

# PROPOSED RULEMAKING

## PENNSYLVANIA GAMING CONTROL BOARD

[ 58 PA. CODE CHS. 603a, 633a, 687a,  
812a AND 819a ]

### Table Game Equipment; Blackjack; DJ Wild Stud Poker; Interactive Gaming Player Accounts; and Interactive Gaming Progressives

The Pennsylvania Gaming Control Board (board), under 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers) § 13A02(1) and (2) (relating to regulatory authority), and § 13B02(a)(3), (6), (7) and (9) (relating to regulatory authority) proposes to amend Subpart K (relating to table games) by adding §§ 603a.22 and 603a.23 (relating to Direct Bet Coupons; physical characteristics and issuance; and Direct Bet Coupon use) and amending Chapters 633a and 687a (relating to Blackjack; and DJ Wild Stud Poker), and proposes to amend Subpart L (relating to interactive gaming) by adding Chapter 819a (relating to interactive gaming progressives) and by amending § 812a.9 (relating to player account controls).

#### *Purpose*

This proposed rulemaking is to provide standards for the issuance and use of Direct Bet Coupons, to provide standards for interactive gaming progressive wagers and to amend certain provisions in table games rules and interactive gaming player account controls.

#### *Explanation*

In proposed Annex A, Chapter 603a (relating to table game equipment) is amended to add §§ 603a.22 and 603a.23. The proposed addition of these sections provides for the authorization and framework for the issuance and use of Direct Bet Coupons, a promotional product in brick-and-mortar casinos. Direct Bet Coupons operate similarly to Match Play Coupons, authorized under §§ 603a.20 and 603a.21 (relating to Match Play Coupons; physical characteristics and issuance; and Match Play Coupon use), except that Direct Bet Coupons do not require players to at least match the promotional play value with money out of their pockets. Direct Bet Coupons will allow licensees in this Commonwealth to offer a promotional product similar to those allowed by competing casinos in neighboring jurisdictions.

The Direct Bet Coupon regulations contemplate licensees utilizing computerized systems for instantaneous creation of Direct Bet Coupons (patron-operated kiosks or casino staff-operated computer/printer systems) or Direct Bet Coupons printed by either gaming service providers or the licensees themselves (non-instantaneously produced). These non-instantaneously produced coupons represent “blanks” that may not contain all the identifying information required under § 603a.22(d) while held in inventory but must contain all the identifying information required under subsection (d) at the time they are being issued to a patron for use. Instantaneously produced coupons must contain all the required identifying information required under subsection (d) at the time of printing, as this also represents the time of issuance to the patron.

A distinguishing procedural consideration between instantaneously produced and non-instantaneously pro-

duced coupons is that non-instantaneously produced coupons require additional inventory, control and reconciliation procedures to ensure the “blank” coupons are not accidentally or intentionally misplaced or misappropriated. Instantaneously produced coupons are printed or produced, at the time of issuance, meaning there are no “blank” coupons to be inventoried, controlled, monitored and reconciled. Regardless of production method, all Direct Bet Coupons issued to patrons will be required to be accounted for in the Direct Bet Coupon ledger and the monthly reporting to the board.

Also under proposed Annex A, Subpart L is being amended to add Chapter 819a. This addition adds a framework to interactive gaming regulations for licensees to offer progressive wagers in the online gaming market. Specifically, § 819a.1 (relating to interactive gaming progressives) addresses an interactive gaming operator offering progressive wagers. Section 819a.2 (relating to interactive gaming wide area progressives) provides the framework by which interactive gaming progressive wagers will be allowed to be offered collaboratively between multiple interactive gaming operators.

Annex B of this proposed rulemaking seeks to edit existing final-form regulations. The first proposed edit updates § 633a.13(k) (relating to payout odds; payout limitation) to delete an antiquated payable to ensure that payouts to patrons reflect probabilities of occurrence of events—namely that winning events with lower probabilities of occurrence (harder hands to achieve) should be rewarded with greater potential payouts.

