

**CHAPTER 643a. LET IT RIDE POKER**

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**Authority**

The provisions of this Chapter 643a issued under 4 Pa.C.S. § 13A02(1)—(4), unless otherwise noted.

**Source**

The provisions of this Chapter 643a adopted July 6, 2012, effective July 7, 2012, 42 Pa.B. 4333, unless otherwise noted.

**Cross References**

This chapter cited in 58 Pa. Code § 643b.1 (relating to Must-Hit-By Mystery Bonus).

**§ 643a.1. Definitions.**

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

*Community card*—A card which is used by all players to form a five-card Poker hand.

*Five-Card Envy Bonus*—An additional fixed sum payout made to a player who placed a Five-Card Progressive Payout Wager when another player at the Let It Ride Poker table is the holder of a Five-Card Envy Bonus Qualifying Hand.

*Five-Card Envy Bonus Qualifying Hand*—A player's five-card Poker hand with a rank of a straight flush or better, as defined in § 643a.6(b) (relating to Let It Ride Poker rankings).

*Five-Card Progressive Payout Hand*—A player's five-card Poker hand with a rank of three-of-a-kind or better as defined in § 643a.6(b).

*Hand*—The five-card Poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

*Let It Ride*—When a player does not withdraw a wager as permitted under § 643a.11(b) and (d) (relating to procedures for completion of each round of play).

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*Lucky Bonus*—An additional payout to a player who placed a Five Card Hand Bonus Wager if the player is seated in the position that is randomly selected by the table game system.

*Magic Card Bonus*—An additional payout to a player who placed a Five Card Hand Bonus Wager if one of the player's three cards or the two community cards match the card randomly selected by the table game system.

*Three-Card Envy Bonus*—An additional fixed sum payout made to a player who placed a Three-Card Progressive Wager when another player at the Let It Ride Poker table is the holder of a Three Card Envy Bonus Qualifying Hand.

*Three-Card Envy Bonus Qualifying Hand*—A mini-royal, as defined in § 643a.6(d), formed using the three cards dealt to a player.

*Three-Card Progressive Payout Hand*—A player's three cards with a rank of a three-of-a-kind or better or a straight or better, as defined in § 643a.6(d), depending on the payable selected by the certificate holder.

#### Authority

The provisions of this § 643a.1 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

#### Source

The provisions of this § 643a.1 amended August 15, 2014, effective August 16, 2014, 44 Pa.B. 5463; amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683. Immediately preceding text appears at serial pages (373201) to (373202).

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

(a) Let It Ride Poker shall be played at a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side of the table.

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

- (1) The name or logo of the certificate holder.
- (2) Three separate betting areas designated for the placement of the Let It Ride Poker Wagers required under § 643a.7(d) (relating to wagers) for each player.
- (3) Separate areas designated for the placement of the cards of each player.
- (4) A separate area designated for the placement of the community cards located directly in front of the table inventory container.
- (5) If the certificate holder offers the optional Five Card Bonus Wager authorized under § 643a.7(e), a separate area designed for the placement of the Five Card Bonus Wager for each player.
- (6) If a certificate holder offers the optional Three Card Bonus Wager authorized under § 643a.7(f), a separate area designated for the placement of the Three Card Bonus Wager for each player.

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(7) If the certificate holder offers either the Three or Five-Card Progressive Payout Wager authorized under § 643a.7(g) or (h), a separate area designated for the placement of the Progressive Payout Wager for each player.

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

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

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

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

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

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

(c) If a certificate holder offers the Five Card Bonus Wager in accordance with § 643a.7(e), the certificate holder may utilize a table game system, approved by the Bureau of Gaming Laboratory Operations in accordance with § 461a.4 (relating to submission for testing and approval), which includes:

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

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

(d) If a certificate holder offers either the Three or Five-Card Progressive Payout Wager in accordance with § 643a.7(g) or (h), the Let It Ride Poker table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of Progressive Payout Wagers. 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 § 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 Payout Wager.

