option of placing a B2B Roulette wager. If the certificate holder is offering the B2B Roulette wager, Roulette may be played on a double zero Roulette wheel or a single zero Roulette wheel as described in § 617a.1(d) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the B2B Roulette wager, in addition to the requirements in § 617a.1, the layout shall contain a separate area designated for the placement of the B2B Roulette wager. The certificate holder shall also have in place a Board approved Roulette reader board that contains a random number generator to determine the payout of the B2B Roulette wager.

(c) A player may place a B2B Roulette wager before each Roulette spin at any time before the croupier calls, "No more bets." A B2B Roulette wager may be made for any amount within the table limits.

(d) After placing a B2B Roulette wager, if the Roulette ball comes to rest on the same number as the previous spin, the B2B Roulette wager will win. The B2B Roulette wager shall lose in all other scenarios.

(e) If a B2B Roulette wager wins, the payout shall be determined by a random number generator, which shall then be displayed on the Roulette reader board. The possible payouts, all of which shall be included in the certificate holder's Rules Submission form filed in accordance with § 601a.2, are as follows:

(i) 1000 to 1.

(ii) 500 to 1.

(iii) 250 to 1.

(iv) 100 to 1.

(v) 50 to 1.

(vi) 25 to 1.

(vii) 10 to 1.

§ 617b.2. Blazing 7's wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Roulette wager in accordance with § 617a.3 (relating to placement of wagers), the option of placing a Blazing 7's wager which shall win and trigger a Blazing 7's Bonus Round if the Roulette ball comes to rest in the compartment of the number 7, 17 or 27.

(b) The layout for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's wager, in addition to the requirements in § 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as single zero Roulette wheel), the layout shall contain a separate area designated for the placement of the Blazing 7's wager as well as an electro-mechanical release device approved by the Bureau of Gaming Operations and Office of Gaming Laboratory.

(c) After placing a Roulette wager, as required in § 617a.3, a player may place a Blazing 7's wager before each round of Roulette at any time before the croupier calls, "No more bets."

(d) The croupier shall rotate the Roulette ball and complete the round of play in accordance with § 617a.5(a)—(e) (relating to rotation of wheel and ball), settling all winning and losing Roulette wagers.

(e) If a player has placed a Blazing 7's wager and the Roulette ball comes to rest in the compartment of the number 7, 17 or 27, the player's Blazing 7's wager shall win and trigger the Blazing 7's bonus round spin to determine the payout of the wager.

(f) The Blazing 7's bonus round shall begin with the croupier loading three Roulette balls into the approved electro-mechanical release device.

(g) The croupier shall activate the Roulette wheel and press the release button on the electro-mechanical release device, releasing the three Roulette balls on the Roulette wheel simultaneously. The certificate holder may offer a wireless button to a player who has placed a winning Blazing 7's wager that would release the three Roulette balls onto the activated Roulette wheel.

(h) If two or more Roulette balls come to rest in the same compartment on the Roulette wheel, the croupier shall leave one ball in the compartment, remove the others and relaunch the removed Roulette balls.

(i) If two Roulette balls come to rest in the same compartment on the Roulette wheel, the croupier shall not remove the ball that did not come to rest in the same compartment while the other ball is relaunched.

(j) Based upon the compartments that the three Roulette balls comes to rest in during the Blazing 7's bonus round, the certificate holder may use one of the four paytables as follows, which shall be specified in its Rules Submission under § 601a.2:

<i>Outcome</i>	<i>Paytable 1</i>	<i>Paytable 2</i>
7-17-27 (all three)	1,000 to 1	299 to 1
7-17-27 (two of three)	100 to 1	100 to 1
7-17-27 (one of three)	17 to 1	17 to 1
Other	7 to 1	7 to 1

<i>Outcome</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
7-17-27 (all three)	1,000 to 1	299 to 1
7-17-27 (two of three)	100 to 1	100 to 1
7-17-27 (one of three)	17 to 1	17 to 1
3 balls in one color	11 to 1	11 to 1
Other	6 to 1	6 to 1

CHAPTER 623b. CRAPS AND MINI-CRAPS SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

- Sec.
 623b.1. Hot Roller Craps.
 623b.2. Lucky Shooter wager.
 623b.2. Bonus Craps alternate paytable options; change in wager verbiage.

§ 623b.1. Hot Roller Craps.

(a) The layout for a Craps table shall be submitted to Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). The layout shall:

(1) Comply with the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics).

(2) If the certificate holder offers Hot Roller Craps:

(i) No more than 16 areas designated for the placement of Hot Roller wagers. The Hot Roller wager areas must be located around the perimeter of the layout, corresponding to player positions at the table, and sequentially numbered in a clockwise direction with the area numbered 1 being located immediately to the left of the boxperson.

(ii) A designated area of the layout for the relocation and identification of all Hot Roller wagers placed by players. The designated area must be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in subparagraph (i).

(iii) A designated area of the layout for the placement of marker buttons with the following:

(A) A number 4 showing a 1 and 3 dice and a 2 and 2 dice.

(B) A number 5 showing a 1 and 4 dice and a 2 and 3 dice.

(C) A number 6 showing a 1 and 5 dice, a 2 and 4 dice, and a 3 and 3 dice.

(D) A number 8 showing a 2 and 6 dice, a 3 and 5 dice, and a 4 and 4 dice.

(E) A number 9 showing a 3 and 6 dice and a 4 and 5 dice.

(F) A number 10 showing a 4 and 6 dice and a 5 and 5 dice.

(iv) The payout odds for the Hot Roller wager.

(b) A Hot Roller wager may be made only prior to the come out roll and may not be reduced, increased or removed until resolved in accordance with subsection (g). A Hot Roller wager shall be made by placing value chips

or plaques on the appropriate area of the layout. Verbal Hot Roller wagers may not be accepted. The Hot Roller wager shall have no bearing on any other wagers made by a player.

(c) After placing a Hot Roller wager, the dealer shall place each player's wager in the corresponding designated area in front of the boxperson where the wagers shall remain until they are either collected or paid.

(d) With each throw of the dice, the dealer shall place a marker button in the area of the table layout containing the corresponding depiction of the dice which were just thrown. For example, if a shooter throws a 1 and 3, the dealer shall place the marker button in the box on the table layout that contains a 1 and 3 dice located below the number 4.

(e) Marker buttons shall be maintained by the boxperson or dealers at the Craps table and must be visually distinguishable from and have a diameter different than any authorized value chip utilized in the licensed facility.

(f) Once all dice combinations for a specific number on the layout are thrown, the dealer shall place a marker button on the corresponding number combination. For example, if a shooter throws a 1 and 3 then throws a 2 and 2, the dealer shall place a marker button on the number 4.

(g) All Hot Roller wagers shall be settled when a shooter throws a 7. A Hot Roller wager shall win if at least two different number combinations are thrown by the shooter before a 7 is thrown and shall lose if the shooter throws a 7 on the come out roll or if fewer than two different number combinations are thrown by the shooter before a 7 is thrown. For example, if a shooter throws the two ways to make a 4 (marker buttons have been placed on the 1 and 3 and the 2 and 2), the two ways to make a 5 (marker buttons have been placed on the 2 and 3 and the 4 and 1) and both ways to make a 9 (marker buttons have been placed on the 2 and 6 and the 4 and 5) and then throws a 7, all players who placed a Hot Roller wager shall be paid out for an Any 3 Number Combination.

(h) Winning Hot Roller wagers shall be paid at the payout odds contained 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>Outcome</i>	<i>Paytable A</i>	<i>Paytable B</i>
All 6 Number Combinations	200 to 1	300 to 1
Any 5 Number Combinations	50 to 1	50 to 1
Any 4 Number Combinations	20 to 1	20 to 1
Any 3 Number Combinations	10 to 1	10 to 1
Any 2 Number Combinations	5 to 1	5 to 1

§ 623b.2. Lucky Shooter wager.

(a) If the certificate holder offers Craps on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Shooter wager.

(b) The layout for a Craps table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Shooter wager, in addition to the requirements in § 623a.2 (relating to Craps and Mini-

Craps tables; physical characteristics) the electronic layout shall contain a separate area designated for the electronic placement of the Lucky Shooter wager for each player.

(c) A player may place a Lucky Shooter wager by electronically placing a value chip on the designated area of the table layout prior to the shooter throwing the dice on the come out roll to establish a point.

(d) If on the come out roll the shooter throws:

(1) A 2, 3 or 12, the Lucky Shooter wager shall be lost and collected.

(2) A 7 or 11, the Lucky Shooter wager shall be paid out for the 7 or 11 as provided in subsection (e) and remain working for the next come out roll.

(3) A 4, 5, 6, 8, 9 or 10, the point shall be established for purposes of the Lucky Shooter wager. If the player rolls at least two or three of the other 5 numbers, depending on the payout table selected by the certificate

holder, in any order during the next 5 rolls, the player's winning Lucky Shooter wagers shall be paid in accordance with subsection (e). If any number other than one of the remaining, not already rolled numbers is rolled, the Lucky Shooter wager shall then be settled. For example:

(i) If a 9 is rolled, then a 10, 4, 6 and another 10, the player shall be paid out for 3 of the other 5 points as provided in subsection (e).

(ii) If a 9 is rolled, then a 10, 4, 6, 8, 5 then another 9 on the sixth roll, the player shall be paid out for rolling 5 of the 5 points and the established point as provided in subsection (e).

(iii) If a 6 is rolled, then a 9 then another 6, the losing Lucky Shooter wager shall be collected.

(e) The certificate holder shall pay out winning Lucky Shooter 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):

Hand	Paytable A	Paytable B	Paytable C	Paytable D
5 of 5 other points and established point	1000 for 1	500 for 1	1000 for 1	500 for 1
5 of 5 other points	150 for 1	100 for 1	150 for 1	100 for 1
4 of 5 other points	15 for 1	10 for 1	20 for 1	10 for 1
3 of 5 other points	5 for 1	4 for 1	5 for 1	5 for 1
2 of 5 other points	N/A	2 for 1	N/A	2 for 1
1st roll of 7 or 11	1 for 1	1 for 1	1 for 1	1 for 1

§ 623b.3. Bonus Craps alternate payable option; change in wager verbiage.

(a) If the certificate holder offers Craps as described in Chapter 623a (relating to Craps and Mini-Craps), specifically the Bonus Craps side wager as described in § 623a.3(a)(43) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players an alternate payable to the payable outlined in § 623a.5(h) (relating to payout odds), and shall change the verbiage of one of the Bonus Craps wagers.

(b) The Bonus Craps wager previously named "All or Nothing at All wager" shall be renamed to "Make 'em All wager," and the certificate holder shall update its layout and submit it to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), if necessary.

(c) If a Bonus Craps side wager wins, the certificate holder may use one of the two following paytables, which shall be specified in its Rules Submission under § 601a.2:

Wager	Paytable 1	Paytable 2
All Small	34 to 1	30 to 1
All Tall	34 to 1	30 to 1
Make 'em All	175 to 1	150 to 1

(d) Notwithstanding the provisions in this section, the remaining rules and procedures for Bonus Craps as described in § 623a.12 (relating to additional procedures and rules for Bonus Craps) shall remain in effect.

CHAPTER 627b. MINIBACCARAT SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

- Sec. 627b.1. Perfect Pairs wager.
- 627b.2. Commission free Minibaccarat.
- 627b.3. Royal 9 Progressive wager.

§ 627b.1. Perfect Pairs wager.

(a) For purposes of the Perfect Pairs wager, the following words and terms have the following meanings:

(1) *Colored Pair*—The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

(2) *Mixed Pair*—The initial two cards dealt to the player or banker that are of the same rank but different colors.

(3) *Perfect Pair*—The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

(b) The layout for a Minibaccarat 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 if the certificate holder offers the Perfect Pairs wager authorized under subsection (c), the layout shall contain separate areas designated for the placement of the Perfect Pairs wager on the Player Hand and the Banker Hand for each player.

(c) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player the option of placing a Perfect Pairs wager on the Player Hand, the Banker Hand or both. The Perfect Pairs wager shall win if the

initial two cards dealt to the Player Hand or Dealer Hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks, or two 4s.

(d) After the dealer positions the cards in accordance with § 627a.8(c)(1) or (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the Point Count of the Player's Hand and the Banker's Hand and shall settle any Perfect Pairs wagers by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager on the Player Hand or the Banker Hand and the initial two cards dealt to the Player Hand or Banker Hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (e). If a player placed a Perfect Pairs wager on both the Player Hand and Banker Hand, and both the Player Hand and Banker Hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (e) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.

(e) The certificate holder shall pay out winning Perfect Pairs 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>
Perfect Pair	25 to 1	30 to 1	25 to 1
Colored Pair	12 to 1	10 to 1	15 to 1
Mixed Pair	6 to 1	5 to 1	5 to 1

§ 627b.2. Commission free Minibaccarat.

(a) If specified in its Rules Submission, a certificate holder may offer Commission free Minibaccarat in which no commission is collected.

(b) In addition to the requirements in § 627a.2(a) and (b)(1)—(4), (relating to Minibaccarat table physical characteristics), the layout for Commission free Minibaccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the Player Hand, Banker Hand and Tie Hand, which shall win or lose as provided in § 627a.7(a) (relating to wagers), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair wager, which shall win if the initial two cards dealt to the Player's Hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the Player's Hand are not a pair.

(2) Banker Pair wager, which shall win if the initial two cards dealt to the Banker's Hand are a pair and shall lose if the initial two cards dealt to the Banker's Hand are not a pair.

(3) A Lucky Six wager, which shall win if the Point Count of the Banker's Hand is a six and is higher than the Point Count of the Player's Hand and shall lose if:

(i) The Point Count of the Banker's Hand is a six but is lower than the Point Count of the Player's Hand.

(ii) The Point Count of the Banker's Hand is not a six.

(d) Commission free Minibaccarat shall be dealt and played in accordance with §§ 627a.3—627a.8. If any player placed a Player or Banker Pair wager, the wager shall be settled prior to dealing a third card to the Player's or Banker's Hand. All winning Pair wagers shall be paid out in accordance with subsection (g). After settling any Pair wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 627a.9 and 627a.10 (relating to procedure for dealing a third card; and rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 627a.9 and 627a.10, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand." If the Point Counts of the Banker's Hand and Player's Hand results in a Lucky Six, the dealer shall announce Lucky Six.

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. Winning wagers on the Player's Hand shall be paid in accordance with subsection (h). Winning wagers on the Banker's Hand shall be paid in accordance with subsection (i). Winning Tie wagers shall be paid in accordance with subsection (j). Lucky Six wagers shall be paid in accordance with subsection (k).

(g) Winning Pair wagers on either the Player's Hand or Banker's Hand shall be paid at odds of 11 to 1.

(h) A winning wager made on the Player's Hand shall be paid at odds of 1 to 1.

(i) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except if the Banker's Hand wins with a Point Count of 6, then the winning wager on the Banker's Hand shall be paid out at odds of 1 to 2.

(j) A winning Tie wager shall be paid at odds of 8 to 1.

(k) When the Banker's Hand wins with a total of six points:

(1) With only two cards dealt to the Banker's Hand, the winning Lucky Six wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the Banker's Hand, the winning Lucky Six wager shall be paid at odds of 20 to 1.

(l) At the conclusion of a round of play, the dealer shall remove all 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. Irregularities during play shall be handled in accordance with § 627a.13 (relating to irregularities).

§ 627b.3. Royal 9 Progressive wager.

(a) The layout for a Minibaccarat 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 if the certificate holder offers the Royal 9 Progressive wager authorized under subsection (c), the layout shall contain a

separate area designated for the placement of the Royal 9 Progressive wager for each player. The Minibaccarat table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games), for the placement of Royal 9 Progressive wagers. The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Royal 9 Progressive wager.

(2) A device that controls or monitors the placement of Progressive Payout wagers at the gaming table including a mechanism, such as a lock-out button, that prevents the placement of any Royal 9 Progressive wagers that a player attempts to place after the dealer has begun dealing the cards.

(b) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Minibaccarat wager in accordance with § 627a.7(b) (relating to wagers), the option of placing a Royal 9 Progressive wager which shall win if the first two cards to either the Banker hand or Player hand consist of a face card (K, Q or J) and a nine.

(c) After placing a Minibaccarat wager, as required in § 627a.7(b), and any optional wagers including the Royal 9 Progressive wager, the dealer shall deal the cards in accordance with § 627a.8(a)—(c) (relating to hands of player and banker; procedure for dealing initial two cards to each hand).

(d) Any winning Royal 9 Progressive wagers as outlined in subsection (e) will be paid by the dealer in accordance with subsection (f). The dealer will then complete the dealing procedures in § 627a.9 (relating to procedure for dealing a third card).

(e) Winning Royal 9 Progressive wagers are defined as follows:

(1) *Any Royal 9*—Either the player hand or banker hand contains a Royal 9.