Next, two edits are proposed to Chapter 687a, which provides the table game rules for DJ Wild Stud Poker. The first edit is to the Two-Way Bad Beats bonus wager under § 687a.11(f)(3) (relating to procedures for completion of each round of play). As presently written in the regulations, this optional side wager operates as a traditional Bad Beats wager, rather than as the Two-Way Bad Beats wager that was intended. The proposed revision corrects the regulatory language to provide that when either the player’s or dealer’s hand is comprised of a three-of-a-kind or better and loses, then the Two-Way Bad Beats bonus wager shall be deemed to have won. The second edit is to Paytable 1 under § 687a.12(c) (relating to payout odds; progressive wager configuration). The regulation presently provides for a \$2,000 seed/reseed. Review of the initial submission to the board reflects that Paytable 1 should consist of a \$10,000 seed/reseed.

The final proposed amendment, presented as part of Annex B, seeks to change the 30-minute timeout under § 812a.9(c)(1) (relating to player account controls) to a 15-minute timeout. This change would make the failure to receive a response timeout under § 812a.9(c)(1) match the requirement that a player re-enter their password after 15 minutes of player inactivity as provided by § 812a.3(a)(6) (relating to account security).

#### *Fiscal Impact*

*Commonwealth.* The board does not expect that this proposed rulemaking will have a fiscal impact on the board or other Commonwealth agencies. All work created because of this proposed rulemaking will be handled by existing board staff.

*Political subdivisions.* This proposed rulemaking will have no fiscal impact on political subdivisions of this Commonwealth.

*Private sector.* This proposed rulemaking will provide the regulated gaming market with increased promotion and game/wager options while additionally providing clarifications by way of corrective edits. To the extent that the private sector may experience a fiscal impact, it is anticipated to be a positive fiscal impact.

*General public.* This proposed rulemaking will have no fiscal impact on the general public.

#### *Paperwork Requirements*

Licensees seeking to operate a Direct Bet Coupon program will be required to maintain a Direct Bet Coupon ledger and make periodic reports to the board regarding Direct Bet Coupon issuance and usage. Additionally, licensees would be required to make submissions for lab review software and hardware systems that would facilitate their Direct Bet Coupon programs and would be required to submit appropriate forms to the board for product review. These forms constitute the same paperwork requirement for any board lab submission.

Licensees seeking to operate an interactive gaming wide area progressive system will be required to submit for board review and approval an interactive gaming wide area progressive agreement. This agreement will outline the roles and responsibilities of participating parties. This submission and the board review and approval requirements are consistent with the process required for slot machine wide area progressive systems under § 461a.13 (relating to wide area progressive systems).

Other provisions of this proposed rulemaking will not create paperwork requirements beyond the established procedures for table games submissions or lab review submissions, or both.

#### *Effective Date*

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

#### *Public Comments*

Interested persons are invited to submit written comments, suggestions or objections regarding this proposed rulemaking within 30 days after the date of publication in the *Pennsylvania Bulletin*. Public comments should be addressed to Robert Wood, Assistant Chief Counsel, Attention: Regulation # 125-247 Public Comment, Pennsylvania Gaming Control Board, 303 Walnut Street, 5th Floor, Harrisburg, PA 17101, or submitted by way of electronic mail, subject: Regulation # 125-247 to PGCBregs@pa.gov.

#### *Contact Person*

The contact person for questions about this proposed rulemaking is Robert Wood, Assistant Chief Counsel, (717) 346-8300.

#### *Regulatory Review*

Under section 5(a) of the Regulatory Review Act (71 P.S. § 745.5(a)), on March 20, 2024, the board submitted a copy of this proposed rulemaking and a copy of the Regulatory Analysis Form to the Independent Regulatory Review Commission (IRRC) and to the chairperson of the Community, Economic and Recreational Development Committee of the Senate and chairperson of the Gaming Oversight Committee of the House of Representatives. A copy of this material is available to the public upon request and is available on the board's web site at [www.gamingcontrolboard.pa.gov](http://www.gamingcontrolboard.pa.gov).

Under section 5(g) of the Regulatory Review Act, IRRC may convey any comments, recommendations or objec-

tions to this proposed rulemaking within 30 days of the close of the public comment period. The comments, recommendations or objections must specify the regulatory review criteria in section 5.2 of the Regulatory Review Act (71 P.S. § 745.5b) which have not been met. The Regulatory Review Act specifies detailed procedures for review, prior to final publication of the rulemaking, by the board, the General Assembly and the Governor.