(2) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table including a mechanism, such as a lock-out button,

that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If the certificate holder offers the Five Card Hand Bonus Wager authorized under § 643a.7(i), the Let It Ride Poker table must have a table game system, in accordance with § 605a.7 and an electronic wagering system in accordance with §§ 605a.2 and 605a.3 (relating to electronic wagering systems; and procedures for buying in to and cashing out of a table game using an electronic wagering system). Each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager. The system must include a mechanism, such as a lockout button, that prevents the placement of any Five Card Hand Bonus Wagers that a player attempts to place after the dealer has begun dealing the cards. If the certificate holder is offering a Five Card Hand Bonus Wager on multiple linked tables or games in the same licensed facility, the progressive table game must comply with § 605a.8 (relating to linked progressive table games).

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

(g) Each Let It Ride Poker table must have a discard rack securely attached to the top of the dealer’s side of the table.

#### **Authority**

The provisions of this § 643a.2 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

#### **Source**

The provisions of this § 643a.2 amended August 15, 2014, effective August 16, 2014, 44 Pa.B. 5463; amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (375836) to (375838).

### **§ 643a.3. Cards; number of decks.**

(a) Except as provided in subsection (b), Let It Ride Poker shall be played with one deck of cards that are identical in appearance and one cover card.

(b) If an automated card shuffling device is utilized, Let It Ride Poker may be played with two decks of cards in accordance with the following requirements:

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

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

- (3) Both decks of cards shall be continuously alternated in and out of play, with each deck being used for every other round of play.
- (4) The cards from only one deck shall be placed in the discard rack at any given time.
- (c) The decks of cards used in Let It Ride Poker shall be changed at least every:
  - (1) Four hours if the cards are dealt by hand.
  - (2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

**§ 643a.4. Opening of the table for gaming.**

- (a) After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects. The floorperson assigned to the table shall verify the inspection.
- (b) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.
- (c) After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with § 643a.5 (relating to shuffle and cut of the cards).
- (d) If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)—(c).
- (e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)—(d) do not apply.

**Cross References**

This section cited in 58 Pa. Code § 643a.5 (relating to shuffle and cut of the cards).

**§ 643a.5. Shuffle and cut of the cards.**

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

certificate holder may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

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

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

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 643a.8, § 643a.9 or § 643a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe).

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

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

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

(f) If there is no gaming activity at a Let It Ride Poker table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 643a.4(c) (relating to opening of the table for gaming) and this section shall be completed.

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

#### Cross References

This section cited in 58 Pa. Code § 643a.4 (relating to opening of the table for gaming); 58 Pa. Code § 643a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 643a.9 (relating to procedure for dealing the cards from the hand); and 58 Pa. Code § 643a.10 (relating to procedure for dealing the cards from an automated dealing shoe).

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**§ 643a.6. Let It Ride Poker rankings.**

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

(b) The permissible Poker hands at the game of Let It Ride Poker, in order of highest to lowest rank, shall be:

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

(2) A straight flush, which is a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and 9 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest straight flush.

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

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

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

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

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

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

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

(c) If the certificate holder offers the optional Three Card Bonus Wager under § 643a.7(f) (relating to wagers), the hands eligible for a payout shall be:

(1) A mini-royal, which is a straight flush of an ace, king and queen.

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

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

- (4) A straight, which is a hand consisting of three cards of consecutive rank, including an ace, 2 and 3.
- (5) A flush, which is a hand consisting of three cards of the same suit, not in consecutive order.
- (6) A pair, which is a hand consisting of two cards of the same rank.
- (d) If the certificate holder offers the Three-Card Progressive Payout Wager under § 643a.7(g), the following hands eligible for a payout are:
  - (1) A mini-royal, which is a hand consisting of an ace, king and queen of the same suit.
  - (2) A straight flush, which is a hand, other than a mini-royal, consisting of three cards of the same suit in consecutive rank.
  - (3) A three-of-a-kind, which is a hand consisting of three cards of the same rank.
  - (4) A straight, which is a hand consisting of three cards of consecutive rank, including an ace, 2 and 3.
- (e) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:
  - (1) A six-card royal flush, which is a hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.
  - (2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.
  - (3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.
  - (4) A four-of-a-kind, which is a hand consisting of four cards of the same rank, regardless of suit.
  - (5) A full house, which is a hand consisting of three-of-a-kind and a pair.
  - (6) A flush, which is a hand consisting of five cards of the same suit.
  - (7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.
  - (8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