(2) *Any Suited Royal 9*—Either the player or banker hand contains a Royal 9 where both cards are of the same suit.

(3) *Royal 9 Tie Hand*—Both player and banker have a Royal 9; not necessarily the same Royal 9 combination.

(4) *Suited Royal 9 Tie Hand*—Both player and banker have a suited Royal 9; not necessarily the same suited Royal 9.

(5) *Personal Progressive Combinations*—Each player position has a unique combination consisting of a King and a Nine which is printed on the layout in front of the wagering area which can trigger a progressive payout.

(6) *Mega Jackpot*—Personal King 9 versus Personal King 9—The Player hand and Banker hand both contain the same King and 9 combination that is a personal progressive combination assigned to a player position.

(7) *Major Jackpot*—Personal King 9 on Banker Hand—The Banker hand contains the King 9 combination that is a personal progressive combination assigned to a player position.

(8) *Minor Jackpot*—Personal King 9 on Player Hand—The Player hand contains the King 9 combination that is a personal progressive combination assigned to a player position.

(9) *Mega Envy*—Any Player Position's King 9 versus King 9—The Banker and Player hand contains the same

King 9 combination that is assigned to one of the player positions. It does not matter if the player position is occupied or if there is a wager in the player position that contains the winning King 9 combination.

(f) Royal 9 Progressive wager Paytable for \$5 wager.

(1) If a table game certificate holder offers a \$5 denomination Royal 9 progressive wager, the Royal 9 Progressive wager pay table is as follows:

Hand	Paytable
Personal King 9 v. Personal King 9	100% of Mega Jackpot
Personal King 9 on Banker Hand	100% Major Jackpot
Personal King 9 on Player Hand	100% Minor Jackpot
Mega Envy—Any Position's King 9 v. King 9	\$5,000
Suited Royal 9 Tie Hand	\$1,500
Royal 9 Tie Hand	\$250
Any Suited Royal 9	\$50
Any Royal 9	\$25

(2) The rate of progression for the meters used for the Royal 9 Progressive wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$5 denomination Royal 9 Progressive wager, the initial and reset amounts must also be in the Rules Submission and shall be at least \$50,000 for the Mega Jackpot, \$450 for the Major Jackpot, and \$450 for the Minor Jackpot.

(g) Royal 9 Progressive wager Paytable for \$1 wager.

(1) If a table game certificate holder offers a \$1 denomination Royal 9 Progressive wager, the Royal 9 Progressive wager pay table is as follows:

Hand	Paytable
Personal King 9 v. Personal King 9	100% of Mega Jackpot
Personal King 9 on Banker Hand	100% Major Jackpot
Personal King 9 on Player Hand	100% Minor Jackpot
Mega Envy—Any Position's King 9 v. King 9	\$1,000
Suited Royal 9 Tie Hand	\$300
Royal 9 Tie Hand	\$50
Any Suited Royal 9	\$10
Any Royal 9	\$5

(2) The rate of progression for the meters used for the Royal 9 Progressive wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$1 denomination Royal 9 Progressive, the initial and reset amounts must also be in the Rules Submission and shall be at least \$10,000 for the Mega Jackpot, \$90 for the Major Jackpot and \$90 for the Minor Jackpot.

CHAPTER 629b. MIDIBACCARAT SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

- 629b.1. Perfect Pairs wager.
- 629b.2. Commission free Midibaccarat.
- 629b.3. Royal 9 Progressive wager.
- 629b.4. Alternate card reveal procedure.

§ 629b.1. Perfect Pairs wager.

(a) For purposes of the Perfect Pairs wager, the following words and terms have the following meanings:

(1) *Colored Pair*—The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

(2) *Mixed Pair*—The initial two cards dealt to the player or banker that are of the same rank but different colors.

(3) *Perfect Pair*—The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

(b) The layout for a Midibaccarat 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 if the certificate holder offers the Perfect Pairs wager authorized under subsection (c), the layout shall contain separate areas designated for the placement of the Perfect Pairs wager on the Player Hand and the Banker Hand for each player.

(c) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player the option of placing a Perfect Pairs wager on the Player Hand, the Banker Hand or both. The Perfect Pairs wager shall win if the initial two cards dealt to the Player Hand or Dealer Hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks or two 4s.

(d) After the dealer positions the cards in accordance with § 629a.8(c)(1) and (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the Point Count of the Player's Hand and the Banker's Hand and shall settle any Perfect Pairs wagers by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager on the Player Hand or the Banker Hand and the initial two cards dealt to the Player Hand or Banker Hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (e). If a player placed a Perfect Pairs wager on both the Player Hand and Banker Hand, and both the Player Hand and Banker Hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (e) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.

(e) The certificate holder shall pay out winning Perfect Pairs 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>
Perfect Pair	25 to 1	30 to 1	25 to 1
Colored Pair	12 to 1	10 to 1	15 to 1
Mixed Pair	6 to 1	5 to 1	5 to 1

§ 629b.2. Commission free Midibaccarat.

(a) If specified in its Rules Submission, a certificate holder may offer Commission free Midibaccarat in which no commission is collected.

(b) In addition to the requirements in § 629a.2(a) and (b)(1)—(4), (relating to Midibaccarat table physical characteristics), the layout for Commission free Midibaccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the Player Hand, Banker Hand and Tie Hand, which shall win or lose as provided in § 629a.7(a)(1)—(3) (relating to wagers), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair wager, which shall win if the initial two cards dealt to the Player's Hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the Player's Hand are not a pair.

(2) Banker Pair wager, which shall win if the initial two cards dealt to the Banker's Hand are a pair and shall lose if the initial two cards dealt to the Banker's Hand are not a pair.

(3) A Lucky Six wager, which shall win if the Point Count of the Banker's Hand is a six and is higher than the Point Count of the Player's Hand and shall lose if:

(i) The Point Count of the Banker's Hand is a six but is lower than the Point Count of the Player's Hand.

(ii) The Point Count of the Banker's Hand is not a six.

(d) Commission Free Midibaccarat shall be dealt and played in accordance with §§ 629a.3—629a.8. If any player placed a Player or Banker Pair wager, the wager shall be settled prior to dealing a third card to the Player's or Banker's Hand. All winning Pair Wagers shall be paid out in accordance with subsection (g). After settling any Pair wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 629a.9 and 629a.10 (relating to procedure for dealing a third card; and rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 629a.9 and 629a.10, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand." If the Point Counts of the Banker's Hand and Player's Hand results in a Lucky Six, the dealer shall announce Lucky Six.

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is

located, the dealer shall pay that player's winning wager. Winning wagers on the Player's Hand shall be paid in accordance with subsection (h). Winning wagers on the Banker's Hand shall be paid in accordance with subsection (i). Winning Tie wagers shall be paid in accordance with subsection (j). Lucky Six wagers shall be paid in accordance with subsection (k).

(g) Winning Pair wagers on either the Player's Hand or Banker's Hand shall be paid at odds of 11 to 1.

(h) A winning wager made on the Player's Hand shall be paid at odds of 1 to 1.

(i) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except if the Banker's Hand wins with a Point Count of 6, then the winning wager on the Banker's Hand shall be paid out at odds of 1 to 2.

(j) A winning Tie wager shall be paid at odds of 8 to 1.

(k) When the Banker's Hand wins with a total of six points:

(1) With only two cards dealt to the Banker's Hand, the winning Lucky Six wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the Banker's Hand, the winning Lucky Six wager shall be paid at odds of 20 to 1.

(l) At the conclusion of a round of play, the dealer shall remove all 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. Irregularities during play shall be handled in accordance with § 629a.13 (relating to irregularities).

§ 629b.3. Royal 9 Progressive wager.

(a) The layout for a Midibaccarat 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 if the certificate holder offers the Royal 9 Progressive wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Royal 9 Progressive wager for each player. The Midibaccarat table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games), for the placement of Royal 9 Progressive wagers. The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Royal 9 Progressive wager.

(2) A device that controls or monitors the placement of Progressive Payout wagers at the gaming table including a mechanism, such as a lock-out button, that prevents the placement of any Royal 9 Progressive wagers that a player attempts to place after the dealer has begun dealing the cards.

(b) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Midibaccarat wager in accordance with § 629a.7(b) (relating to wagers), the option of placing a Royal 9 Progressive wager which shall win if the first two cards to either the Banker hand or Player hand consist of a face card (K, Q or J) and a nine.

(c) After placing a Midibaccarat wager, as required in § 629a.7(b), and any optional wagers including the Royal 9 Progressive wager, the dealer shall deal the cards in accordance with § 629a.8(a)—(d) (relating to hands of player and banker; procedure for dealing initial two cards to each hand).

(d) Any winning Royal 9 Progressive wagers as outlined in subsection (e) will be paid by the dealer in accordance with subsection (f). The dealer will then complete the dealing procedures in § 629a.8(c)(4)—(6).

(e) Winning Royal 9 Progressive wagers are defined as follows:

(1) *Any Royal 9*—Either the player hand or banker hand contains a Royal 9.

(2) *Any Suited Royal 9*—Either the player or banker hand contains a Royal 9 where both cards are of the same suit.

(3) *Royal 9 Tie Hand*—Both player and banker have a Royal 9; not necessarily the same Royal 9 combination.

(4) *Suited Royal 9 Tie Hand*—Both player and banker have a suited Royal 9; not necessarily the same suited Royal 9.

(5) *Personal Progressive Combinations*—Each player position has a unique combination consisting of a king and a nine which is printed on the layout in front of the wagering area which can trigger a progressive payout.

(6) *Mega Jackpot*—Personal King 9 versus Personal King 9—The Player hand and Banker hand both contain the same King and 9 combination that is a personal progressive combination assigned to a player position.

(7) *Major Jackpot*—Personal King 9 on Banker Hand—The Banker hand contains the King 9 combination that is a personal progressive combination assigned to a player position.

(8) *Minor Jackpot*—Personal King 9 on Player Hand—The Player hand contains the King 9 combination that is a personal progressive combination assigned to a player position.

(9) *Mega Envy*—Any Player Position's King 9 versus King 9—The Banker and Player hand contains the same King 9 combination that is assigned to one of the player positions. It does not matter if the player position is occupied or if there is a wager in the player position that contains the winning King 9 combination.

(f) Royal 9 Progressive wager Paytable for \$5 wager.

(1) If a table game certificate holder offers a \$5 denomination Royal 9 Progressive wager, the Royal 9 Progressive wager pay table is as follows:

Hand	Pay Table
Personal King 9 v. Personal King 9	100% of Mega Jackpot
Personal King 9 on Banker Hand	100% Major Jackpot
Personal King 9 on Player Hand	100% Minor Jackpot
Mega Envy—Any Position's King 9 v. King 9	\$5,000
Suited Royal 9 Tie Hand	\$1,500
Royal 9 Tie Hand	\$250
Any Suited Royal 9	\$50
Any Royal 9	\$25

(2) The rate of progression for the meters used for the Royal 9 Progressive wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$5 denomination Royal 9 Progressive wager, the initial

and reset amounts must also be in the Rules Submission and shall be at least \$50,000 for the Mega Jackpot, \$450 for the Major Jackpot and \$450 for the Minor Jackpot.

(g) Royal 9 Progressive wager Paytable for \$1 wager

(1) If a table game certificate holder offers a \$1 denomination Royal 9 Progressive wager, the Royal 9 Progressive wager pay table is as follows:

Hand	Pay Table
Personal King 9 v. Personal King 9	100% of Mega Jackpot
Personal King 9 on Banker Hand	100% Major Jackpot
Personal King 9 on Player Hand	100% Minor Jackpot
Mega Envy—Any Position's King 9 v. King 9	\$1,000
Suited Royal 9 Tie Hand	\$300
Royal 9 Tie Hand	\$50
Any Suited Royal 9	\$10
Any Royal 9	\$5

(2) The rate of progression for the meters used for the Royal 9 Progressive wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$1 denomination Royal 9 Progressive wager, the initial and reset amounts must also be in the Rules Submission and shall be at least \$10,000 for the Mega Jackpot, \$90 for the Major Jackpot, and \$90 for the Minor Jackpot.

§ 629b.4. Alternative card reveal procedure.

(a) If the certificate holder offers Midibaccarat as described in Chapter 629a (relating to Midibaccarat), the certificate holder may, if specified in its Rule Submissions under § 601a.2 (relating to table games Rules Submissions), offer players an alternative procedure for the reveal of the Dealer's Hand and Player's Hand.

(b) Notwithstanding the procedures for revealing the hands described in § 629a.8(c)(1) and (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), if all players have wagered on the Player's Hand and, upon request of the player with the highest wager on the Player's Hand, the dealer shall place the two cards of the Banker's Hand face up on the area designated for the Banker's Hand and announce the Point Count of the Banker's Hand. The dealer shall then hand the two cards of the Player's Hand, face down, to the player with the highest wager on the Player's Hand. After viewing the Player's Hand, the player shall return the two cards face up, to the dealer, who shall place the cards face up on the area designated for the Player's Hand and announce the Point Count of the Player's Hand.

(c) The round of play shall then continue as set forth in § 629a.8(c)(3)–(6).

CHAPTER 631b. BACCARAT SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

- Sec.
- 631b.1. Perfect Pairs wager.
- 631b.2. Heavenly 9 Baccarat wager.
- 631b.3. 5 Treasures Baccarat wagers.
- 631b.4. Lucky Nines.
- 631b.5. Commission free Baccarat.
- 631b.6. Must-Hit-By Mystery Bonus.

§ 631b.1. Perfect Pairs wager.

(a) For purposes of the Perfect Pairs wager, the following words and terms have the following meanings:

(1) *Colored Pair*—The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

(2) *Mixed Pair*—The initial two cards dealt to the player or banker that are of the same rank but different colors.

(3) *Perfect Pair*—The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

(b) The layout for a Baccarat 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 if the certificate holder offers the Perfect Pairs wager authorized under subsection (c), the layout shall contain separate areas designated for the placement of the Perfect Pairs wager on the Player Hand and the Banker Hand for each player.

(c) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player the option of placing a Perfect Pairs wager on the Player Hand, the Banker Hand or both. The Perfect Pairs wager shall win if the initial two cards dealt to the Player Hand or Dealer Hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks, or two 4s.

(d) After the cards are positioned in accordance with § 631a.9(c) or (d)(1)–(3) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the Point Count of the Player's Hand and the Banker's Hand and shall settle any Perfect Pairs wagers by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager on the Player Hand or the Banker Hand and the initial two cards dealt to the Player Hand or Banker Hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (e). If a player placed a Perfect Pairs wager on both the Player Hand and Banker Hand, and both the Player Hand and Banker Hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (e) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.

(e) The certificate holder shall pay out winning Perfect Pairs 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	Paytable C
Perfect Pair	25 to 1	30 to 1	25 to 1
Colored Pair	12 to 1	10 to 1	15 to 1
Mixed Pair	6 to 1	5 to 1	5 to 1

§ 631b.2. Heavenly 9 Progressive Baccarat wager.

(a) If the certificate holder offers Baccarat as described in Chapter 631a (relating to Baccarat), the certificate

holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers), the option of placing a Heavenly 9 Progressive wager, a wager based on the hand total of the player, banker or both being a 3-card hand total of 9.

(b) The layout for the Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Heavenly 9 Progressive Baccarat wager, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics), the layout shall contain a separate area designated for the placement for each player designated for the placement of the Heavenly 9 Progressive Baccarat wager.

(c) After placing a Baccarat wager, as required in § 631a.8(a), and any other available optional wagers, a player may place a Heavenly 9 Progressive Baccarat wager of no less than \$5 at any time before the dealer calls, "No more bets."

(d) If the certificate holder is offering the Heavenly 9 Progressive Baccarat wager, the Baccarat table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Heavenly 9 Progressive Baccarat wager. If the certificate holder is offering a Progressive Payout Wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

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

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

(e) The dealer shall then deal the cards in accordance with § 631a.9(b)—(f) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance to the house rules and provisions of §§ 631a.10—631a.12 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the players' Heavenly 9 Progressive Baccarat wagers while settling the Baccarat wagers and other optional wagers placed by each player.

(g) Any Heavenly 9 Progressive Baccarat wager placed shall win, and be paid out in accordance with one of the payable in subsection (i) if the following outcomes occur:

(1) The banker and the player tie with a 3-card hand total of 9 and all cards are the same suit.

(2) The banker and the player tie with a 3-card hand total of 9 and all cards are the same color.

(3) The banker and the player tie with a 3-card hand total of 9.

(4) The banker has a 3-card hand total of 9.

(5) The player has a 3-card hand total of 9.

(h) Each Heavenly 9 Progressive Baccarat wager placed shall lose and be collected by the dealer if one of the outcomes specified in subsection (g) does not occur.