DENISE J. SMYLER,  
*Chairperson*

*(Editor's Note: See 54 Pa.B. 2093 (April 20, 2024) for a statement of policy relating to this proposed rulemaking.)*

**Fiscal Note:** 125-247. No fiscal impact; recommends adoption.

### Annex A

#### TITLE 58. RECREATION

#### PART VII. GAMING CONTROL BOARD

#### Subpart K. TABLE GAMES

#### CHAPTER 603a. TABLE GAME EQUIPMENT

*(Editor's Note: Sections 603a.22 and 603a.23 are proposed to be added and are printed in regular type to enhance readability.)*

#### § 603a.22. Direct Bet Coupons; physical characteristics and issuance.

(a) A certificate holder may utilize Direct Bet Coupons in accordance with this section.

(b) Direct Bet Coupons may be produced instantaneously through the use of computerized systems such as player-operated kiosks or a system utilized by casino staff or may be received from a gaming service provider or produced by the certificate holder.

(c) Direct Bet Coupons may not be issued by a certificate holder or utilized in a licensed facility until:

(1) Design specifications of the proposed coupons are 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).

(2) A system of internal procedures and administrative and accounting controls governing the inventory, distribution and redemption of the coupons is submitted and approved as part of the certificate holder's internal controls in accordance with § 465a.2 (relating to internal control systems and audit protocols).

(d) Direct Bet Coupons issued to a patron by a certificate holder must contain:

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

(2) The value of the coupon, which can be identified when viewing the coupon through the surveillance system of the certificate holder.

(3) A serial number, barcode, QR code or other mechanism to be used to identify, verify and track coupons.

(4) Restrictions regarding redemption, including the type of game and wagers on which the coupon may be used.

(5) A statement specifying the date on which the coupon expires, which can be identified when viewing the coupon through the surveillance system of the certificate holder.

(6) The name or player identification number of the rated player to whom the coupon is issued.

(e) The marketing department, or other department as specified in the certificate holder's internal controls, and the finance department shall be responsible for administering the Direct Bet Coupon program. The marketing department shall be responsible for distributing the coupons to patrons. The finance department shall be responsible for maintaining the Direct Bet Coupon ledger and administering the coupon accounting procedures as required under subsection (f).

(f) Each certificate holder shall maintain a Direct Bet Coupon ledger which serves as an inventory of Direct Bet Coupons, which shall comply with the following:

(1) The Direct Bet Coupon ledger shall contain all of the following information relating to coupons produced instantaneously:

- (i) Serial number.
- (ii) Date and time of issuance.
- (iii) Value of coupons.
- (iv) Status of the coupon—that is, issued, expired, voided, redeemed, and the like.

(2) The Direct Bet Coupon ledger shall contain inventory information relating to coupons received from a gaming service provider or produced by the certificate holder, as further outlined under subsection (i).

(g) Documentation, voided coupons, redeemed coupons and coupons that were not distributed to patrons shall be forwarded on a daily basis to the finance department where the coupons shall be:

- (1) Counted and examined for proper calculation and recording.
- (2) Reviewed for the propriety of signatures on the documentation and cancelled.
- (3) Reconciled by total number of coupons given to the marketing department for distribution to patrons, returned for reissuance, voided, distributed to patrons and redeemed.
- (4) Recorded, maintained and controlled by the finance department.

(h) Each certificate holder shall prepare and file with the Bureau of Casino Compliance a monthly report which lists, by denomination of Direct Bet Coupon, the total value of the coupons issued to patrons, as well as the total value of the coupons redeemed by patrons.

(i) If the Direct Bet Coupons are received from the gaming service provider or produced by the certificate holder:

(1) Direct Bet Coupons shall be opened and examined by at least one member of the finance department and one member of the marketing department. Deviations between the invoice accompanying the coupons and the actual coupons received shall be immediately reported to a supervisor from the finance department and to the Bureau of Casino Compliance.

(2) A finance department supervisor shall record all of the following information in the Direct Bet Coupon ledger:

- (i) The date the coupons were received.
- (ii) The quantity and denomination of coupons received.
- (iii) The beginning and ending serial number of the coupons received.
- (iv) The name, signature and board-issued credential number of the individuals who checked the coupons.

(3) A marketing department supervisor shall estimate the number of Direct Bet Coupons needed for each gaming day or promotion and complete a requisition document which contains all of the following information:

- (i) The date the requisition was prepared.
- (ii) The date for which the coupons are needed.
- (iii) The denomination and quantity of coupons requested.
- (iv) The name, signature and board-issued credential number of the marketing department supervisor completing the requisition.

(v) The name, signature and board-issued credential number of the finance department supervisor authorizing the requisition.