#### Authority

The provisions of this § 643a.6 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

#### Source

The provisions of this § 643a.6 amended August 15, 2014, effective August 16, 2014, 44 Pa.B. 5463; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (375840) to (375842).

#### Cross References

This section cited in 58 Pa. Code § 643a.1 (relating to definitions); 58 Pa. Code § 643a.7 (relating to wagers); 58 Pa. Code § 643a.11 (relating to procedures for completion of each round of play); and 58 Pa. Code § 643b.1 (relating to Must-Hit-By Mystery Bonus).

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**§ 643a.7. Wagers.**

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

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

(c) All wagers at Let It Ride Poker shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures in § 643a.8, § 643a.9 or § 643a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe). Except as provided in § 643a.11(b) and (d) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer has announced “no more bets.”

(d) To participate in a round of play, a player shall place three equal but separate Let It Ride Poker Wagers designated as Bet Number 1, Bet Number 2 and Bet Number 3. Bet Number 1 and Bet Number 2 may subsequently be removed by the player in accordance with § 643a.11(b) and (d).

(e) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player at a Let It Ride Poker table the option to make an additional Five Card Bonus Wager that the player will have a five-card Poker hand with a rank of a pair of tens or better, two pair or better or three-of-a-kind or better, depending on the payable selected by the certificate holder in its Rules Submission under § 601a.2. After placing the three wagers required under subsection (d), a player may make an additional Five Card Bonus Wager by placing a value chip onto the designated betting area for that player. If the certificate holder is utilizing a table game system, each player shall be responsible for verifying that the player’s respective Five Card Bonus Wager has been accepted.

(f) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player at a Let It Ride Poker table the option to make an additional Three Card Bonus Wager that the three cards dealt to the player will have a rank of a pair or better. After placing the three wagers required under subsection (d), a player may make an additional Three Card Bonus Wager by placing a value chip on the designated betting area prior to the dealer announcing “no more bets.”

(g) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player the option to make an additional Three-Card Pro-

gressive Payout Wager that the player will receive a Three-Card Progressive Payout Hand. After placing the Let It Ride Poker Wagers, a player may make an additional Three-Card Progressive Payout Wager by placing a value chip into the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective Three-Card Progressive Payout Wager has been accepted.

(h) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player the option to make an additional Five-Card Progressive Payout Wager that the player will receive a Five-Card Progressive Payout Hand. After placing the Let It Ride Poker Wagers, a player may make an additional Five-Card Progressive Payout Wager by placing a value chip into the progressive wagering device designated for that player. Each player shall be responsible for verifying that the player's respective Five-Card Progressive Payout Wager has been accepted.

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

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

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

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

#### **Authority**

The provisions of this § 643a.7 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

#### **Source**

The provisions of this § 643a.7 amended August 15, 2014, effective August 16, 2014, 44 Pa.B. 5463; amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (375842) to (375844).

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**Cross References**

This section cited in 58 Pa. Code § 643a.2 (relating to Let It Ride Poker table physical characteristics); 58 Pa. Code § 643a.6 (relating to Let It Ride Poker rankings); 58 Pa. Code § 643a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 643a.9 (relating to procedure for dealing the cards from the hand); 58 Pa. Code § 643a.10 (relating to procedure for dealing the cards from an automated dealing shoe); and 58 Pa. Code § 643b.1 (relating to Must-Hit-By Mystery Bonus).

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

(a) If a manual dealing shoe is used, the dealing shoe must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures required under § 643a.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

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

(1) If the Five Card Bonus Wager is being offered utilizing a table game system, use the table game system to prevent the placement of any additional Five Card Bonus Wager. If any Five Card Bonus 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 Five Card Bonus Wagers accepted by the table game system. The dealer shall then place the value chips into the table inventory container.