(i) If a Heavenly 9 Progressive Baccarat wager wins, it shall be paid out based upon the following payable:

<i>Hand</i>	<i>Pays</i>
Player and Banker 3-Card Tie— All Cards Same Suit	100% Progressive
Player and Banker 3-Card Tie— All Cards Same Color	299 for 1
Player and Banker 3-Card Tie	60 for 1
Banker 3-Card 9	9 for 1
Player 3-Card 9	8 for 1
Meter Seed/ Reseed	\$10,000
Increment Rate	10%

§ 631b.3. 5 Treasures Baccarat wagers.

(a) If the certificate holder offers Baccarat as described in Chapter 631a (relating to Baccarat), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers), the option of placing one or more 5 Treasures Baccarat wagers, which are five wagers that win if a specific outcome occurs in the game.

(b) The layout for the Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the 5 Treasures Baccarat wagers, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics), the layout shall contain a separate area designated for the placement of each of the following 5 Treasures Baccarat wagers:

(1) Fortune 7 Bonus wager.

(2) Golden 8 Bonus wager.

(3) Heavenly 9 Bonus wager.

(4) Blazing 7's Bonus wager.

(5) Cover All Bonus wager.

(c) After placing a Baccarat wager, as required in § 631a.8(a), and any other available optional wagers, a player may place one or more of the 5 Treasures Baccarat wagers at any time before the dealer calls, "No more bets."

(d) The dealer shall then deal the cards in accordance with § 631a.9(b)—(f) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance to the house rules and provisions of §§ 631a.10—631a.12 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(e) After the round of play is completed and the announcement of the result is made, the dealer shall settle the player's 5 Treasures Baccarat wagers while settling the Baccarat wagers and other optional wagers placed by each player.

(f) Each 5 Treasures Baccarat wager placed shall win, and be paid out in accordance with one of the paytables in subsection (h) if the following outcomes occur:

(1) The Fortune 7 Bonus wager shall win if the Banker's hand wins with a 3-card total of 7.

(2) The Golden 8 Bonus wager shall win if the player's hand wins with a 3-card total of 8.

(3) The Heavenly 9 Bonus wager shall win if the Banker's or player's hand has a 3-card total of 9, and a higher payout shall occur if both hands have a 3-card total of 9.

(4) The Blazing 7's Bonus wager shall win if the Banker's and player's hands is either a 2-card total of 7 or 3-card total of 7.

(5) The Cover All Bonus wager shall win if any of the other four 5 Treasures Baccarat wagers wins. The player need not place one of the four other 5 Treasures Baccarat wagers to place a Cover All Bonus wager.

(g) Each 5 Treasures Baccarat wager placed shall lose and be collected by the dealer if the outcomes specified in subsection (f) does not occur.

(h) If one of the 5 Treasures Baccarat wagers wins, it shall be paid out based upon one of the following paytables, which shall be specified in the certificate holder's Rules Submission, required under § 601a.2:

Wager	Paytable A	Paytable B
Fortune 7	40 to 1	40 to 1
Golden 8	25 to 1	25 to 1
Heavenly 9, Player and Banker	75 to 1	75 to 1
Heavenly 9, Player or Banker	10 to 1	10 to 1
3-Card Blazing 7's	400 to 1	200 to 1
2-Card Blazing 7's	N/A	50 to 1
Cover All	6 to 1	6 to 1

Hand	Paytable A	Paytable B	Paytable C	Paytable D
4 Nines	500 to 1	500 to 1	1000 to 1	2000 to 1
3 Nines Same Suit	250 to 1	250 to 1	500 to 1	500 to 1
3 Nines	20 to 1	30 to 1	35 to 1	15 to 1
2 Nines Same Suit	8 to 1	12 to 1	16 to 1	10 to 1
2 Nines	5 to 1	5 to 1	5 to 1	4 to 1
1 Nine Diamonds	2 to 1	2 to 1	2 to 1	2 to 1
1 Nine	1 to 1	1 to 1	1 to 1	1 to 1

(f) After settling the player's Lucky Nines wager, the dealer shall complete the dealing procedures in § 631a.9(e) and (f).

§ 631b.5. Commission free Baccarat.

(a) If specified in its Rules Submission, a certificate holder may offer Commission free Baccarat in which no commission is collected.

(b) In addition to the requirements in § 631a.2(a) and (b)(1)–(4), (relating to Baccarat table physical characteristics), the layout for Commission free Baccarat shall contain:

§ 631b.4. Lucky Nines.

(a) If the certificate holder offers Baccarat on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Nines wager which shall win if any of the player's two cards or the banker's two cards contain at least one nine.

(b) The layout for a Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Nines wager, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics) the layout shall contain a separate area designated for the electronic placement of the Lucky Nines wager for each player.

(c) After placing an initial wager, as required under § 631a.8(a) (relating to wagers), a player may place a Lucky Nines wager by electronically placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 631a.9(a)–(d) (relating to hands of player and banker; procedure for dealing initial two cards to each hand). After the initial two cards of the Player's Hand and Banker's Hand have been turned face up on the layout but prior to dealing a third card, the dealer shall settle all players' Lucky Nines wagers. If any of the player's two cards or the Banker's two cards:

(1) Do not contain a nine, the losing Lucky Nines wagers shall be collected.

(2) Contain a nine, the winning Lucky Nines wagers shall be paid in accordance with subsection (e) based on the number of nines in the player and banker hands.

(e) The certificate holder shall pay out winning Lucky Nines 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):

(1) Separate areas designated for the placement of the Player Pair wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the Player Hand, Banker Hand and Tie Hand, which shall win or lose as provided in § 631a.8(a)(1)–(3) (relating to wagers), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair wager, which shall win if the initial two cards dealt to the Player's Hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the Player's Hand are not a pair.

(2) Banker Pair wager, which shall win if the initial two cards dealt to the Banker's Hand are a pair and shall lose if the initial two cards dealt to the Banker's Hand are not a pair.

(3) A Lucky Six wager, which shall win if the Point Count of the Banker's Hand is a six and is higher than the Point Count of the Player's Hand and shall lose if:

(i) The Point Count of the Banker's Hand is a six but is lower than the Point Count of the Player's Hand.

(ii) The Point Count of the Banker's Hand is not a six.

(d) Commission free Baccarat shall be dealt and played in accordance with §§ 631a.3—631a.9. If any player placed a Player or Banker Pair wager, the wager shall be settled prior to dealing a third card to the Player's or Banker's Hand. All winning Pair wagers shall be paid out in accordance with subsection (g). After settling any Pair wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 631a.10 and 631a.11 (relating to procedure for dealing a third card; and rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 631a.10 and 631a.11, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand." If the Point Counts of the Banker's Hand and Player's Hand results in a Lucky Six, the dealer shall announce Lucky Six.

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. Winning wagers on the Player's Hand shall be paid in accordance with subsection (h). Winning wagers on the Banker's Hand shall be paid in accordance with subsection (i). Winning Tie wagers shall be paid in accordance with subsection (j). Lucky Six wagers shall be paid in accordance with subsection (k).

(g) Winning Pair wagers on either the Player's Hand or Banker's Hand shall be paid at odds of 11 to 1.

(h) A winning wager made on the Player's Hand shall be paid at odds of 1 to 1.

(i) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except if the Banker's Hand wins with a Point Count of 6, then the winning wager on the Banker's Hand shall be paid out at odds of 1 to 2.

(j) A winning Tie wager shall be paid at odds of 8 to 1.

(k) When the Banker's Hand wins with a total of six points:

(1) With only two cards dealt to the Banker's Hand, the winning Lucky Six wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the Banker's Hand, the winning Lucky Six wager shall be paid at odds of 20 to 1.

(l) At the conclusion of a round of play, the dealer shall remove all 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.

Irregularities during play shall be handled in accordance with § 631a.15 (relating to irregularities).

§ 631b.6. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Baccarat as described in Chapter 631a (relating to Baccarat) and the optional Heavenly 9 Progressive Baccarat wager under § 631b.2 (relating to Heavenly 9 Baccarat wager), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers) and an optional Heavenly 9 Progressive Baccarat wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery Bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Baccarat wager and a Heavenly 9 Progressive Baccarat wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Heavenly 9 Progressive Baccarat wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Heavenly 9 Progressive Baccarat wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 633b. BLACKJACK SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

- 633b.1. Perfect Pairs wager.
- 633b.2. Jackpot Party Progressive wager.
- 633b.3. Match the Dealer Progressive Blackjack wager.
- 633b.4. Switch Hands and Blackjack Premium.
- 633b.5. Blackjack played on a hybrid gaming table.
- 633b.6. Super 4 Progressive Blackjack wager.
- 633b.7. Top 3 wager.
- 633b.8. Lucky Aces wager.
- 633b.9. Blazing 7's Progressive wager.
- 633b.10. Blackjack Match Progressive.
- 633b.11. TriLux Deluxe wager.
- 633b.12. AxMan wager.
- 633b.13. Buster Blackjack wager.
- 633b.14. Must-Hit-By Mystery Bonus.

§ 633b.1. Perfect Pairs wager.

(a) For purposes of the Perfect Pairs wager, the following words and terms have the following meanings:

(1) *Colored Pair*—The player's initial two cards that are of the same rank and the same color but different suits.

(2) *Mixed Pair*—The player's initial two cards that are of the same rank but different colors.

(3) *Perfect Pair*—The player's initial two cards that are of the same rank, the same color and the same suit.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Perfect Pairs wager for each player.

(c) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Perfect Pairs wager which shall win if the player's initial two cards are a colored pair, mixed pair or perfect pair.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Perfect Pairs wager, the dealer shall deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(e) Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the

dealer's right and continuing around the table in a counterclockwise direction, settle the player's optional wagers in accordance with § 633a.7(g) by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager and the player's initial two cards:

- (1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (f).
- (2) Are not a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.
- (f) The certificate holder shall pay out winning Perfect Pairs 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
Perfect Pair	25 to 1	30 to 1
Colored Pair	12 to 1	10 to 1
Mixed Pair	6 to 1	5 to 1

§ 633b.2. Jackpot Party Progressive wager.

(a) A certificate holder may offer players the option to place a Jackpot Party Progressive wager that the dealer's two cards and the player's two cards will form any of the following winning Jackpot Party Progressive combinations:

- (1) *Royal Flush (Diamonds)*—Dealer Blackjack and the player's two cards and the dealer's two cards contain an ace, king, queen and jack of diamonds with the dealer's hand containing the ace of the diamonds.
- (2) *Royal Flush (Other Suit)*—Dealer Blackjack and the player's two cards and the dealer's two cards contain an ace, king, queen and jack of one the other remaining three suits, with the dealer's hand containing the ace of the same suit.
- (3) *Three of a Kind*—Dealer Blackjack and the player's two cards and the dealer's two cards contain three cards of the same rank.
- (4) *Straight*—Dealer Blackjack and the player's two card and the dealer's two card contain four cards of more than one suit in consecutive rank.
- (5) *Flush*—Dealer Blackjack and the player's two cards and the dealer's two cards are all the same suit.
- (6) *Two Pair*—Dealer Blackjack and player Blackjack with the dealer's two cards identical in rank with the player's two cards.
- (7) *All Cards Same Color*—Dealer Blackjack and the player's two cards and the dealer's two cards are all of the same color.
- (8) *Pair*—Dealer Blackjack and the player's two cards and the dealer's two cards contain two cards of the same rank.
- (9) Any Hand with Dealer Blackjack.
- (10) *Dealer Ace Up*—Dealer's up-card is an ace but the dealer does not have a Blackjack.

(b) The Jackpot Party Progressive wager may be played on a Blackjack table that utilizes 1, 2, 4, 6 or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of

table game layouts, signage and equipment) and if the certificate holder offers the Jackpot Party Progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Jackpot Party Progressive wager for each player.

(d) If the certificate holder is offering the Jackpot Party Progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Jackpot Party Progressive wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

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

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Jackpot Party Progressive wager of \$1 or \$5.

(f) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Jackpot Party Progressive wager, the dealer shall announce "No more bets" and, if the Jackpot Party Progressive wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive wagers. If any Progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h). If the dealer:

- (1) Does not have an ace showing or have a Blackjack, all Jackpot Party Progressive wagers shall lose and the dealer shall continue the hand in accordance with § 633a.7(i)—(t).
- (2) Has an ace showing or a Blackjack, the dealer shall settle each player's winning Jackpot Party Progressive wager as provided in subsection (h).
- (h) If a player has won a Jackpot Party 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 Jackpot Party Progressive wager in accordance with the payout odds in subsection (i). 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.

(i) The certificate holder shall pay out winning Jackpot Party Progressive wagers, for the highest ranking four-card hand formed, 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>Outcome</i>	<i>Six Decks—P1</i>	<i>Six Decks—P2</i>	<i>Six Decks—P3</i>
Royal Flush—Diamonds	100% of Progressive	100% of Progressive	100% of Progressive
Royal Flush—Other	10% of Progressive	10% of Progressive	10% of Progressive
Three-of-a-Kind	150 to 1	150 to 1	100 to 1
Straight	80 to 1	70 to 1	75 to 1
Flush	60 to 1	50 to 1	50 to 1
Two Pair	40 to 1	30 to 1	25 to 1
All Same Color	20 to 1	15 to 1	15 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	4 to 1
Dealer Ace Up (No Blackjack)	2 to 1	3 to 1	2 to 1
Wager	\$5	\$5	\$1
Meter Seed	\$50,000	\$50,000	\$10,000
Primary Increment Rate	16%	15%	19%
Secondary Increment Rate	3.75%	3.50%	4.25%

<i>Outcome</i>	<i>Eight Decks—P4</i>	<i>Eight Decks—P5</i>	<i>Eight Decks—P6</i>
Royal Flush—Diamonds	100% of Progressive	100% of Progressive	100% of Progressive
Royal Flush—Other	10% of Progressive	10% of Progressive	10% of Progressive
Three-of-a-Kind	150 to 1	150 to 1	100 to 1
Straight	80 to 1	70 to 1	75 to 1
Flush	60 to 1	50 to 1	50 to 1
Two Pair	40 to 1	30 to 1	25 to 1
All Same Color	20 to 1	15 to 1	15 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	4 to 1
Dealer Ace Up (No Blackjack)	2 to 1	3 to 1	2 to 1
Wager	\$5	\$5	\$1
Meter Seed	\$50,000	\$50,000	\$10,000
Primary Increment Rate	16%	15%	19%
Secondary Increment Rate	3.75%	3.50%	4.25%

	<i>Single Deck—P7</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Envy</i>
Royal Flush (A—J)—Diamonds	100% Progressive	\$3,000
Royal Flush (A—J)—Other	10% Progressive	\$1,000
Three-of-a-Kind	150 to 1	
Straight	70 to 1	
Flush	50 to 1	
Two Pair	30 to 1	
All Same Color	15 to 1	
Pair	10 to 1	

	<i>Single Deck—P7</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Envy</i>
Dealer Blackjack	5 to 1	
Dealer Ace Up (No BJ)	3 to 1	
Wager	\$5	
Meter Seed	\$50,000	
Total Increment Rate	18.50%	

	<i>Two Decks—P8</i>		<i>Four Decks—P9</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Progressive	\$3,000	100% Progressive	\$3,000
Royal Flush (A—J)—Other	10% Progressive	\$1,000	10% Progressive	\$1,000
Three-of-a-Kind	150 to 1		150 to 1	
Straight	70 to 1		70 to 1	
Flush	50 to 1		50 to 1	
Two Pair	30 to 1		30 to 1	
All Same Color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1	
Dealer Ace Up (No BJ)	3 to 1		3 to 1	
Wager	\$5		\$5	
Meter Seed/Reseed	\$50,000		\$50,000	
Total Increment Rate	18.50%		18.50%	

	<i>Six Decks—P10</i>		<i>Eight Decks—P11</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Progressive	\$3,000	100% Progressive	\$3,000
Royal Flush (A—J)—Other	10% Progressive	\$1,000	10% Progressive	\$1,000
Three-of-a-Kind	150 to 1		150 to 1	
Straight	70 to 1		70 to 1	
Flush	50 to 1		50 to 1	
Two Pair	30 to 1		30 to 1	
All Same Color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1	
Dealer Ace Up (No BJ)	3 to 1		3 to 1	
Meter Seed/Reseed	\$50,000		\$50,000	
Total Increment Rate	18.50%		18.50%	

	<i>Single Deck—P12</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Envy</i>
Royal Flush (A—J)—Diamonds	100% Progressive	\$3,000
Royal Flush (A—J)—Other	10% Progressive	\$1,000
Three-of-a-Kind	100 to 1	
Straight	75 to 1	
Flush	50 to 1	
Two Pair	25 to 1	
All Same Color	15 to 1	
Pair	10 to 1	
Dealer Blackjack	4 to 1	
Dealer Ace Up (No BJ)	2 to 1	