(4) Upon receipt of the requisition document, the finance department supervisor shall record in the Direct Bet Coupon ledger the following information before the coupons are issued to the marketing department supervisor:

- (i) The beginning and ending serial number of the coupons issued.
- (ii) The denomination and quantity of coupons issued.
- (iii) The name, signature and board-issued credential number of the finance department supervisor who issued the coupons.
- (iv) A record and explanation of coupons that were voided.

(5) Direct Bet Coupons that are not issued to the marketing department shall be controlled by a finance department supervisor or above and stored in a secured and locked area approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). The certificate holder shall include in its internal controls the location of the approved storage area.

(6) The marketing department shall maintain a daily Direct Bet Coupon Reconciliation Form which must contain:

- (i) The date.
- (ii) The beginning and ending serial numbers of the coupons received from the finance department.
- (iii) The denomination and quantity of coupons the marketing department has to distribute to patrons.
- (iv) The denomination and quantity of coupons the marketing department distributed to patrons.
- (v) The denomination, quantity and serial numbers of coupons remaining.
- (vi) The serial numbers of coupons that were voided and the reason the coupons were voided.
- (vii) Variations discovered and an explanation of the variations.
- (viii) The name, signature and board-issued credential number of the marketing department supervisor completing the form.

(j) At the end of the gaming day, a copy of the Direct Bet Coupon Reconciliation Form and Direct Bet Coupons that were not distributed to patrons shall be returned to the finance department. The marketing department may keep for use during the next gaming day Direct Bet Coupons that were not distributed to patrons provided the Direct Bet Coupons are stored in a secured and locked area approved by the Bureau of Casino Compli-

ance in accordance with § 601a.10(f) and recorded on the daily Direct Bet Coupon Reconciliation Form for the next gaming day. Expired coupons shall be returned to the finance department on a daily basis.

(k) At least once every month, each certificate holder shall inventory the Direct Bet Coupons that are not distributed to patrons and record the result of the inventory in the Direct Bet Coupon ledger. The procedures to be utilized to inventory the Direct Bet Coupons shall be submitted for approval as part of the certificate holder's internal controls.

(l) When unused and expired Direct Bet Coupons are returned to the finance department, a finance department supervisor shall record all of the following information in the Direct Bet Coupon ledger:

- (1) The date the coupons were returned.
- (2) The beginning and ending serial numbers of the coupons returned.
- (3) The denomination and quantity of the coupons returned.
- (4) The serial numbers of any coupons that were voided and the reason the coupons were voided.
- (5) The name, signature and board-issued credential number of the marketing department supervisor returning the unused coupons and the name, signature and board-issued credential number of the finance department supervisor who received the unused coupons.

(m) A certificate holder may internally manufacture or print Direct Bet Coupons provided that internal controls governing the production and subsequent reconciliation of the coupons are submitted and approved by the board.

(n) If included in the certificate holder's internal controls, required under § 465a.2, a certificate holder may authorize a gaming service provider to print and mail Direct Bet Coupons directly to patrons in accordance with all of the following requirements:

- (1) The Direct Bet Coupons mailed by the gaming service provider must comply with subsections (c) and (d).
- (2) The certificate holder shall supply the gaming service provider, through electronic means, a list of all of the following information for each patron to whom the Direct Bet Coupon shall be mailed:
  - (i) The patron's name.
  - (ii) The patron's address.
  - (iii) The denomination of the Direct Bet Coupon.
  - (iv) The expiration date of the Direct Bet Coupon.
  - (v) The serial number on the Direct Bet Coupon.

(3) The Direct Bet Coupon issued must include a means, such as magnetic strip, bar code or QR code, that will enable the certificate holder's computer system to identify the information required under paragraph (2).

(4) The information in paragraph (2) shall be provided to the finance department which shall maintain the information for purposes of inventory and reconciliation as required under subsections (f) and (g).

(5) Direct Bet Coupons issued must be electronically canceled in the certificate holder's computer system immediately upon redemption or during the counting of the table game drop boxes as provided in § 465a.25 (relating to counting and recording of slot cash storage boxes and table game drop boxes).

(6) The certificate holder is responsible for ensuring that the gaming service provider does not mail Direct Bet Coupons to individuals on the casino self-exclusion list under Chapter 503a (relating to casino self-exclusion) or the exclusion list under Chapter 511a (relating to persons required to be excluded).