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

(3) If the Five Card Hand Bonus Wager is being offered, use the electronic wagering system to prevent the placement of additional Five Card Hand Bonus Wagers.

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

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

(1) One card face down to each player who has placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d) (relating to wagers).

- (2) One card face down to the area designated for the placement of the community cards.
- (3) A second card face down to each player who has placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d).
- (4) A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area.
- (5) A third card face down to each player who has placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d).
- (e) After three cards have been dealt to each player and two cards have been dealt to the area designated for the placement of the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f), place the stub in the discard rack without exposing the cards.
- (f) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
- (g) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- (h) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 3 cards or the area designed for the placement of the community cards has more or less than 2 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

#### **Authority**

The provisions of this § 643a.8 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

#### **Source**

The provisions of this § 643a.8 amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (375844) to (375845).

#### **Cross References**

This section cited in 58 Pa. Code § 643a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 643a.7 (relating to wagers); and 58 Pa. Code § 643a.11 (relating to procedures for completion of each round of play).

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

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

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

(2) After the procedures required under § 643a.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which he will hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

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

(i) If the Five Card Bonus Wager is being offered utilizing a table game system, use the table game system to prevent the placement of any additional Five Card Bonus Wagers. If any Five Card Bonus 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 Five Card Bonus Wagers accepted by the table game system. The dealer shall then place the value chips into the table inventory container.

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

(iii) If the Five Card Hand Bonus Wager is being offered, use the electronic wagering system to prevent the placement of additional Five Card Hand Bonus Wagers.

(b) The dealer shall deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. If any player placed a Six Card Bonus Wager, the dealer shall deal three cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d) (relating to wagers).

(2) One card face down to the area designated for the placement of the community cards.

(3) A second card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d).

- (4) A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area.
- (5) A third card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d).
- (c) After three cards have been dealt to each player and two cards have been dealt to the area designated for the placement of the community cards, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.
- (d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
- (e) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- (f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 3 cards or the area designed for the placement of the community cards has more or less than 2 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

#### Authority

The provisions of this § 643a.9 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

#### Source

The provisions of this § 643a.9 amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (375846) to (375847).

#### Cross References

This section cited in 58 Pa. Code § 643a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 643a.7 (relating to wagers); and 58 Pa. Code § 643a.11 (relating to procedures for completion of each round of play).

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

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

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- (1) After the procedures required under § 643a.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.
- (2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce “no more bets” and:
  - (i) If the Five Card Bonus Wager is being offered utilizing a table game system, use the table game system to prevent the placement of any additional Five Card Bonus Wagers. If any Five Card Bonus 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 Five Card Bonus Wagers accepted by the table game system. The dealer shall then place the value chips into the table inventory container.
  - (ii) If the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers. The dealer shall then collect any Progressive Payout Wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.
  - (iii) If the Five Card Hand Bonus Wager is being offered, use the electronic wagering system to prevent the placement of any additional Five Card Hand Bonus Wagers.
- (b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed the three required Let It Ride Poker Wagers in accordance with § 643a.7(d) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed the three required wagers in accordance with § 643a.7(d). The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards and spread the stack within the designated area so that the top card is to the dealer’s right and the bottom card is to the dealer’s left. The dealer shall then remove the card that is to his left and place that card in the discard rack without exposing the card. If any player placed a Six Card Bonus Wager, the dealer shall then remove the next stack of three cards dispensed by the automated dealing shoe and place the cards face down on the area of the layout designated for the placement of the Six Card Bonus cards.
- (c) After each stack of three cards has been dispensed and delivered in accordance with subsection (b), the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d), place the cards in the discard rack without exposing the cards.
- (d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards

are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

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

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player has more or less than 3 cards or the area designed for the placement of the community cards has more or less than 2 cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

(g) Notwithstanding the requirements in subsections (b) and (c), if a certificate holder is utilizing an automated dealing shoe that automatically reshuffles the cards, the two community cards may be dispensed before the three cards are dispensed to each player.