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	<i>Single Deck—P12</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Envy</i>
Wager	\$5	
Meter Seed	\$50,000	
Total Increment Rate	23.25%	

	<i>Two Decks—P13</i>		<i>Four Decks—P14</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Progressive	\$3,000	100% Progressive	\$3,000
Royal Flush (A—J)—Other	10% Progressive	\$1,000	10% Progressive	\$1,000
Three-of-a-Kind	100 to 1		100 to 1	
Straight	75 to 1		75 to 1	
Flush	50 to 1		50 to 1	
Two Pair	25 to 1		25 to 1	
All Same Color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	4 to 1		4 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1	
Wager	\$5		\$5	
Meter Seed/Reseed	\$50,000		\$50,000	
Total Increment Rate	23.25%		23.25%	

	<i>Six Decks—P15</i>		<i>Eight Decks—P16</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Progressive	\$3,000	100% Progressive	\$3,000
Royal Flush (A—J)—Other	10% Progressive	\$1,000	10% Progressive	\$1,000
Three-of-a-Kind	100 to 1		100 to 1	
Straight	75 to 1		75 to 1	
Flush	50 to 1		50 to 1	
Two Pair	25 to 1		25 to 1	
All Same Color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	4 to 1		4 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1	
Wager	\$5		\$5	
Meter Seed/Reseed	\$50,000		\$50,000	
Total Increment Rate	23.25%		23.25%	

<i>One Deck—P17</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	

<i>One Deck—P17</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	7%		7%		7%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	7%		7%		7%	

<i>Two Decks—P18</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	7%		7%		7%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	7%		7%		7%	

<i>Four Decks—P19</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	7%		7%		7%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	7%		7%		7%	

<i>Six Decks—P20</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	7%		7%		7%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	7%		7%		7%	

<i>Eight Decks—P21</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	7%		7%		7%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	7%		7%		7%	

<i>One Deck—P22</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	

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<i>One Deck—P22</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	

<i>Two Decks—P23</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	

<i>Four Decks—P24</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	

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<i>Four Decks—P24</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	

<i>Six Decks—P25</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	

<i>Eight Decks—P26</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	50 to 1		50 to 1		50 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	

<i>Eight Decks—P26</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	

<i>Single Deck—P27</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>		<i>Pays</i>		<i>Pays</i>	
Royal Flush (A—J)—Diamonds	100% Mega		100% Mega		100% Mega	
Royal Flush (A—J)—Other	100% Major		100% Major		100% Major	
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	60 to 1		60 to 1		60 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	

<i>Two Decks—P28</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>		<i>Pays</i>		<i>Pays</i>	
Royal Flush (A—J)—Diamonds	100% Mega		100% Mega		100% Mega	
Royal Flush (A—J)—Other	100% Major		100% Major		100% Major	
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	60 to 1		60 to 1		60 to 1	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	

<i>Four Decks—P29</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>		<i>Pays</i>		<i>Pays</i>	
Royal Flush (A—J)—Diamonds	100% Mega		100% Mega		100% Mega	

<i>Four Decks—P29</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal Flush (A—J)—Other	100% Major	100% Major	100% Major
Three-of-a-Kind	100% Minor	100% Minor	100% Minor
Straight	100% Mini	100% Mini	100% Mini
Flush	60 to 1	60 to 1	60 to 1
Two Pair	40 to 1	40 to 1	40 to 1
All Same Color	20 to 1	20 to 1	20 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer Ace Up (No BJ)	2 to 1	2 to 1	2 to 1
Mega Meter Seed/Reseed	\$50,000	\$25,000	\$10,000
Mega Increment Rate	6%	7%	7.5%
Major Meter Seed/Reseed	\$5,000	\$5,000	\$5,000
Major Increment Rate	5%	5%	5%
Minor Meter Seed/Reseed	\$500	\$500	\$500
Minor Increment Rate	3%	3%	3%
Mini Meter Seed/Reseed	\$300	\$300	\$300
Mini Increment Rate	3%	3%	3%

<i>Six Decks—P30</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal Flush (A—J)—Diamonds	100% Mega	100% Mega	100% Mega
Royal Flush (A—J)—Other	100% Major	100% Major	100% Major
Three-of-a-Kind	100% Minor	100% Minor	100% Minor
Straight	100% Mini	100% Mini	100% Mini
Flush	60 to 1	60 to 1	60 to 1
Two Pair	40 to 1	40 to 1	40 to 1
All Same Color	20 to 1	20 to 1	20 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer Ace Up (No BJ)	2 to 1	2 to 1	2 to 1
Mega Meter Seed/Reseed	\$50,000	\$25,000	\$10,000
Mega Increment Rate	6%	7%	7.5%
Major Meter Seed/Reseed	\$5,000	\$5,000	\$5,000
Major Increment Rate	5%	5%	5%
Minor Meter Seed/Reseed	\$500	\$500	\$500
Minor Increment Rate	3%	3%	3%
Mini Meter Seed/Reseed	\$300	\$300	\$300
Mini Increment Rate	3%	3%	3%

<i>Eight Decks—P31</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal Flush (A—J)—Diamonds	100% Mega	100% Mega	100% Mega
Royal Flush (A—J)—Other	100% Major	100% Major	100% Major
Three-of-a-Kind	100% Minor	100% Minor	100% Minor
Straight	100% Mini	100% Mini	100% Mini
Flush	60 to 1	60 to 1	60 to 1
Two Pair	40 to 1	40 to 1	40 to 1
All Same Color	20 to 1	20 to 1	20 to 1

<i>Eight Decks—P31</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer Ace Up (No BJ)	2 to 1	2 to 1	2 to 1
Mega Meter Seed/Reseed	\$50,000	\$25,000	\$10,000
Mega Increment Rate	6%	7%	7.5%
Major Meter Seed/Reseed	\$5,000	\$5,000	\$5,000
Major Increment Rate	5%	5%	5%
Minor Meter Seed/Reseed	\$500	\$500	\$500
Minor Increment Rate	3%	3%	3%
Mini Meter Seed/Reseed	\$300	\$300	\$300
Mini Increment Rate	3%	3%	3%

<i>Single Deck—P32</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	100% Micro		100% Micro		100% Micro	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	
Micro Meter Seed/Reseed	\$250		\$250		\$250	
Micro Increment Rate	3%		3%		3%	

<i>Two Decks—P33</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	100% Micro		100% Micro		100% Micro	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	

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<i>Two Decks—P33</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	
Micro Meter Seed/Reseed	\$250		\$250		\$250	
Micro Increment Rate	3%		3%		3%	

<i>Four Decks—P34</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	100% Micro		100% Micro		100% Micro	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	5%		5%		5%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	
Micro Meter Seed/Reseed	\$250		\$250		\$250	
Micro Increment Rate	3%		3%		3%	

<i>Six Decks—P35</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	100% Micro		100% Micro		100% Micro	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	

<i>Six Decks—P35</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	2%		2%		2%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	
Micro Meter Seed/Reseed	\$250		\$250		\$250	
Micro Increment Rate	3%		3%		3%	

<i>Eight Decks—P36</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>	<i>Pays</i>	<i>w/ Max Envy</i>
Royal Flush (A—J)—Diamonds	100% Mega	\$3,000	100% Mega	\$3,000	100% Mega	\$3,000
Royal Flush (A—J)—Other	100% Major	\$1,000	100% Major	\$1,000	100% Major	\$1,000
Three-of-a-Kind	100% Minor		100% Minor		100% Minor	
Straight	100% Mini		100% Mini		100% Mini	
Flush	100% Micro		100% Micro		100% Micro	
Two Pair	40 to 1		40 to 1		40 to 1	
All Same Color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer Ace Up (No BJ)	2 to 1		2 to 1		2 to 1	
Mega Meter Seed/Reseed	\$50,000		\$25,000		\$10,000	
Mega Increment Rate	6%		7%		7.5%	
Major Meter Seed/Reseed	\$5,000		\$5,000		\$5,000	
Major Increment Rate	2%		2%		2%	
Minor Meter Seed/Reseed	\$500		\$500		\$500	
Minor Increment Rate	3%		3%		3%	
Mini Meter Seed/Reseed	\$300		\$300		\$300	
Mini Increment Rate	3%		3%		3%	
Micro Meter Seed/Reseed	\$250		\$250		\$250	
Micro Increment Rate	3%		3%		3%	

§ 633b.3. Match the Dealer Progressive wager.

(a) A certificate holder may offer players the option to place a Match the Dealer Progressive wager that one or both of the player's cards will match the dealer's upcard in one of the following combinations:

(1) *Two Suited Match, Aces of Spades*—Both of the player's cards and the dealer's upcard are matching aces of spades.

(2) *Two Suited Match, All Others*—Both of the player's cards and the dealer's upcard are matching in suit and rank.

(3) *One Non-Suited Match and One Suited Match*—One of the player's cards matches the suit and rank of the dealer's upcard and the player's other card matches the rank of the dealer's upcard.

(4) *One Suited Match*—One of the player's cards matches the suit and rank of the dealer's upcard.

(5) *Two Non-Suited Matches*—Both of the player's cards match the rank of the dealer's upcard.

(6) *One Non-Suited Match*—One of the player's cards matches the rank of the dealer's upcard.

(b) The Match the Dealer Progressive wager may be played on a Blackjack table that utilizes 6 or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Match the Dealer Progressive wager, in addition to the requirements in § 633a.2 (relat-

ing to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Match the Dealer Progressive wager for each player.

(d) If the certificate holder is offering the Match the Dealer Progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Match the Dealer Progressive wager. If the certificate holder is offering a Progressive Payout Wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

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

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

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Match the Dealer Progressive wager of \$1 or \$5.

(f) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Match the Dealer Progressive wager, the dealer shall announce “No more bets” and, if the Match the Dealer Progressive wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive wagers. If any Progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(e) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle the Match the Dealer wager as follows:

(1) If the player does not have a card that matches the dealer’s upcard, the Match the Dealer Progressive wager shall lose.

(2) If the player has one of the winning combinations provided in subsection (a), the dealer shall settle the Match the Dealer Progressive wager as provided in subsection (h).

(h) If a player has won a Match the Dealer 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 Match the Dealer Progressive wager in accordance with the payout odds in subsection (i). 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.

(i) The certificate holder shall pay out winning Match the Dealer wagers, for the winning combination formed, 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:

Six Decks

<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	12 to 1	10 to 1	8 to 1	75 to 1
1 Suited Match	10 to 1	7 to 1	4 to 1	4 to 1
2 Non-Suited Matches	4 to 1	6 to 1	8 to 1	15 to 1
1 Non-Suited Match	2 to 1	3 to 1	4 to 1	3 to 1

<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	12 to 1	13 to 1	11 to 1	100 to 1
1 Suited Match	9 to 1	10 to 1	7 to 1	5 to 1

<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Non-Suited Matches	6 to 1	6 to 1	8 to 1	20 to 1
1 Non-Suited Match	3 to 1	3 to 1	4 to 1	3 to 1

<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	15 to 1	13 to 1
1 Suited Match	12 to 1	9 to 1
2 Non-Suited Matches	6 to 1	8 to 1
1 Non-Suited Match	3 to 1	4 to 1

Eight Decks

<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	9 to 1	12 to 1	8 to 1	75 to 1
1 Suited Match	6 to 1	10 to 1	4 to 1	4 to 1
2 Non-Suited Matches	6 to 1	4 to 1	8 to 1	15 to 1
1 Non-Suited Match	3 to 1	2 to 1	4 to 1	3 to 1

<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	12 to 1	10 to 1	13 to 1	14 to 1
1 Suited Match	9 to 1	6 to 1	10 to 1	11 to 1
2 Non-Suited Matches	6 to 1	8 to 1	6 to 1	6 to 1
1 Non-Suited Match	3 to 1	4 to 1	3 to 1	3 to 1

<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	100 to 1	15 to 1
1 Suited Match	5 to 1	12 to 1
2 Non-Suited Matches	20 to 1	6 to 1
1 Non-Suited Match	3 to 1	3 to 1

(j) The initial seed amount of the progressive wager shall be 1,000 times the wager amount offered by the certificate holder, and the primary incrementation rate and secondary incrementation rate shall be 15% and 6%.

§ 633b.4. Switch Hands and Blackjack Premium.

(a) If the certificate holder offers Switch Hands, the table layout 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 in addition to the requirements in

§ 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) shall contain:

(1) A separate area for each player designated for the placement of the Switch Hands Ante which contains the inscription “Ante \$1 for every \$5 Bet.”

(2) A separate area for each player designed for the placement of the Switch Hand cards.

(3) An inscription advising that “Switch Hands colored or suited Blackjacks pay 2 to 1.”

(b) All Blackjack wagers placed in accordance with § 633a.6(d) (relating to wagers) shall be placed in \$5 increments.

(c) In addition to the Blackjack wager required under § 633a.6(d), a player shall place a Switch Hands Ante equal to \$1 for every \$5 Blackjack wager placed.

(d) After placing a Blackjack wager, the Switch Hands Ante and any optional wagers offered by the certificate holder, the dealer shall deal, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner:

(1) One Switch Hands card, face down, on the designated area of the table layout.

(2) A second Switch Hands card, face down on the designated area of the table layout.

(e) After dealing the player's Switch Hands cards, the dealer shall deal the player's Blackjack hand in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(f) Prior to any other cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, ask if the player would like to discard the player's two up-cards and play the two face-down cards or discard the two face-down Switch Hand cards. For each player who chooses to play:

(1) The two face-up cards, the dealer shall collect the two face-down cards and place them, unexposed, in the discard rack.

(2) The two face-down cards, the dealer shall collect the two face-up cards and place them in the discard rack. The dealer shall then turn over the two face-down cards and place them face up on the table.

(g) After the procedures in subsection (f) have been completed, the dealer shall complete the dealing procedures in § 633a.7(h)—(t) provided that winning Blackjack wagers shall be paid in accordance with the payout odds in subsection (j).

(h) A player may surrender on the initial two cards dealt or a Switch Hand, may double down or split pairs in accordance with §§ 633a.9—633a.11 (relating to surrender; Double Down Wager; and splitting pairs).

(i) For players who:

(1) Did not Switch Hands, the certificate holder shall pay each winning Blackjack wager at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(2) Switched Hands, the certificate holder shall pay each winning Blackjack wager in accordance with subsection (j)(1) provided that:

(i) If the player has a winning hand containing a same suit or same color Blackjack, the winning Blackjack wager shall be paid out at odds of 2 to 1.

(ii) If specified in its rules submission required under § 601a.10(a), if both the player and dealer have Blackjack, instead of returning the player's Blackjack wager, the certificate holder may pay a tie Blackjack at odds of 1 to 2.

(j) Notwithstanding the requirements in subsections (d) and (e), a certificate holder may deal the two Switch Hands cards as provided in subsection (d) after to dealing the Blackjack hands in accordance with subsection (e).

(k) If specified in its rules submission required under § 601a.10(a), the certificate holder may offer Blackjack Premium in which a player may play, on the same gaming table, either Switch Hand in accordance with previous subsections (a)—(j) or elect to not place a Switch Hand Ante and play only Blackjack in accordance with Chapter 633a (relating to Blackjack). A player that elects to play only Blackjack may not elect to switch hands after the dealer has started dealing the cards.

(l) If offering Blackjack Premium, the Switch Hand Ante is optional and shall remain on the layout until the dealer has dealt the cards in accordance with subsections (d) and (e). If a player elects to switch hands, the dealer shall collect the player's two face-up cards, placing them in the discard rack.

(m) After the procedures in subsection (l) have been completed, the dealer shall complete the dealing procedures in § 633a.7(h)—(t) provided that winning Blackjack wagers shall be paid in accordance with the payout odds in subsection (o).

(n) A player may surrender on the initial two cards dealt or a Switch Hand, may double down or split pairs in accordance with §§ 633a.9—633a.11.

(o) The certificate holder shall pay out winning Blackjack wagers at odds of 1 to 1 and player Blackjack at odds of 3 to 2 unless both the dealer and player have Blackjack which shall pay out at odds of 1 to 2 provided that if the player placed a Switched Hands Ante, the certificate holder shall pay a same suit or same color Blackjack at odds of 2 to 1.

§ 633b.5. Blackjack played on a hybrid gaming table.

(a) Hybrid gaming tables and electronic wagering terminals used to play Blackjack shall comply with the requirements in Chapter 605a (relating to electronic gaming tables).

(b) The layout for Blackjack played on a hybrid gaming table shall be submitted to the Bureau of Gaming Operations for approval 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 designated boxes for the placement of player's cards.

(3) A designated box for the placement of the dealer's cards.

(4) A community box for the placement of additional cards drawn by the dealer.

(c) Each electronic wagering terminal connected to a hybrid gaming table shall contain, at a minimum:

(1) An electronic layout submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a).