(o) A certificate holder may utilize a computerized system that complies with the requirements in this section provided that:

(1) The computerized system creates Direct Bet Coupons that comply with the requirements in subsection (d).

(2) The computerized system provides an equivalent audit trail and allows for the segregation of duties to satisfy the requirements in this section.

(3) The certificate holder includes in its internal controls required under § 465a.2 procedures governing the production, recording and reconciliation of the computer-generated Direct Bet Coupons.

#### **§ 603a.23. Direct Bet Coupon use.**

(a) A Direct Bet Coupon may be redeemed only at a gaming table in which patrons wager against the house.

(b) A Direct Bet Coupon shall be verified as being valid by a dealer or boxperson prior to being accepted as a wager.

(c) A Direct Bet Coupon must be electronically canceled in the casino management system upon redemption.

(d) Only one Direct Bet Coupon may be used per patron per round of play.

(e) A Direct Bet Coupon may be utilized on main wagers that have payout odds of 1 to 1. Examples of acceptable wagers include:

- (1) In Roulette wagers on "Red," "Black," "Odd," "Even," "1—18" or "19—36."
- (2) In Pai Gow, on the main Pai Gow wager.
- (3) In Craps or Minicraps on the "Pass" or "Don't Pass."
- (4) In Baccarat, Minibaccarat, Midibaccarat or other Baccarat variations, on the "Player" or "Banker."
- (5) In Blackjack, Spanish 21 or other Blackjack variations, on the main Blackjack wager.

(f) Whether the wager wins or loses, the dealer shall deposit the Direct Bet Coupon into the drop box attached to the gaming table at the time the winning wager is paid or the losing wager is collected. If the wager is a push, the Direct Bet Coupon shall remain in play for the next round.

*(Editor's Note: Chapter 819a is proposed to be added and is printed in regular type to enhance readability.)*

### **Subpart L. INTERACTIVE GAMING CHAPTER 819a. INTERACTIVE GAMING PROGRESSIVES**

- |         |                                            |
|---------|--------------------------------------------|
| Sec.    |                                            |
| 819a.1. | Interactive gaming progressives.           |
| 819a.2. | Interactive gaming wide area progressives. |

#### **§ 819a.1. Interactive gaming progressives.**

(a) An interactive gaming certificate holder or interactive gaming operator licensee operating on behalf of an interactive gaming certificate holder may offer progressive jackpots that:

- (1) Increase in value based upon an approved rate of progression.
- (2) Are awarded for a specific outcome or event.

(b) An interactive gaming progressive must include:

(1) The rules governing the award of the progressive readily available to players.

(2) A progressive meter, visible to the players, which must increase in value based upon wagers placed, and that advises players of the amount which can be won if the player receives the corresponding outcome.

(3) A cumulative progressive payout meter that continuously and automatically records the total value of progressive jackpots paid to winning players.

(c) An interactive gaming progressive may not be offered for play until all of the following have been submitted to the Bureau of Gaming Laboratory Operations for review and approval, in accordance with § 461a.4 (relating to submission for testing and approval):

(1) The progressive software, including a mechanism to authenticate and review the software.

(2) The rules governing the progressive, including how they will be displayed to players.

(3) The initial seed and reseed amounts at which the progressive meter will be set.

(4) The proposed rate of progression for each progressive jackpot.

(5) The proposed incrementation rate for a reserve pool, if any, to fund the next reset amount.

(d) A modification to an interactive gaming progressive may not be offered for play until a written explanation of the modification has been submitted to the Bureau of Gaming Laboratory Operations for review and approval granted, in accordance with § 461a.4.

(e) Two or more linked games offering the same progressive jackpot may be of different denominations or have different wagers, or both, required to win the progressive jackpot, provided that:

(1) The probability of winning the progressive jackpot is directly proportional to the wager required to win that jackpot.

(2) Notice indicating the proportional probability of hitting the interactive gaming progressive jackpot is conspicuously displayed.

(f) Prior to an interactive gaming progressive being offered, the operator shall be required to update its internal controls.

(1) The internal controls shall provide the procedures by which jackpots are reconciled.

(2) The internal controls shall provide for the procedures for investigating and reporting variances.

(g) In the event of a malfunction, the interactive gaming progressive shall be made unavailable to players.

(1) The operator shall notify the board in writing within 24 hours of a malfunction.