#### Authority

The provisions of this § 643a.10 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

#### Source

The provisions of this § 643a.10 amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (375847) to (375849).

#### Cross References

This section cited in 58 Pa. Code § 643a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 643a.7 (relating to wagers); and 58 Pa. Code § 643a.11 (relating to procedures for completion of each round of play).

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

(a) After the dealing procedures required under § 643a.8, § 643a.9 or § 643a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards subject to the following limitations:

- (1) Each player who wagers at Let It Ride Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.
- (2) Each player shall keep his three cards in full view of the dealer at all times.



- (3) After each player has made a decision regarding Bet Number 2 as required under subsection (d), the player's cards shall be placed face down on the appropriate area of the layout as specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions). The player may not touch the cards again.
- (b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw Bet Number 1 or Let It Ride. If a player:
- (1) Chooses to let Bet Number 1 ride, that bet must remain on the designated betting area of the layout until the end of the round of play.
  - (2) Chooses to withdraw Bet Number 1, the dealer shall move the value chips on the betting area designated for Bet Number 1 toward the player who shall then immediately remove the value chips from the betting area.
- (c) After each player has made a decision regarding Bet Number 1, the dealer shall then turn the community card that is to the dealer's left face up and place it to the right of the remaining community card. The exposed card shall become the first community card.
- (d) After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw Bet Number 2 or Let It Ride. This decision shall be made by each player regardless of the decision made concerning Bet Number 1. If a player:
- (1) Chooses to let Bet Number 2 ride, that bet must remain on the designated betting area of the layout until the end of the round of play.
  - (2) Chooses to withdraw Bet Number 2, the dealer shall move the value chips on the betting area designated for Bet Number 2 toward the player who shall then immediately remove the value chips from the betting area.
- (e) The dealer shall then turn the second community card face up on the table.
- (f) After the second community card is turned face up, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn the three cards of the player face up on the layout and combine the two community cards and the three cards dealt to the player shall form the highest ranking five-card Poker hand of that player. If the player's hand:
- (1) Contains a pair of 9s or lower, the dealer shall collect the player's losing Let It Ride Poker Wagers.
  - (2) Contains a pair of 10s or better, the dealer shall pay the player's winning Let it Ride Poker Wagers in accordance with § 643a.12(a) (relating to payout odds; payout limitation).
- (g) After settling the player's Let It Ride Poker Wagers, the dealer shall settle any Five Card Bonus Wagers, Three Card Bonus Wagers, Progressive Payout Wagers or Five Card Hand Bonus Wagers as follows:

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

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

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

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

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

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

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

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

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

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

(iv) Pay the winning Three-Card Progressive Payout Wager in accordance with the payout odds in § 643a.12(d)(1). If a player has won a progressive payout that is 100% of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

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

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

- (i) Verify that the hand is a winning hand.
- (ii) Verify that the appropriate light on the progressive table game system has been illuminated.

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

(iv) Pay the winning Five-Card Progressive Payout Wager in accordance with the payout odds in § 643a.12(e)(1). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

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

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

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

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

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

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

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

**Authority**

The provisions of this § 643a.11 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

**Source**

The provisions of this § 643a.11 amended August 15, 2014, effective August 16, 2014, 44 Pa.B. 5463; amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (375849) to (375852).

**Cross References**

This section cited in 58 Pa. Code § 643a.1 (relating to definitions); 58 Pa. Code § 643a.7 (relating to wagers); 58 Pa. Code § 643a.12 (relating to payout odds; payout limitation); and 58 Pa. Code § 643a.13 (relating to irregularities).