(2) A game rules icon explaining the rules of Blackjack play including that Blackjack pays 3 to 2, dealer stands on all soft 17s, that insurance pays 2 to 1 and any rules selected by the certificate holder regarding the action that may automatically be taken at the conclusion of the countdown clock when a player does not elect to hit or stand.

(3) If the certificate holder is offering the Buzzer Beater wager, a game rules icon explaining the optional wager and the payout odds.

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

(e) Unless a continuous shuffler is used, each hybrid gaming table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must either:

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

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

(f) Blackjack played on a hybrid gaming table shall be played with six or eight decks of cards that are identical in appearance and a card shuffling device.

(g) The decks of cards opened for use at a hybrid gaming table offering Blackjack shall be changed at least once every 24 hours.

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

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

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

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

(i) After receiving six or eight 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.

(j) Unless the decks of cards received at the table were preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards, stacked and shuffled using an automated cards shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the cards shall be placed in the dealing shoe. All cards shall be dealt from a dealing shoe that reads the value of the cards which must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

(k) Wagers at Blackjack played on hybrid gaming tables shall be placed using each player's electronic wagering terminal. All wagers, except an Insurance Wager under § 633a.8 (relating to Insurance Wager), a Double Down Wager under § 633a.10 (relating to Double Down Wager) or a wager on split pairs under § 633a.11 (relating to splitting pairs), shall be placed prior to the first card being dealt for each round of play.

(l) To participate in a round of play each player shall select a player position between 1 and 3. To compete against the dealer's hand, each player shall electronically place a Blackjack wager.

(m) If specified in its rules submission required under § 601a.10(a), a certificate holder may offer to each player who placed a Blackjack wager, the option of placing a

Buzzer Beater wager that the player's hand will have a point count of 19 or greater and will lose against the dealer's hand.

(n) At the commencement of each round of play, the dealer shall, starting with the player position farthest to the dealer's left that was selected by any player for that round of play and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face up to each player position on the hybrid gaming table layout that was selected by any player.

(2) One card face up to the dealer.

(3) A second card face up to each player position on the hybrid gaming table layout.

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

(o) If the dealer's first card is an ace, the dealer shall offer the Insurance Wager or even money in accordance with § 633a.8. If the dealer's first card is an ace, king, queen, jack or 10, the dealer shall then determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, including the dealer. If the dealer has a Blackjack, additional cards may not be dealt and each player's Blackjack wager and the Buzzer Beater wager, if applicable, shall be settled.

(p) After the procedures in subsection (o) have been completed, if necessary, and if the player position:

(1) Has Blackjack and the dealer's up card is a 2, 3, 4, 5, 6, 7, 8 or 9, the Blackjack shall be electronically paid in accordance with subsection (v)(1). If any Buzzer Beater wagers were placed on that player position, the losing Buzzer Beater wagers shall be cleared.

(2) Does not have Blackjack, each player shall electronically indicate whether he wishes to double down as permitted under § 633a.10, split pairs as permitted under § 633a.11, stand or draw additional cards. A player that takes no action by the conclusion of the countdown clock will be deemed to stand on his hand.

(q) If any player elects to double down, split or draw additional cards, the dealer shall draw additional cards face up. The drawn cards shall be used as community cards for all player positions.

(r) A player may elect to electronically hit to draw additional cards whenever the point count for his chosen player position is less than 21, except that:

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

(2) A player electing to make a Double Down Wager will utilize only the first community card.

(s) After the decisions of each player position have been implemented and all additional community cards have been dealt, the dealer shall turn the hole card face up. Any additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall draw additional cards until he has a hard or soft total of 17, 18, 19, 20 or 21.

(t) A player's Blackjack wager shall:

(1) Win and be electronically paid in accordance with the payout odds in subsection (v)(1) if:

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

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

(iii) The player has a Blackjack and the dealer's hand has a total point count of 21 in more than two cards.

(2) Push if the total point count of the player's hand is the same as the dealer's.

(3) Be lost if:

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

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

(iii) The dealer has a Blackjack and the player's hand has a total point count of 21 in more than two cards.

(u) If any player placed a Buzzer Beater wager, the player's Buzzer Beater wager shall:

(1) Win and be electronically paid in accordance with subsection (v)(3) if the player's hand was a 19, 20, 21 or a Blackjack and the dealer's hand was equal to or greater than the player's hand without exceeding 21.

(2) Lose and be electronically collected if:

(i) The player's hand beat the dealer's hand.

(ii) The dealer's hand beat the player's hand and the player did not have a 19, 20, 21 or Blackjack.

(v) Payout odds:

(1) Each winning Blackjack wager shall be paid electronically at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(2) Winning Insurance wagers shall be paid electronically at odds of 2 to 1.

(3) Winning Buzzer Beater wagers shall be paid electronically at the following odds:

<i>Player Hand</i>	<i>Dealer Hand</i>	<i>Payout Odds</i>
Blackjack	Blackjack	5 to 1
20	20	5 to 1
20	21 or Blackjack	30 to 1
19	19	5 to 1
19	20	10 to 1
19	21 or Blackjack	10 to 1

(w) A certificate holder may offer a version of Blackjack on a hybrid gaming table whereby the dealer does not receive a hole card. If offering this version of Blackjack, previous subsections (a), (c)(1) and (2) and (d)—(k) apply in addition to the following provisions.

(x) To participate in a round of play, the player shall electronically place a Blackjack wager. If specified in its rules submission required under § 601a.10(a), the certificate holder may offer to each player who placed a Blackjack wager, the option of placing electronically Royal Match 21, Bet the Set or Kings Bounty wagers as provided in § 633a.6(e)(4)—(6) (relating to wagers).

(y) At the commencement of each round of play, the dealer shall deal the cards as follows:

(1) One card face up, which shall be used as all players' first card.

(2) A second card face up, which shall be used as the dealer's first card.

(3) A third card face up, which shall be used as all players' second card.

(4) All cards dealt after the first three shall be community cards and may be designated to a player or to the dealer depending on the choices each player makes with respect to his hand.

(z) If the dealer's first card is an ace, the electronic wagering terminal shall offer the Insurance Wager in accordance with § 633a.8. Each player shall electronically indicate whether he wishes to place an Insurance Wager, if applicable, or to surrender as permitted under § 633a.9 (relating to surrender), double down as permitted under § 633a.10, split pairs for a total of two hands as permitted under § 633a.11, stand or draw additional cards. A player may elect to electronically draw additional cards whenever the point count for his chosen player position is less than 21, except that a player having Blackjack or a hard or soft total of 21 may not draw additional cards. A player who takes no action by the conclusion of the countdown clock will be deemed to stand on his hand provided that if the certificate holder selects different options, such as a player's hand of an 11 will automatically hit if the player takes no action at the conclusion of the countdown clock, those options shall be explained to the player in the game rules icon as provided in subsection (c)(2).

(aa) After the decisions of each player position have been implemented, the dealer shall deal a community card face up which shall be used as follows:

(1) If the player's two cards gave the player Blackjack, the community card dealt shall be used as the dealer's hole card. If the hole card:

(i) Also gave the dealer a Blackjack, the player's Blackjack wager shall push and be electronically returned to player and, if applicable, the winning Insurance Wager shall be electronically paid in accordance with subsection (ee)(1).

(ii) Did not give the dealer Blackjack, the player's winning Blackjack wager shall be paid in accordance with subsection (ee)(2) and the losing Insurance Wager, if applicable, shall be electronically collected.

(2) If the player's two cards did not give the player Blackjack but the player elected to stand and not receive additional cards, the first community card dealt shall be used as the dealer's hole card. If the hole card:

(i) Gives the dealer a Blackjack, no additional community cards shall be designated to the player or dealer's hand and the player's losing Blackjack wager shall be electronically collected. If applicable, the winning Insurance Wager shall be electronically paid in accordance with subsection (ee)(1).

(ii) Did not give the dealer Blackjack, the losing Insurance Wager, if applicable, shall be electronically collected. The community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (bb).

(3) If the player's two cards did not give the player Blackjack and the player elected to hit, split pairs or double down, the first community card shall be added to the player's hand. If a player:

(i) Split aces or doubled down in accordance with §§ 633a.10 and 633a.11, the player's hand shall be complete after the first community card is dealt and the player may not hit to receive additional community cards.

After the first community card is designated to the player's hand, if the player's hand is over 21 before any additional cards are revealed, the player's losing Blackjack wager shall be electronically collected. The community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (bb).

(ii) Elected to hit or split pairs, other than aces, the player may then stand or may elect to continue to hit and receive additional community cards added to the player's hand until the point count of each of the player's hands is a hard or soft 21 or less. If the player's hand is over 21 before the dealer's second/hole card is revealed, the player's losing Blackjack wager shall be electronically collected. Once a player stands, the community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (bb).

(bb) Once the player has made all decisions with respect to his hand or hands, the next card dealt shall be designated to the dealer's hand. If the dealer's two cards:

(1) Gives the dealer a Blackjack, no additional community cards shall be designated to the dealer's hand and the player's losing Blackjack wager shall be electronically collected. If applicable, the winning Insurance wager shall be electronically paid in accordance with subsection (ee)(1). If a player split pairs and the dealer's second card gave the dealer Blackjack, the amount of the original wager of the player shall be electronically collected and if the player's split hand did not exceed 21, the additional amount wagered in splitting pairs shall be electronically returned to the player.

(2) Does not give the dealer a Blackjack, the losing Insurance Wager, if applicable, shall be electronically collected. The additional community cards dealt thereafter shall be designated to the dealer's hand until the point count of the dealer's hand is a hard or soft total of 17, 18, 19, 20 or 21.

(cc) A player's Blackjack wager shall win, lose or push as provided in previous subsection (t).

(dd) If any player placed a Royal Match, Bet the Set or a King's Bounty wager, those wagers shall be electronically settled in accordance with § 633a.7(g)(4)–(6).

(ee) Payout odds:

(1) Winning Insurance wagers shall be paid electronically at odds of 2 to 1.

(2) Each winning Blackjack wager shall be paid electronically at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(3) The certificate holder shall pay out winning Royal Match and the Crown Treasure Bonus as provided in § 633a.13(f) (relating to payout odds; payout limitation).

(4) The certificate holder shall pay out winning Bet the Set wagers as provided in § 633a.13(g).

(5) The certificate holder shall pay out winning King's Bounty wagers as provided in § 633a.13(h).

§ 633b.6. Super 4 Progressive Blackjack wager.

(a) A certificate holder may offer players the option to place a Super 4 Progressive Blackjack wager that the dealer's two cards and the player's two cards will form any of the following winning Super 4 Progressive combinations:

(1) *Royal Flush (Chosen Suit)*—The player's two cards and the dealer's two cards containing an ace, king, queen and jack of the certificate holder's chosen suit with the dealer's hand containing the ace of the same suit.

(2) *Royal Flush (Other Suit)*—The player's two cards and the dealer's two cards containing an ace, king, queen and jack of one the other remaining three suits, with the dealer's hand containing the ace of the same suit.

(3) *Three of a Kind*—Dealer Blackjack and the player's two cards and the dealer's two cards contain three cards of the same rank.

(4) *Straight*—Four cards of more than one suit in consecutive rank with the dealer's hand containing the ace and a ten-value card.

(5) *Flush*—Dealer Blackjack and the player's two cards and the dealer's two cards are all the same suit.

(6) *Two Pair*—Dealer Blackjack and player Blackjack with the dealer's two cards identical in suit and rank with the player's two cards.

(7) *All Cards Same Color*—Dealer Blackjack and the player's two cards and the dealer's two cards are all of the same color.

(8) *Pair*—Dealer Blackjack with the four cards dealt to the player and the dealer containing two cards of the same suit and rank.

(9) Any Hand with Dealer Blackjack.

(10) *Dealer Ace Up*—Dealer's up-card is an ace but the dealer does not have a Blackjack.

(b) The Super 4 Progressive wager may be played on a Blackjack table that utilizes 1, 2, 4, 6 or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Super 4 Progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Super 4 Progressive wager for each player.

(d) If the certificate holder is offering the Super 4 Progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Super 4 Progressive Wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.7 and § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

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

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

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack Wager in accordance with § 633a.6(d), the option of placing a Super 4 Progressive wager of \$5.

(f) After placing a Blackjack wager, as required in § 633a.6(d) (relating to wagers), and any optional wagers including the Super 4 Progressive wager, the dealer shall

announce “No more bets” and, if the Super 4 Progressive wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive wagers. If any Progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h). If the dealer:

(1) Does not have an ace showing or have a Blackjack, all Super 4 Progressive wagers shall lose and the dealer shall continue the hand in accordance with § 633a.7(i)—(t).

(2) Has an ace showing or a Blackjack, the dealer shall settle each player’s winning Super 4 Progressive wager as provided in subsection (h).

(h) If a player has won a Super 4 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 Super 4 Progressive wager in accordance with the payout odds in subsection (i). 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.

(i) The certificate holder shall pay out winning Super 4 Progressive wagers, for the highest ranking four-card hand formed, 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):

<i>Paytable 1—Option 1</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$50,000	6%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	7%
Three-of-a-Kind	Spade Progressive	\$500	7%
Straight	\$750		
Flush	\$250		
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		

<i>Paytable 1—Option 2</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$25,000	7%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	7%
Three-of-a-Kind	Spade Progressive	\$500	7%
Straight	\$750		
Flush	\$250		
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		

<i>Paytable 1—Option 3</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$10,000	7.5%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	7%

<i>Paytable 1—Option 3</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Three-of-a-Kind	Spade Progressive	\$500	7%
Straight	\$750		
Flush	\$250		
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		

<i>Paytable 2—Option 1</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$50,000	6%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	5%
Three-of-a-Kind	Spade Progressive	\$500	3%
Straight	Diamond Progressive	\$300	3%
Flush	\$250		
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		

<i>Paytable 2—Option 2</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$25,000	6%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	5%
Three-of-a-Kind	Spade Progressive	\$500	3%
Straight	Diamond Progressive	\$300	3%
Flush	\$250		
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		

<i>Paytable 3—Option 1</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$50,000	6%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	2%
Three-of-a-Kind	Spade Progressive	\$500	3%
Straight	Diamond Progressive	\$300	3%
Flush	Club Progressive	\$250	3%
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		
No Dealer Face Up Ace	Loss		

<i>Paytable 3—Option 2</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$25,000	6%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	2%
Three-of-a-Kind	Spade Progressive	\$500	3%
Straight	Diamond Progressive	\$300	3%
Flush	Club Progressive	\$250	3%
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		

<i>Paytable 3—Option 3</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal Flush in Chosen Suit	Star Progressive	\$10,000	6%
Royal Flush (Other Suit)	Heart Progressive	\$5,000	2%
Three-of-a-Kind	Spade Progressive	\$500	3%
Straight	Diamond Progressive	\$300	3%
Flush	Club Progressive	\$250	3%
Two Pair	\$200		
All Cards Same Color	\$100		
Pair	\$50		
Any Hand w/ Dealer Blackjack	\$25		
Dealer Ace Up	\$10		

(j) If the progressive table game system utilized by the certificate holder has the capability to offer a mystery progressive, the seed and reseed amount, random must hit by amount, and incrementation rate shall be as follows:

<i>Configuration</i>	<i>Reseed</i>	<i>Random Must Hit By</i>	<i>Increment Rate</i>
1	\$250	\$1,000	5%
2	\$100	\$500	5%
3	\$100	\$200	2%

§ 633b.7. Top 3 wager.

(a) If the certificate holder offers the Three Card Poker wager authorized under § 633a.6(e)(9) (relating to wagers), the certificate holder may also offer the Top 3 wager which shall win if the player's two cards and the dealer's up card form a three-of-a-kind or a straight flush.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Three Card Poker wager and the Top 3 wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the placement of the Top 3 wager for each player.

(c) After placing a Blackjack wager, as required under § 633a.6(d) and a Three Card Poker wager, a player may place a Top 3 wager by placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 633a.7(a)–(f) (relating to procedure for dealing the cards; completion of each round of play). Immediately

after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle any Three Card Poker wagers in accordance with § 633a.7(g)(8) and any Top 3 wagers. If the player's two cards and the dealer's up card:

(1) Do not contain a three-of-a-kind or a straight flush of three cards in sequence and of the same suit, the dealer shall collect the player's losing Top 3 wager.

(2) Contain a three-of-a-kind or a straight flush of three cards in sequence and of the same suit, the dealer shall pay the winning Top 3 wager in accordance with subsection (e).

(e) The certificate holder shall pay out winning Top 3 wagers for the highest ranking three-card hand formed, 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 Submission):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Three-of-a-kind Suited	270 to 1	1000 to 1
Straight Flush	180 to 1	100 to 1

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Three-of-a-kind	90 to 1	70 to 1

(f) After settling the player's Three Card Poker and Top 3 wagers, the dealer shall complete the dealing procedures in § 633a.7(h)—(t).