(2) The operator shall investigate the cause of the malfunction and provide updates to the board.

(3) The operator shall not make the progressive available to players again until board approval of corrective action has been granted.

(h) Interactive gaming progressive jackpot meters may not be turned back to a lesser amount unless one of the following occurs:

(1) The amount indicated has been actually paid to a winning patron and the interactive gaming progressive jackpot amount has been recorded in accordance with the internal controls approved by the board.

(2) With written approval, the interactive gaming progressive jackpot has been transferred to another interactive gaming progressive or interactive gaming wide area progressive system.

(3) The change is necessitated by a malfunction. An explanation shall be provided, and the board consulted, prior to the adjustment being made.

(i) An interactive gaming progressive may be transferred or terminated after written notice has been provided to the board subject to the following:

(1) Players shall be given at least 30 days' notice, in a manner approved by the board, prior to an interactive gaming progressive being terminated or transferred.

(2) The transfer is to another board-approved interactive gaming progressive, and the board has verified and approved the comparability of the two interactive gaming progressives.

(3) The transfer represents the entire interactive gaming progressive pot.

(4) An interactive gaming progressive may be terminated concurrent with the winning of the progressive jackpot, provided that the progressive was so configured prior to the winning of the jackpot.

**§ 819a.2. Interactive gaming wide area progressives.**

(a) Two or more interactive gaming certificate holders or interactive gaming operator licensees, or both, may, with the prior written approval of the board, operate an interactive gaming wide area progressive system.

(b) An interactive gaming wide area progressive system shall be operated in accordance with the relevant requirements of the act and the board's regulations, including § 819a.1 (relating to interactive gaming progressives).

(c) An interactive gaming wide area progressive system shall be operated and administered by participating certificate holders and licensees in accordance with the terms and conditions of a written agreement executed by the participating certificate holders and licensees. The agreement, to be referred to as an interactive gaming wide area progressive agreement, must be submitted in writing and approved by the board prior to implementation.

(1) The interactive gaming wide area progressive agreement shall include terms covering the operation and administration of the interactive gaming wide area progressive system.

(2) The interactive gaming wide area progressive agreement shall identify and describe with specificity the duties, responsibilities and authority of each participating certificate holder or licensee, or both.

(3) The interactive gaming wide area progressive agreement shall outline the responsibilities for funding and payment of all jackpots, fees and taxes associated

with the operation of the interactive gaming wide area progressive system.

(4) The interactive gaming wide area progressive agreement shall detail the process by which significant decisions with regard to the operation of the interactive gaming wide area progressive system are approved and implemented by the participating certificate holders or licensees, or both.

(5) The interactive gaming wide area progressive agreement shall outline the responsibilities for maintaining records and notifying the board.

(d) Certificate holders and licensees that are party to an interactive gaming wide area progressive agreement shall be required to update internal controls prior to beginning interactive gaming wide area progressive operations.

(e) An interactive gaming wide area progressive may only be transferred to another game that is available on all interactive gaming wide area progressive agreement participants' sites. The transfer must include the entirety of the progressive jackpot pool, including all seed/reseed amounts collected.

(f) Each party to an interactive gaming wide area progressive agreement shall be liable for acts, omissions and violations of the act and this part related to its own individual duties and responsibilities under the slot system agreement, unless the slot system agreement specifically provides that the parties will be jointly and severally liable.

**Annex B**

**TITLE 58. RECREATION**

**PART VII. GAMING CONTROL BOARD**

**SUBPART K. TABLE GAMES**

**CHAPTER 633a. BLACKJACK**

**§ 633a.13. Payout odds; payout limitation.**

\* \* \* \* \*

(k) The certificate holder shall pay out winning Three Card Poker wagers at odds in [ one of ] the following pay [ tables ] table selected by the certificate holder in its Rules Submission form filed in accordance with § 601a.2:

Hand	[Paytable A]	Paytable [B]
Straight flush	[ 9 to 1 ]	30 to 1
Three-of-a-kind	[ 9 to 1 ]	20 to 1
Straight	[ 9 to 1 ]	10 to 1
Flush	[ 9 to 1 ]	5 to 1

(l) If the certificate holder offers the Hit and Run progressive wager:

\* \* \* \* \*

**CHAPTER 687a. DJ WILD STUD POKER**

**§ 687a.11. Procedures for completion of each round of play.**

\* \* \* \* \*

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

(1) For the progressive bonus wager, if the player has been dealt the Joker Wild card, it will be replaced in his hand with the one card in the area on the layout

described in § 687a.2(b)(4) (relating to DJ Wild Stud Poker Table; physical characteristics).