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

(a) Subject to the payout limitation in subsection (g), a certificate holder shall pay out winning Let It Ride Poker Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Royal flush	1,000 to 1	500 to 1
Straight flush	200 to 1	200 to 1
Four-of-a-kind	50 to 1	50 to 1
Full house	11 to 1	11 to 1
Flush	8 to 1	8 to 1
Straight	5 to 1	5 to 1
Three-of-a-kind	3 to 1	3 to 1
Two pair	2 to 1	2 to 1
Pair of tens, jacks, queens, kings or aces	1 to 1	1 to 1

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

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Royal flush	20,000 to 1	20,000 to 1	20,000 to 1
Straight flush	2,000 to 1	2,000 to 1	2,000 to 1
Four-of-a-kind	150 to 1	200 to 1	100 to 1

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

<i>Hand</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>	<i>Paytable G</i>
Royal flush	10,000 to 1	10,000 to 1	10,000 to 1	25,000 to 1
Straight flush	2,000 to 1	2,000 to 1	2,000 to 1	2,500 to 1
Four-of-a-kind	200 to 1	200 to 1	100 to 1	400 to 1
Full house	75 to 1	100 to 1	75 to 1	200 to 1
Flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight	25 to 1	25 to 1	25 to 1	25 to 1
Three-of-a-kind	5 to 1	10 to 1	9 to 1	5 to 1
Two pair	4 to 1	6 to 1	6 to 1	
Pair of tens, jacks, queens, kings or aces	1 to 1			

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

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

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

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

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

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Mini-royal, spades	100% of meter	100% of meter
Mini-royal, hearts, diamonds, clubs	500 for 1	500 for 1
Straight flush	70 for 1	100 for 1
Three-of-a-kind	60 for 1	90 for 1
Straight	6 for 1	

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

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

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

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

(5) Three-Card Envy Bonus payouts shall be made according to the following payout for every Three-Card Envy Bonus Qualifying Hand based upon the amount of the Three-Card Progressive Payout Wager placed by the player receiving the Envy Bonus:

*\$1 Progressive Payout Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Mini-royal, spades	\$100
Mini-royal, hearts, diamonds, clubs	\$25

*\$5 Progressive Payout Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Mini-royal, spades	\$500
Mini-royal, hearts, diamonds, clubs	\$125

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

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

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

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

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

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

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

(4) Winning Five-Card Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with § 643a.11(g)(4).

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

*\$1 Progressive Payout Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Royal flush	\$1,000
Straight flush	\$300

*\$5 Progressive Payout Wager*

<i>Hand</i>	<i>Envy Bonus</i>
Royal flush	\$5,000
Straight flush	\$1,500

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

(1) The certificate holder shall pay out winning Five Card Hand Bonus Wagers at the odds in the following payable:

<i>Hand</i>	<i>Payout</i>
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	500 for 1
Full house	100 for 1
Flush	50 for 1

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

(3) The certificate holder may pay a Magic Card or Lucky Bonus in accordance with the odds in the following payable:

<i>Hand</i>	<i>Payout</i>
Magic Card	20 for 1
Lucky Bonus	5 for 1

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

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



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

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

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

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

#### Authority

The provisions of this § 643a.12 amended under 4 Pa.C.S. §§ 1202(b)(9)—(23) and (30), 1205, 1206(f) and (g), 1207(1) and (2), 1208(1)(iii), 1209(b), 1212, 1213, 13A02(1) and (2), 13A11, 13A12—13A14, 13A15 and 1802 and Chapter 13.

#### Source

The provisions of this § 643a.12 amended August 15, 2014, effective August 16, 2014, 44 Pa.B. 5463; amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683; amended June 12, 2015, effective June 13, 2015, 45 Pa.B. 2829; amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial pages (377583) to (377584), (375855) to (375856) and (377585).

**Cross References**

This section cited in 58 Pa. Code § 643a.2 (relating to Let It Ride Poker table physical characteristics); 58 Pa. Code § 643a.11 (relating to procedures for completion of each round of play); and 58 Pa. Code § 649a.11 (relating to procedures for completion of each round of play).

**§ 643a.13. Irregularities.**

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

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

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

(d) If either of the community cards is inadvertently exposed prior to the dealer revealing the community cards in accordance with § 643a.11(c) and (e) (relating to procedures for completion of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

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

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