§ 633b.8. Lucky Aces wager.

(a) If the certificate holder offers Blackjack on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Aces wager which shall win if the player's two cards and the dealer's two cards contain at least one ace.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Aces wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the electronic placement of the Lucky Aces wager for each player.

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
4 Aces	500 to 1	500 to 1	1000 to 1	2000 to 1
3 Aces Same Suit	250 to 1	250 to 1	500 to 1	500 to 1
3 Aces	20 to 1	30 to 1	35 to 1	15 to 1
2 Aces Same Suit	8 to 1	12 to 1	16 to 1	10 to 1
2 Aces	5 to 1	5 to 1	5 to 1	4 to 1
1 Ace of Diamonds	2 to 1	2 to 1	2 to 1	2 to 1
1 Ace	1 to 1	1 to 1	1 to 1	1 to 1

(f) After settling the player's Lucky Aces wager, the dealer shall complete the dealing procedures in § 633a.7(m)—(t).

§ 633b.9. Blazing 7's Progressive wager.

(a) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's Progressive wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Blazing 7's Progressive wager for each player. The Blackjack table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games), for the placement of Blazing 7's Progressive wagers. The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Blazing 7's Progressive wager.

(2) A device that controls or monitors the placement of Progressive Payout wagers at the gaming table including a mechanism, such as a lock-out button, that prevents the placement of any Blazing 7's Progressive wagers that a player attempts to place after the dealer has begun dealing the cards.

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

(c) After placing a Blackjack wager, as required under § 633a.6(d) (relating to wagers), a player may place a Lucky Aces wager by electronically placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 633a.7(a)—(l) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the dealer's hole card is turned face up on the layout, the dealer shall settle any Lucky Aces wagers. If any of the player's two cards or the dealer's two cards:

(1) Do not contain an ace, the losing Lucky Aces wagers shall be collected.

(2) Contain an ace, the winning Lucky Aces wagers shall be paid in accordance with subsection (e) based on the number of aces in the player and dealer hands.

(e) The certificate holder shall pay out winning Lucky Aces 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):

wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Blazing 7's Progressive wager which shall win if either of the player's initial two cards is a seven.

(c) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Blazing 7's Progressive wager, the dealer shall deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(d) The dealer shall settle any optional wagers in accordance with § 633a.7(g) and complete the dealing procedures in § 633a.7(h)—(o). After settling all other optional wagers, if a player placed a Blazing 7's Progressive wager:

(1) And the player chose to split, the Blazing 7's Progressive wager shall be based on the two sevens and the third card dealt to the player.

(2) And the player busts, the bust card shall not count toward the player's Blazing 7's Progressive wager.

(3) The player's hand shall win if either of the player's first two cards is a seven. If a player has only one seven in the first two cards, hits and receives another seven, the player shall be paid out in accordance with subsections (e) and (f) for only the seven contained in the initial two cards dealt to the player.

(4) And if the first two cards of the player are sevens and the player hits and receives another seven, the player

shall be paid out for three sevens in accordance with subsections (e) and (f). If a dealer has Blackjack and the first two cards of the player are sevens, the player shall be dealt an additional card to determine if the player receives an additional seven.

(e) If a player has won the Blazing 7's Progressive wager, the dealer shall:

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

(2) Have a floorman or above verify any Blazing 7's Progressive Payout with odds greater than 200 for 1 in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(3) Pay the player the winning Blazing 7's Progressive wager in accordance with subsection (f). If a player has won a progressive payout that is 10% or more 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 the player must remain on the table until the necessary documentation has been completed. If more than one player at the table has won a progressive payout that is 100% of the jackpot amount on the progressive meter, each player shall share the maximum amount equally.

(f) The certificate holder shall pay out winning Blazing 7's Progressive 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
Three 7's Same Suit	100% of meter	N/A
Three 7's Diamonds	N/A	100% of meter
Three 7's—Clubs, Spades, Hearts	N/A	10% of meter
Three 7's Same Color	10% of meter	500 to 1
Three 7's	200 to 1	200 to 1
First two cards (two 7's)	25 to 1	25 to 1
Either of first two cards (one 7)	2 to 1	2 to 1

(g) The rate of progression for the meter used for the Blazing 7's Progressive wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. The initial and reset amounts must also be in the Rules Submission and shall be at least \$2,000 if the required Blazing 7's Progressive wager is \$1 and \$10,000 if the required Blazing 7's Progressive wager is \$5.

(h) Notwithstanding the requirements in subsection (d)(4), if the first two cards of the player are sevens, the certificate holder may utilize a dealing procedure wherein the dealer's up card rather than a player's drawn card, shall be used to determine whether the player receives a payout for three sevens in accordance with subsections (e) and (f). The certificate holder shall specify in its Rules Submission required under § 601a.2 if this dealing procedure is being utilized.

§ 633b.10. Blackjack Match Progressive.

(a) A certificate holder may offer players the option to place a Blackjack Match Progressive wager that the dealer's two cards and the player's two cards will form any of the following winning Blackjack Match Progressive combinations:

(1) *Ace-King Matching Suited Blackjacks*—Both dealer and player have Blackjack consisting of an ace-king with the dealer's two cards identical in suit with the player's two cards.

(2) *Matching Suited Blackjacks*—Both dealer and player have Blackjack with the dealer's two cards identical in suit and rank with the player's two cards, other than an ace-king. For example a player's ace-ten of spades and the dealer's ace-ten of spades.

(3) *Player and Dealer Suited Blackjacks*—Both dealer and player have Blackjack with the dealer's two cards identical in suit, but not rank, with the player's two cards. For example a player's ace-ten of spades and the dealer's ace-queen of spades.

(4) *Player and Dealer Blackjacks*—Both Dealer and player have Blackjack but the player's hand and the dealer's hand do not match in suit or rank.

(5) *Player Suited Blackjack*—Player has Blackjack of the same suit and the dealer's two cards are not a Blackjack.

(6) *Player Blackjack*—Player's two cards are a Blackjack but are not the same suit and the dealer's two cards are not a Blackjack.

(7) *Player Any Ace*—Player's two cards are not a Blackjack but contain at least one ace.

(b) The Blackjack Match Progressive wager shall be played on a Blackjack table that utilizes 6 or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blackjack Match Progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Blackjack Match Progressive wager.

(d) If the certificate holder is offering the Blackjack Match Progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Blackjack Match Progressive wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

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

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

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing either a \$1 or \$5 Blackjack Match Progressive wager as selected by the certificate holder in its Rules Submission form.

(f) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Blackjack Match Progressive wager, the dealer shall announce “No more bets” and, if the Blackjack Match Progressive wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive wagers. If any Progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h), if applicable. After determining whether the dealer has Blackjack, if applicable, but prior to any additional cards being dealt, the dealer shall settle all Blackjack Match Progressive wagers. If any player placed a Blackjack Match Progressive wager, and the first two cards dealt to the player:

(1) Do not contain an ace or Blackjack, the Blackjack Match Progressive wager shall be lost.

(2) Contains an ace or Blackjack, the dealer shall settle each player's winning Blackjack Match Progressive wager as provided in subsection (h).

(h) If a player has won a Blackjack Match 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 Blackjack Match Progressive wager in accordance with the payout odds in subsection (i). 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, if selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2. A player making a Blackjack Match Progressive Wager shall receive an Envy Bonus when another player at the same Blackjack table and the dealer are holders of Matching Suited Blackjacks, as defined in subsection (a). Players are entitled to multiple Envy Bonuses if more than one other player and the dealer have Matching Suited Blackjacks. A player is not entitled to an Envy Bonus for his own hand. Blackjack Match Envy Bonus payouts shall be made in accordance with the payouts in subsection (k).

(i) The certificate holder shall pay out winning Blackjack Match Progressive 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>
Ace-King Matching Suited Blackjack	100% of meter	100% of meter
Matching Suited Blackjack	10% of meter	10% of meter
Player and Dealer Suited Blackjacks	200 to 1	200 to 1
Player and Dealer Blackjacks	30 to 1	30 to 1
Player Suited Blackjacks	10 to 1	10 to 1
Player Blackjack	5 to 1	5 to 1
Player Any Ace	3 to 1	3 to 1
Seed Amount	\$10,000	\$5,000
Increment Rate	13%	13%
Secondary Seed	2.5%	3.25%

<i>Hand</i>	<i>Paytable C</i>	<i>Paytable D</i>
Ace-King Matching Suited Blackjack	100% of meter	100% of meter
Matching Suited Blackjack	10% of meter	10% of meter
Player and Dealer Suited Blackjacks	300 to 1	300 to 1
Player and Dealer Blackjacks	50 to 1	50 to 1
Player Suited Blackjacks	10 to 1	10 to 1
Player Blackjack	5 to 1	5 to 1
Player Any Ace	2 to 1	2 to 1
Seed Amount	\$10,000	\$5,000
Increment Rate	13%	13%
Secondary Seed	2.5%	3.25%

(j) If in the same round of play two or more players have won the same progressive jackpot amount on the progressive meter, the jackpot amount shall be split equally between the winning players. For example, if two players have Ace-King Matching Suited Blackjacks in the same round of play, both players shall split 100% of the progressive jackpot amount equally.

(k) If selected by a certificate holder, a player shall be paid an Envy Bonus in accordance with the payout tables as follows depending on the value of the Blackjack Match Progressive wager selected by the certificate holder in its Rules Submission form:

<i>Hand</i>	<i>\$1 Blackjack Match Wager offered</i>
Ace-King Matching Suited Blackjack	\$600
Matching Suited Blackjack	\$200

<i>Hand</i>	<i>\$5 Blackjack Match Wager offered</i>
Ace-King Matching Suited Blackjack	\$3000
Matching Suited Blackjack	\$1000

(l) After settling the Blackjack Match Progressive wagers, the dealer shall continue the hand in accordance with § 633a.7(i)–(t).

§ 633b.11. TriLux Deluxe wager.

(a) For the purposes of the TriLux Deluxe wager, the following words and terms have the following meanings:

(1) *Flush*—The player’s initial two cards and the dealer’s up-card are of the same suit.

(2) *Straight*—The player’s initial two cards and the dealer’s up-card are sequential in rank.

(3) *Straight flush*—The player’s initial two cards and the dealer’s up-card are sequential in rank and of the same suit.

(4) *Three-of-a-kind*—The player’s initial two cards and the dealer’s up-card are the same rank.

(b) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a TriLux Deluxe wager which shall win if the player’s initial two cards and the dealer’s up-card form a flush, straight, three-of-a-kind, or straight flush.

(c) The layout for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the TriLux Deluxe wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the TriLux Deluxe wager and TriLux Deluxe Press.

(d) After placing a Blackjack Wager, as required in § 633a.6(d), a player may place a TriLux Deluxe wager before each round of Blackjack at any time before the dealer calls, “No more bets.” A TriLux Deluxe wager may not exceed two times the Blackjack wager.

(e) The dealer shall deal the cards in accordance with § 633a.7(a)–(f) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer’s right and continuing around the table in a counterclockwise direction, settle the player’s optional wagers in accordance with § 633a.7(g) by collecting all losing wagers and paying all winning wagers. If a player placed a TriLux Deluxe wager and the player’s initial two cards and the dealer’s up-card:

(1) Are a flush, straight, three-of-a-kind, or straight flush, the dealer shall pay the TriLux Deluxe wager in accordance with subsection (i).

(2) Are not a flush, straight, three-of-a-kind, or straight flush, the dealer shall collect the TriLux Deluxe wager.

(f) If a player’s TriLux Deluxe wager wins, the dealer shall give the player the option to collect his winnings, or cap his initial Blackjack wager with all or a portion of the player’s initial TriLux Deluxe wager winnings. If the player chooses to cap his initial Blackjack wager with all or a portion of the TriLux Deluxe wager winnings, the dealer shall move the winnings to the TriLux Deluxe Press area on the layout.

(g) If, after capping the initial Blackjack wager, the player wins his Blackjack hand, the TriLux Deluxe wager winnings will be paid even money, including instances where the player has Blackjack. The player may not cap TriLux Deluxe wager winnings to the initial Blackjack wager if the dealer has Blackjack.

(h) If, after capping the initial Blackjack wager, the player chooses to split a pair in accordance with § 633a.11 (relating to splitting pairs), the player must match the initial Blackjack wager and the portion of winnings in the TriLux Deluxe Press area added to the initial wager. A player may place a Double Down Wager in accordance with § 633a.10 (relating to Double Down Wager), and all standard and house rules shall apply.

(i) If a TriLux Deluxe wager wins, the payout shall be as follows:

<i>Hand</i>	<i>Paytable TLX-1</i>	<i>Paytable TLX-2</i>	<i>Paytable TLX-3</i>
Straight flush	20 to 1	20 to 1	25 to 1
Three-of-a-kind	15 to 1	15 to 1	15 to 1
Straight	9 to 1	9 to 1	8 to 1
Flush	6 to 1	5 to 1	5 to 1

(j) The payable used for the TriLux Deluxe wager shall be determined by the number of decks used at the Blackjack table as follows:

- (1) 1 deck—Paytable TLX-1.
- (2) 2 decks—Paytable TLX-2.
- (3) 4 decks—Paytable TLX-3.
- (4) 6 decks—Paytable TLX-3.
- (5) 8 decks—Paytable TLX-3.

§ 633b.12. AxMan wager.

(a) For the purposes of the AxMan wager, the following words and terms have the following meanings:

(1) *Five-of-a-kind*—Five of the dealer’s cards are the same rank.

(2) *Flush*—Five of the dealer’s cards are of the same suit.

(3) *Four-of-a-kind*—Four of the dealer’s cards are the same rank.

(4) *Full house*—Five of the dealer’s cards are made up of a Three-of-a-Kind and a pair.

(5) *Jacks or better pair*—Two of the dealer’s cards are of the same rank and are a jack, queen, king, or ace.

(6) *Straight*—Five of the dealer’s cards are sequential in rank.

(7) *Straight flush*—Five of the dealer’s cards are sequential in rank and of the same suit.

(8) *Three-of-a-kind*—Three of the dealer’s cards are the same rank.

(9) *Two-pair*—Four of the dealer’s cards are two separate pairs.

(b) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing an AxMan wager which shall win if the cards in the dealer’s hand make up a poker hand of jacks or better pair, two pair, three-of-a-kind, full

house, four-of-a-kind, straight, flush, five-of-a-kind or straight flush. The AxMan wager may only be offered at Blackjack tables using a six or eight-deck batch or batches of cards.

(c) The layout for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the AxMan wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the AxMan wager.

(d) After placing a Blackjack wager, as required in § 633a.6(d), a player may place an AxMan wager before each round of Blackjack at any time before the dealer calls, "No more bets." An AxMan wager may be made for any amount within the table limits.

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play), and the round of play shall be played and completed according to house rules and the provisions of § 633a.7, including the settling of the Blackjack wagers placed by each player.

(f) Immediately after the completion of the round of play in accordance with § 633a.7, the dealer's hand, including the bust card if there is one, will be interpreted as a poker hand. The dealer shall then, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the player's AxMan wagers by collecting all losing wagers and paying all winning wagers.

(g) If the dealer's hand has five cards or less, including a bust card if there is one, the poker hand will consist of all cards in the dealer's hand. If the dealer's hand has six or more cards, including a bust card if there is one, the poker hand will consist of the five highest cards in the dealer's hand.

(h) If the dealer's hand has less than five cards, the poker hands that can be created are jacks or better pair, two pair, three-of-a-kind or four-of-a-kind. If one of these hands is created, the AxMan wager is a winner, and shall be settled in accordance with the payable in subsection (l).

(i) If the dealer's hand has five cards or more, the poker hands that can be created are those listed in subsection (h) and full house, straight, flush, five-of-a-kind and straight flush. If one of these hands is created, the AxMan wager is a winner, and shall be settled in accordance with the payable in subsection (l).

(j) If the dealer's hand does not create a poker hand of jacks or better pair or greater, the AxMan wager shall lose.

(k) If the dealer has a king of diamonds card in his hand, this card shall be treated as a wild card, meaning it can be assigned any rank. If the player has one king of diamonds card in the initial two cards of his Blackjack hand, it shall act as a two-times (2X) multiplier for the player's winning AxMan wager based upon the payable in subsection (l). If the player has two king of diamonds cards in the initial two cards of his Blackjack hand, it shall act as a five-times (5X) multiplier for the player's winning AxMan wager based upon the payable in subsection (l).