(i) If the player's highest ranking DJ Wild Stud Poker hand is not three-of-a-kind or better, as provided in § 687a.6(d), the dealer shall collect the losing progressive bonus wager.

(ii) If the player's highest ranking DJ Wild Stud Poker hand is three-of-a-kind or better, as provided in § 687a.6(d), the dealer shall pay the winning progressive bonus wager in accordance with § 687a.12(c).

(2) For the Trips bonus wager:

(i) If the player's highest ranking DJ Wild Stud Poker hand is not three-of-a-kind or better, as provided in § 687a.6(e), the dealer shall collect the losing Trips bonus wager.

(ii) If the player's highest ranking DJ Wild Stud Poker hand is three-of-a-kind or better, as provided in § 687a.6(e), the dealer shall pay the winning Trips bonus wager in accordance with § 687a.12(d).

(3) For the Two-Way Bad Beat bonus wager:

(i) If the player's highest ranking DJ Wild Stud Poker hand [ is ] and the dealer's highest ranking DJ Wild Stud Poker hand are not both three-of-a-kind or better, or the player's and dealer's highest ranking [ hand is ] hands tie being a three-of-a-kind or better [ but does not lose to the dealer's higher ranking hand, ] as provided in § 687a.6(f), the dealer shall collect the losing Two-Way Bad Beat bonus wager.

(ii) If the player's highest ranking DJ Wild Stud Poker hand is three-of-a-kind or better and loses to the dealer's higher ranking hand, as provided in § 687a.6(f), the dealer shall pay the winning Two-Way Bad Beat bonus wager in accordance with § 687a.12(e).

**(iii) If the dealer's highest ranking DJ Wild Stud Poker hand is three-of-a-kind or better and loses to the player's highest ranking hand, as provided in § 687a.6(f), the dealer shall pay the winning Two-Way Bad Beat bonus wager in accordance with § 687a.12(e).**

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

\* \* \* \* \*

**§ 687a.12. Payout odds; progressive wager configuration.**

\* \* \* \* \*

(c) A certificate holder shall pay out winning progressive bonus wagers in accordance with 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>Progressive Paytable 1; \$1 Wager; [ \$2,000 ] \$10,000 seed and [ re-seed ] reseed</i>		
Hand	Pay	Envy
Royal flush	100% of meter	\$1,000
Straight flush	10% of meter	\$300
Four-of-a-kind	300 to 1	
Full house	50 to 1	

<i>Progressive Paytable 1; \$1 Wager; [ \$2,000 ] \$10,000 seed and [ re-<u>seed</u> ] reseed</i>		
<i>Hand</i>	<i>Pay</i>	<i>Envy</i>
Flush	40 to 1	
Straight	30 to 1	
Three-of-a-kind	9 to 1	

<i>Progressive Paytable 2; \$5 wager; \$10,000 seed and [ re-<u>seed</u> ] reseed</i>		
<i>Hand</i>	<i>Pay</i>	<i>Envy</i>
Royal flush	100% of meter	\$5,000
Straight flush	10% of meter	\$1,500
Four-of-a-kind	300 to 1	
Full house	50 to 1	
Flush	40 to 1	
Straight	30 to 1	
Three-of-a-kind	9 to 1	

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

\* \* \* \* \*

**Subpart L. INTERACTIVE GAMING**  
**CHAPTER 812a. INTERACTIVE GAMING PLAYER ACCOUNTS**

**§ 812a.9. Player account controls.**

\* \* \* \* \*

(c) Interactive gaming systems must employ a mechanism that detects session inactivity and terminates a player session when applicable.

(1) If the interactive gaming system fails to receive a response from the interactive gaming device within [ 30 ] 15 minutes, whether the player has been in away from computer mode or not, the interactive gaming system must implement a user inactivity timeout and terminate the player session.

(2) If a player session is terminated due to player inactivity timeout, the interactive gaming device must display to the player the player session termination (that is, the user inactivity timeout) upon the player’s next attempted action on the interactive gaming system.

(3) Further game play is not permitted until the interactive gaming system and the interactive gaming device establish a new session.

(d) A player session ends when:

\* \* \* \* \*

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