(l) If an AxMan wager wins, the payout shall be as follows:

<i>Hand</i>	<i>Paytable</i>
Straight flush (five cards)	1000 to 1
Five-of-a-kind (five cards)	500 to 1
Flush (five cards)	200 to 1
Straight (five cards)	100 to 1
Four-of-a-kind	50 to 1
Full house (five cards)	30 to 1
Three-of-a-kind	20 to 1
Two pair	12 to 1
Jacks or better pair	5 to 1

§ 633b.13. Buster Blackjack wager.

(a) If a certificate holder offers Blackjack, the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Buster Blackjack wager where a player places a wager as to whether the dealer's hand will result in a total point count in excess of 21 (a "bust").

(b) The layout for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Buster Blackjack wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Buster Blackjack wager.

(c) The Buster Blackjack wager may be offered on tables where Blackjack is played with one-deck, six-deck or eight-deck shoes.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any other available optional wagers, a player may place a Buster Blackjack wager before each round of Blackjack at any time before the dealer calls, "No more bets." A Buster Blackjack wager may be made for any amount within the table limits.

(e) The dealer shall then deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play), and the round of play shall be played and completed according to house rules and the provisions of § 633a.7.

(f) After all action on the players' hands has been completed, the dealer shall draw cards to his hand until he reaches a point total of at least 17 or busts.

(g) If the dealer's hand does not result in a bust, the Buster Blackjack wager loses and shall be collected by the dealer.

(h) If the dealer's hand results in a bust, the Buster Blackjack wager wins, and shall be paid out based upon one of the following paytables which shall be specified in the Rules Submission under § 601a.2, with the payout determined by the number of cards in the dealer's hand when the bust occurs:

<i>Single Deck Shoe</i>			
<i>Dealer Busts with</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
8 or more cards	250 to 1	200 to 1	250 to 1
7 cards	50 to 1	50 to 1	50 to 1
6 cards	15 to 1	15 to 1	12 to 1
5 cards	4 to 1	4 to 1	4 to 1
4 cards	2 to 1	2 to 1	2 to 1
3 cards	2 to 1	2 to 1	2 to 1

<i>Dealer Busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
8 or more cards	200 to 1	250 to 1	250 to 1
7 cards	50 to 1	50 to 1	50 to 1
6 cards	12 to 1	12 to 1	20 to 1
5 cards	4 to 1	3 to 1	8 to 1
4 cards	2 to 1	2 to 1	2 to 1
3 cards	2 to 1	2 to 1	1 to 1

<i>Six-Deck Shoe</i>			
<i>Dealer Busts with</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
8 or more cards	250 to 1	200 to 1	250 to 1
7 cards	50 to 1	50 to 1	50 to 1
6 cards	15 to 1	15 to 1	12 to 1
5 cards	4 to 1	4 to 1	4 to 1
4 cards	2 to 1	2 to 1	2 to 1
3 cards	2 to 1	2 to 1	2 to 1

<i>Dealer Busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
8 or more cards	200 to 1	250 to 1	250 to 1
7 cards	50 to 1	50 to 1	50 to 1
6 cards	12 to 1	12 to 1	20 to 1
5 cards	4 to 1	3 to 1	8 to 1
4 cards	2 to 1	2 to 1	2 to 1
3 cards	2 to 1	2 to 1	1 to 1

<i>Eight-Deck Shoe</i>			
<i>Dealer Busts with</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
8 or more cards	250 to 1	200 to 1	250 to 1
7 cards	50 to 1	50 to 1	50 to 1
6 cards	15 to 1	15 to 1	12 to 1
5 cards	4 to 1	4 to 1	4 to 1
4 cards	2 to 1	2 to 1	2 to 1
3 cards	2 to 1	2 to 1	2 to 1

<i>Dealer Busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
8 or more cards	200 to 1	250 to 1	250 to 1
7 cards	50 to 1	50 to 1	50 to 1
6 cards	12 to 1	12 to 1	20 to 1
5 cards	4 to 1	3 to 1	8 to 1
4 cards	2 to 1	2 to 1	2 to 1
3 cards	2 to 1	2 to 1	1 to 1

(i) The certificate holder may also offer a cash bonus award to any player whose hand results in a Blackjack and who also wins a Buster Blackjack wager of at least \$5 with the dealer's hand busting with 7 cards or 8 or more cards, with one of the following payouts specified in the Rules Submission under § 601a.2(a):

<i>Dealer Busts with</i>	<i>Bonus Pay B1</i>	<i>Bonus Pay B2</i>
8 or more cards	\$8,000	\$5,000
7 cards	\$1,000	\$1,000

§ 633b.14. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Blackjack as described in Chapter 633a (relating to Blackjack) and either the optional Jackpot Party Progressive wager under § 633b.2 (relating to Jackpot Party progressive wager), the optional Blazing 7's progressive wager under 633b.9 (relating to Blazing 7's progressive wager), the optional Hit and Run Progressive wager under § 633a.6(e)(10) (relating to wagers) or the optional Straight Jack Progressive wager under § 633a.6(e)(11), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Blackjack wager in accordance with § 633a.6(d) and an optional Jackpot Party Progressive wager, Blazing 7's Progressive wager, Hit and Run Progressive wager or the Straight Jack Progressive wager, the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Blackjack wager and a Jackpot Party Progressive wager, a Blazing 7's Progressive wager, a Hit and Run Progressive wager or a Straight Jack Progressive wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Jackpot Party Progressive wager, Blazing 7's Progressive wager, Hit and Run Progressive wager or Straight Jack Progressive wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Jackpot Party Progressive wager, Blazing 7's Progressive wager, Hit and Run Progressive wager, or Straight Jack Progressive wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 635b. SPANISH 21 SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

635b.1. Match the Dealer Progressive Spanish 21 wager.

§ 635b.1. Match the Dealer Progressive Spanish 21 wager.

(a) A certificate holder may offer players the option to place a Match the Dealer Progressive Spanish 21 wager that one or both of the player's cards will match the dealer's upcard in one of the following combinations:

(1) *Two Suited Match, Aces of Spaces*—Both of the player's cards and the dealer's upcard are matching aces of spades.

(2) *Two Suited Match, All Others*—Both of the player's cards and the dealer's upcard are matching in suit and rank.

(3) *One Non-Suited Match and One Suited Match*—One of the player's cards matches the suit and rank of the dealer's upcard and the player's other card matches the rank of the dealer's upcard.

(4) *One Suited Match*—One of the player's cards matches the suit and rank of the dealer's upcard.

(5) *Two Non-Suited Matches*—Both of the player's cards match the rank of the dealer's upcard.

(6) *One Non-Suited Match*—One of the player's cards matches the rank of the dealer's upcard.

(b) The Match the Dealer Progressive wager may be played on a Spanish 21 table that utilizes 6 decks or 8 decks of cards.

(c) The layout for a Spanish 21 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 if the certificate holder offers the Match the Dealer Progressive wager, in addition to the requirements in § 635a.2 (relating to Spanish 21 table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Match the Dealer Progressive wager for each player.

(d) If the certificate holder is offering the Match the Dealer Progressive wager, the Spanish 21 table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Match the Dealer Progressive wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

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

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

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Spanish 21 wager in accordance with § 635a.6(d) (relating to wagers), the option of placing a Match the Dealer Progressive wager of \$1 or \$5.

(f) After placing a Spanish 21 wager, as required in § 635a.6(d), and any optional wagers including the Match the Dealer Progressive wager, the dealer shall announce "No more bets" and, if the Match the Dealer Progressive wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive wagers. If any Progressive 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 wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 635a.7(a)—(e) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle the Match the Dealer Progressive wager as follows:

(1) If the player does not have a card that matches the dealer's upcard, the Match the Dealer Progressive wager shall lose.

(2) If the player has one of the winning combinations provided in subsection (a), the dealer shall settle the Match the Dealer Progressive wager as provided in subsection (h).

(h) If a player has won a Match the Dealer 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 Match the Dealer Progressive wager in accordance with the payout odds in subsection (i). 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.

(i) The certificate holder shall pay out winning Match the Dealer wagers, for the winning combination formed, 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>Six Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	8 to 1	11 to 1	75 to 1	50 to 1
1 Suited Match	5 to 1	9 to 1	4 to 1	4 to 1
2 Non-Suited Matches	6 to 1	4 to 1	25 to 1	15 to 1
1 Non-Suited Match	3 to 1	2 to 1	2 to 1	3 to 1
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	11 to 1	12 to 1	10 to 1	13 to 1
1 Suited Match	8 to 1	9 to 1	6 to 1	10 to 1
2 Non-Suited Matches	6 to 1	6 to 1	8 to 1	6 to 1
1 Non-Suited Match	3 to 1	3 to 1	4 to 1	3 to 1
<i>Result</i>	<i>Paytable 9</i>		<i>Paytable 10</i>	
2 Suited Match—Aces of Spades	100% Progressive		100% Progressive	
2 Other Suited Match—All Others	10% Progressive		10% Progressive	
1 Non-Suited and 1 Suited Match	75 to 1		11 to 1	
1 Suited Match	5 to 1		7 to 1	
2 Non-Suited Matches	15 to 1		8 to 1	
1 Non-Suited Match	3 to 1		4 to 1	
<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	8 to 1	11 to 1	12 to 1	10 to 1
1 Suited Match	5 to 1	9 to 1	10 to 1	7 to 1
2 Non-Suited Matches	6 to 1	4 to 1	4 to 1	6 to 1
1 Non-Suited Match	3 to 1	2 to 1	2 to 1	3 to 1
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	50 to 1	100 to 1	9 to 1	12 to 1
1 Suited Match	4 to 1	4 to 1	5 to 1	9 to 1

<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Non-Suited Matches	15 to 1	20 to 1	8 to 1	6 to 1
1 Non-Suited Match	3 to 1	2 to 1	4 to 1	3 to 1

<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	10 to 1	13 to 1
1 Suited Match	6 to 1	10 to 1
2 Non-Suited Matches	8 to 1	6 to 1
1 Non-Suited Match	4 to 1	3 to 1

(j) The initial seed amount of the progressive wager shall be 1,000 times the wager amount offered by the certificate holder, and the primary incrementation rate and secondary incrementation rate shall be 15% and 6%.

CHAPTER 639b. CARIBBEAN STUD POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.
639b.1 Must-Hit-By Mystery Bonus.

§ 639b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Caribbean Stud Poker as described in Chapter 639a (relating to Caribbean Stud Poker) and the optional Progressive Payout wager under 639a.7(d)(2) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Caribbean Stud wager in accordance with § 639a.7(d)(1) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Caribbean Stud Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Caribbean Stud Poker wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player’s qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player’s contribution increases the Must-Hit-By Mystery Bonus progressive meter’s jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player’s qualifying Progressive Payout wager and the minimum and

maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

*Paytable C—\$1 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

*Paytable C—\$2 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

*Paytable C—\$5 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

*Paytable D—\$1 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

*Paytable D—\$2 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

**CHAPTER 641b. FOUR CARD POKER SIDE
 WAGERS AND VARIATIONS—
 TEMPORARY REGULATIONS**

Sec.

641b.1. Must-Hit-By Mystery Bonus.

§ 641b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Four Card Poker as described in Chapter 641a (relating to Four Card Poker) and the optional Four-Card Progressive Payout wager under § 641a.6(b) (relating to Four Card Poker rankings) or Five-Card Progressive Payout wager under § 641a.6(d), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Four Card Poker wager in accordance with § 641a.6(d)(1) and an optional Four-Card Progressive Payout wager or Five-Card Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Four Card Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Four Card Poker wager and a Four-Card Progressive Payout wager or a Five-Card Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Four-Card Progressive Payout wager or Five-Card Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Four-Card Progressive Payout wager or Five-Card Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

*Paytable A—\$1 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 2%

*Paytable A—\$2 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 1.5%

*Paytable A—\$5 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$250
 Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 643b. LET IT RIDE POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

643b.1. Must-Hit-By Mystery Bonus.

§ 643b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Let It Ride Poker as described in Chapter 643a (relating to Let It Ride Poker) and the optional Three-Card Progressive Payout wager under § 643a.7(g) (relating to wagers) or Five-Card Progressive Payout wager under § 643a.7(h), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Let It Ride Poker wager in accordance with § 643a.6(a) (relating to Let It Ride Poker rankings) and an optional Three-Card Progressive Payout wager or Five-Card Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Let It Ride Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Let It Ride Poker wager and a Three-Card Progressive Payout wager or Five-Card Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Three-Card Progressive Payout wager or Five-Card Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Three-Card Progressive Payout wager or Five-Card Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus

meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 645b. PAI GOW POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

645b.1. Commission free Pai Gow Poker.

645b.2. Player activated Pai Gow Poker; Wagers based on the outcome of the dice.

645b.3. Must-Hit-By Mystery Bonus.

§ 645b.1. Commission free Pai Gow Poker.

(a) In addition to the provisions in Chapter 645a (relating to Pai Gow Poker), an operator may offer a variation of Pai Gow Poker in which no vigorish is collected as provided in this section.

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

Commission free Pai Gow Poker—A variation of Pai Gow Poker in which vigorish is not collected.

Tiger 9—The dealer's two-card low hand which contains a 9-high.

(c) In addition to the requirements in § 645a.2(b) (relating to Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics), if a certificate holder offers Commission free Pai Gow Poker, the layout shall contain:

(1) Separate areas designated for the Tiger 9 wager, if offered by the certificate holder.

(2) Inscriptions that advise patrons that if the dealer's hand contains a Tiger 9, all Pai Gow Poker wagers shall push and be returned to the player.

(d) If Commission free Pai Gow Poker is being played, the certificate holder may offer the following additional wagers:

(1) The Fortune Bonus wager as provided in § 645a.7(e)(1) (relating to wagers) and the Progressive Payout wager as provided in § 645a.7(e)(4).

(2) The Tiger 9 wager which shall win if the dealer's low hand is a 9-high.

(e) The dealer shall deal the cards in accordance with § 645a.8—645a.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). After the dealing procedures have been completed, each player shall examine and set his hand in accordance with § 645a.11(a) and (b) (relating to procedures for completion of each round of play). The cards of the dealer shall then be revealed and set in accordance with § 645a.11(c).

(f) The dealer shall then reveal the player's cards and complete the dealing procedures in § 645a.11(e) and (f) provided that if Commission free Pai Gow is being offered and the dealer:

(1) Has a Tiger 9 the player's Pai Gow Poker wager shall push and be returned to the player. If the player placed a Tiger 9 wager the dealer shall pay the winning wager in accordance with subsection (h).

(2) Does not have a Tiger 9, the player Pai Gow Poker wager shall be settled in accordance with § 645a.11(f). If the player placed a Tiger 9 wager, the dealer shall collect the player's losing Tiger 9 wager.

(g) If any player placed a Fortune Bonus or Progressive Payout wager, after settling the player's Tiger 9 and Pai Gow Poker wagers, the dealer shall complete the procedures in § 645a.11(h).

(h) The certificate holder shall pay out winning Tiger 9 wagers at odds of 30 to 1.

§ 645b.2. Player activated Pai Gow Poker; Wagers based on the outcome of the dice.

(a) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may use a player activated shaker to determine the starting position for the dealing of the cards in Pai Gow Poker.

(b) The player activated shaker shall be submitted to the Gaming Lab for approval in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use and must:

(1) Have the capability of being sealed or locked to ensure the integrity of the three dice contained inside the shaker.

(2) Shake the dice for at least 5 seconds to cause a random mixture of the dice.

(c) If the certificate holder offering the Beat It wager in accordance with subsection (e)(3)(i), the one red and two blue dice shall be used in the shaker. Dice used in the shaker shall comply with the requirements in:

(1) § 603a.12(a) and (c) (relating to dice; physical characteristics) if the certificate holder is utilizing an electronic shaker.

(2) § 603a.12(b) if a manual shaker is being utilized. If a manual shaker is being utilized, the certificate holder shall comply with the requirements in § 621a.2(d) (relating to Pai Gow table; Pai Gow shaker; physical characteristics).

(d) If the certificate holder offers optional wagers based on the outcome of the dice in the manual or player-activated automated shaker, the layout shall comply with the requirements in § 645a.2(b) (relating to Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics) and shall contain:

(1) A separate betting area for each player designated for the placement of the Sum wager if offered by the certificate holder.

(2) Six separate betting areas for each player inscribed with a one through six designated for the placement of the Match wager if offered by the certificate holder.

(3) A separate betting area for each player designed for the placement of the Beat It wager if offered by the certificate holder.

(e) The certificate holder may offer the following optional wagers based on the outcome of the dice contained in the shaker:

(1) A Sum wager, which shall win, depending on the payout table selected by the certificate holder in its Rules Submission, if:

(i) The total of the three dice is equal to an 8, 16 or 17.

(ii) The total of the three dice is equal to a 3, 8 or 9.

(iii) At least two of the dice are matching.

(iv) The three dice form a series, such as a 1, 2 and 3 or 3, 4 and 5.

(2) A Match wager which shall win if at least two of the dice match the value selected by the player. For example, a player's Match wager on the one shall win if two or three of the dice rolled is a one.

(3) A Beat It wager which shall win, depending on the payout table selected by the certificate holder in its Rules Submission, if:

(i) The red dice is equal in value to or greater than the sum of the two blue dice. For example, a player's Beat It wager shall win if the red dice is a six and the two blue dice are a two and a one for a total of three.

(ii) Any single dice beats the sum of the two other dice by one to four points. For example, a player's Beat It wager shall win if the dice rolled are a five, a one and a one ($5 - (1+1) = 3$).

(f) All wagers must be placed before the electronic shaker is activated or the manual shaker is utilized. After all wagers have been placed, the dealer shall announce "No more bets" and:

(1) If a player-activated electronic shaker is utilized, a selected player shall then activate the electronic shaker by pressing an activation button at the player's wagering position.

(2) If a manual shaker is utilized, the dealer shall shake the Pai Gow shaker at least three times to cause a random mixture of the dice. The dealer shall then remove the lid covering the Pai Gow shaker and place the uncovered Pai Gow shaker on the designated area of the table layout.

(g) After the dice come to rest, the dealer shall announce the numeric value of each die and settle the

player's Sum, Match and Beat It wagers by collecting losing wagers and paying out winning wagers as follows:

(1) Winning Sum wagers shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

<i>Sum of Dice</i>	<i>Paytable A</i>	<i>Sum of Dice</i>	<i>Paytable B</i>
17	25 to 1	3	25 to 1
16	6 to 1	8	4 to 1
8	3 to 1	9	2 to 1

	<i>Paytable C</i>		<i>Paytable D</i>
Any three match	3 to 1	Any Series of three	15 to 2
Any two match	1 to 1		

(2) Winning Match wagers shall be paid out at following odds:

	<i>Payout</i>
Triple Match	100 to 1
Double Match	6 to 1

(3) Winning Beat It wagers shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

<i>Red Die Beats Sum of Blue Dice by:</i>	<i>Paytable A</i>	<i>Paytable B</i>
4 Points	50 to 1	60 to 1
2 or 3 Points	10 to 1	10 to 1
Tie or 1 Point	1 to 1	1 to 1

	<i>Paytable C</i>
Any Die Beats Sum of other two by one or more Points	5 to 2

(e) After settling the Sum, Match and Beat It wagers, the dealer shall deal the cards in accordance with §§ 645a.8—645a.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 complete the round of play in accordance with §§ 645a.11 and 645a.13 (relating to procedures for completion of each round of play; and payout odds; envy bonus; rate of progression; payout limitation).

§ 645b.3. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Pai Gow Poker as described in Chapter 645a (relating to Pai Gow Poker) and the optional Progressive Payout wager under § 645a.7(e)(4) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Pai Gow Poker wager in accordance with § 645a.7(d) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Pai Gow Poker table shall be submitted to the Bureau of Gaming Operations

for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Pai Gow Poker wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

- (i) Verify that the appropriate light on the progressive table game system has been illuminated.
- (ii) Have a floorperson or above validate the progressive payout.
- (iii) Pay the Must-Hit-By Mystery Bonus.
- (iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

**CHAPTER 647b. TEXAS HOLD 'EM BONUS
 POKER SIDE WAGERS AND VARIATIONS—
 TEMPORARY REGULATIONS**

Sec.
 647b.1. Must-Hit-By Mystery Bonus.

§ 647b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Texas Hold 'Em Bonus Poker as described in Chapter 647a (relating to Texas Hold 'Em Bonus Poker) and the optional Progressive Payout wager under § 647a.7(d)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Texas Hold 'Em Bonus wager in accordance with § 647a.7(d)(1) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Texas Hold 'Em Bonus Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Texas Hold 'Em Bonus Poker wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 1.5%

*Paytable A—\$5 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$250
 Incremental Contribution Rate 1%

*Paytable B—\$1 Configuration**Configuration B*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 5%

*Paytable B—\$2 Configuration**Configuration B*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 3.5%

*Paytable B—\$5 Configuration**Configuration B*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

*Paytable C—\$1 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

*Paytable C—\$2 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

*Paytable C—\$5 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

*Paytable D—\$1 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

*Paytable D—\$2 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

**CHAPTER 649b. THREE CARD POKER
 SIDE WAGERS AND VARIATIONS—
 TEMPORARY REGULATIONS**

Sec.

649b.1. Must-Hit-By Mystery Bonus.

§ 649b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Three Card Poker as described in Chapter 649a (relating to Three Card Poker) and the optional Three-Card Progressive Payout wager under § 649a.7(d)(4) (relating to wagers) or Five-Card Progressive Payout wager under § 649a.7(d)(6), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Three Card Poker wager in accordance with § 649a.7(d)(1) and an optional Three-Card Progressive Payout wager or Five-Card Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Three Card Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Three Card Poker wager and a Three-Card Progressive Payout or Five-Card Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Three-Card Progressive Payout wager or Five-Card Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive

meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Three-Card Progressive Payout wager or Five-Card Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$250
 Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

- (i) Verify that the appropriate light on the progressive table game system has been illuminated.
- (ii) Have a floorperson or above validate the progressive payout.
- (iii) Pay the Must-Hit-By Mystery Bonus.
- (iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

**CHAPTER 653b. ULTIMATE TEXAS HOLD 'EM
 POKER SIDE WAGERS AND VARIATIONS—
 TEMPORARY REGULATIONS**

Sec.
 653b.1. Must-Hit-By Mystery Bonus.

§ 653b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Ultimate Texas Hold 'Em Poker as described in Chapter 653a (relating to Ultimate Texas Hold 'Em Poker) and the optional Progressive Payout wager under § 653a.7(d)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed an Ultimate Texas Hold 'Em wager in accordance with § 653a.7(d)(1) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with

§ 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing an Ultimate Texas Hold 'Em Poker wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

**CHAPTER 655b. MISSISSIPPI STUD SIDE
WAGERS AND VARIATIONS—
TEMPORARY REGULATIONS**

Sec.
655b.1. Must-Hit-By Mystery Bonus.

§ 655b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Mississippi Stud as described in Chapter 655a (relating to Mississippi Stud) and the optional Progressive Payout wager under § 655a.7(d)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Mississippi Stud wager in accordance with § 655a.7(d)(1) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Mississippi Stud table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Mississippi Stud wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$5

Minimum Dollar Value \$250

Maximum Dollar Value \$1,000

Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 657b. CRAZY 4 POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

657b.1. Must-Hit-By Mystery Bonus.

§ 657b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Crazy 4 Poker as described in Chapter 657a (relating to Crazy 4 Poker) and the optional Four-Card Progressive Payout wager under § 657a.7(d)(3) (relating to wagers) or Five-Card Progressive Payout wager under § 649a.7(d)(4) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Crazy 4 Poker wager in accordance with § 657a.7(d)(1) and an optional Four-Card Progressive Payout wager or Five-Card Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Crazy 4 Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Crazy 4 Poker wager and a Four-Card Progressive Payout or Five-Card Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Four-Card Progressive Payout wager or Five-Card Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive

meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Four-Card Progressive Payout wager or Five-Card Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

*Paytable A—\$1 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$1

Minimum Dollar Value \$100

Maximum Dollar Value \$200

Incremental Contribution Rate 2%

*Paytable A—\$2 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$2

Minimum Dollar Value \$100

Maximum Dollar Value \$200

Incremental Contribution Rate 1.5%

*Paytable A—\$5 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$5

Minimum Dollar Value \$100

Maximum Dollar Value \$250

Incremental Contribution Rate 1%

*Paytable B—\$1 Configuration**Configuration B*

Minimum Progressive Wager Amount—\$1

Minimum Dollar Value \$100

Maximum Dollar Value \$500

Incremental Contribution Rate 5%

*Paytable B—\$2 Configuration**Configuration B*

Minimum Progressive Wager Amount—\$2

Minimum Dollar Value \$100

Maximum Dollar Value \$500

Incremental Contribution Rate 3.5%

*Paytable B—\$5 Configuration**Configuration B*

Minimum Progressive Wager Amount—\$5

Minimum Dollar Value \$100

Maximum Dollar Value \$500

Incremental Contribution Rate 2%

*Paytable C—\$1 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$1

Minimum Dollar Value \$250

Maximum Dollar Value \$500

Incremental Contribution Rate 2%

*Paytable C—\$2 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$2

Minimum Dollar Value \$250

Maximum Dollar Value \$500

Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 659b. FORTUNE ASIA POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

659b.1. Must-Hit-By Mystery Bonus.

§ 659b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Fortune Asia Poker as described in Chapter 659a (relating to Fortune Asia Poker) and the optional Progressive Payout wager under § 659a.7(e)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Fortune Asia Poker wager in accordance with § 659a.7(d) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Fortune Asia Poker table shall be submitted to the Bureau of Gaming Opera-

tions for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Fortune Asia Poker wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$250
 Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 3.5%

*Paytable B—\$5 Configuration**Configuration B*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

*Paytable C—\$1 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

*Paytable C—\$2 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

*Paytable C—\$5 Configuration**Configuration C*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

*Paytable D—\$1 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

*Paytable D—\$2 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

- (i) Verify that the appropriate light on the progressive table game system has been illuminated.
- (ii) Have a floorperson or above validate the progressive payout.
- (iii) Pay the Must-Hit-By Mystery Bonus.
- (iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

**CHAPTER 670b. SIX-CARD FORTUNE PAI GOW
 POKER SIDE WAGERS AND VARIATIONS—
 TEMPORARY REGULATIONS**

Sec.

670b.1. Must-Hit-By Mystery Bonus.

§ 670b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Six-Card Fortune Pai Gow Poker as described in Chapter 670a (relating to Six-Card Fortune Pai Gow Poker) and the optional Progressive Payout wager under § 670a.7(e)(4) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Six-Card Fortune Pai Gow Poker wager in accordance with § 670a.7(d) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Six-Card Fortune Pai Gow Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Six-Card Fortune Pai Gow Poker wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

*Paytable A—\$1 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 2%

*Paytable A—\$2 Configuration**Configuration A*

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$250
 Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 685b. DOWN UNDER BLACKJACK SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

685b.1. Match the Dealer Progressive Down Under Blackjack wager.

§ 685b. 1. Match the Dealer Progressive Down Under Blackjack wager.

(a) A certificate holder may offer players the option to place a Match the Dealer Down Under Blackjack wager that one or both of the player's cards will match the dealer's upcard in one of the following combinations:

(1) *Two Suited Match, Aces of Spaces*—Both of the player's cards and the dealer's upcard are matching aces of spades.

(2) *Two Suited Match, All Others*—Both of the player's cards and the dealer's upcard are matching in suit and rank.

(3) *One Non-Suited Match and One Suited Match*—One of the player's cards matches the suit and rank of the dealer's upcard and the player's other card matches the rank of the dealer's upcard.

(4) *One Suited Match*—One of the player's cards matches the suit and rank of the dealer's upcard.

(5) *Two Non-Suited Matches*—Both of the player's cards match the rank of the dealer's upcard.

(6) *One Non-Suited Match*—One of the player's cards matches the rank of the dealer's upcard.

(b) The Dealer Match Progressive wager may be played on a Down Under Blackjack table that utilizes 6 or 8 decks of cards.

(c) The layout for a Down Under Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Match the Dealer Progressive wager, in addition to the requirements in § 685a.2 (relating to Down Under Blackjack table; Masque Card Reader device; physical characteristics;

inspections) the layout shall contain a separate area for each player designated for the placement of the Match the Dealer Progressive wager for each player.

(d) If the certificate holder is offering the Match the Dealer Progressive wager, the Down Under Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Match the Dealer Progressive wager. If the certificate holder is offering a Progressive Payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

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

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

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Down Under Blackjack wager in accordance with § 685a.6(d) (relating to wagers), the option of placing a Match the Dealer Progressive wager of \$1 or \$5.

(f) After placing a Down Under Blackjack wager, as required in § 685a.6(d), and any optional wagers including the Match the Dealer Progressive wager, the dealer shall announce “No more bets” and, if the Match the Dealer Progressive wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive wagers. If any Progressive 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 wagers accepted by the

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

(g) The dealer shall then deal the cards in accordance with § 685a.7(a)—(e) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle the Match the Dealer Progressive wager as follows:

(1) If the player does not have a card that matches the dealer’s upcard, the Match the Dealer Progressive wager shall lose.

(2) If the player has one of the winning combinations provided in subsection (a), the dealer shall settle the Match the Dealer Progressive wager as provided in subsection (h).

(h) If a player has won a Match the Dealer 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 Match the Dealer Progressive wager in accordance with the payout odds in subsection (i). 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.

(i) The certificate holder shall pay out winning Match the Dealer wagers, for the winning combination formed, 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>Six Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	12 to 1	10 to 1	8 to 1	75 to 1
1 Suited Match	10 to 1	7 to 1	4 to 1	4 to 1
2 Non-Suited Matches	4 to 1	6 to 1	8 to 1	15 to 1
1 Non-Suited Match	2 to 1	3 to 1	4 to 1	3 to 1
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	12 to 1	13 to 1	11 to 1	100 to 1
1 Suited Match	9 to 1	10 to 1	7 to 1	5 to 1
2 Non-Suited Matches	6 to 1	6 to 1	8 to 1	20 to 1
1 Non-Suited Match	3 to 1	3 to 1	4 to 1	3 to 1

<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	15 to 1	13 to 1
1 Suited Match	12 to 1	9 to 1
2 Non-Suited Matches	6 to 1	8 to 1
1 Non-Suited Match	3 to 1	4 to 1

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	9 to 1	12 to 1	8 to 1	75 to 1
1 Suited Match	6 to 1	10 to 1	4 to 1	4 to 1
2 Non-Suited Matches	6 to 1	4 to 1	8 to 1	15 to 1
1 Non-Suited Match	3 to 1	2 to 1	4 to 1	3 to 1

<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	12 to 1	10 to 1	13 to 1	14 to 1
1 Suited Match	9 to 1	6 to 1	10 to 1	11 to 1
2 Non-Suited Matches	6 to 1	8 to 1	6 to 1	6 to 1
1 Non-Suited Match	3 to 1	4 to 1	3 to 1	3 to 1

<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
2 Suited Match—Aces of Spades	100% Progressive	100% Progressive
2 Suited Match—All Others	10% Progressive	10% Progressive
1 Non-Suited and 1 Suited Match	100 to 1	15 to 1
1 Suited Match	5 to 1	12 to 1
2 Non-Suited Matches	20 to 1	6 to 1
1 Non-Suited Match	3 to 1	3 to 1

(j) The initial seed amount of the progressive wager shall be 1,000 times the wager amount offered by the certificate holder, and the primary incrementation rate and secondary incrementation rate shall be 15% and 6%.

CHAPTER 687b. DJ WILD STUD POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec. 687b.1. Must-Hit-By Mystery Bonus.

§ 687b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers DJ Wild Stud Poker as described in Chapter 687a (relating to DJ Wild Stud Poker) and the optional Progressive Bonus wager under § 687a.7(d)(2) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a DJ Wild Stud Poker wager in accordance with § 687a.7(d)(1) and an optional Progressive Bonus wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the DJ Wild Stud Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relat-

ing to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a DJ Wild Stud Poker wager and a Progressive Bonus wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Bonus wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Bonus wager and the minimum and

maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$200
Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$250
Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$100
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$500
Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
Minimum Dollar Value \$250
Maximum Dollar Value \$1,000
Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 688b. FACE UP PAI GOW POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

Sec.

688b.1. Must-Hit-By Mystery Bonus.

§ 688b.1. Must-Hit-By Mystery Bonus.

(a) If the certificate holder offers Face Up Pai Gow Poker as described in Chapter 688a (relating to Face Up Pai Gow Poker) and the optional Progressive Payout wager under § 688a.7(e)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Face Up Pai Gow Poker wager in accordance with § 688a.7(d) and an optional Progressive Payout wager the opportunity to win the Must-Hit-By Mystery Bonus.

(b) The layout and signage for the Face Up Pai Gow Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery Bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery Bonus by placing a Face Up Pai Gow Poker wager and a Progressive Payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Progressive Payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery Bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery Bonus when a qualifying player's contribution increases the Must-Hit-By Mystery Bonus progressive meter's jackpot amount in excess of a random dollar value pre-selected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Progressive Payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery Bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$200
 Incremental Contribution Rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$250
 Incremental Contribution Rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$100
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$500
 Incremental Contribution Rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum Progressive Wager Amount—\$1
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum Progressive Wager Amount—\$2
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum Progressive Wager Amount—\$5
 Minimum Dollar Value \$250
 Maximum Dollar Value \$1,000
 Incremental Contribution Rate 2%

(5) If a player has won the Must-Hit-By Mystery Bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

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

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery Bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission form, filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery Bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery Bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

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