

CHAPTER 655a. MISSISSIPPI STUD

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Authority

The provisions of this Chapter 655a issued under 4 Pa.C.S. § 13A02(1)—(4), unless otherwise noted.

Source

The provisions of this Chapter 655a adopted May 11, 2012, effective May 12, 2012, 42 Pa.B. 2686, unless otherwise noted.

Cross References

This chapter cited in 58 Pa. Code § 655b.1 (relating to Must-Hit-By Mystery Bonus).

§ 655a.1. Definitions.

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

Bet Wager—A 3rd Street, 4th Street or 5th Street Wager made by a player.

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

Envy Bonus—An additional fixed sum payout made to a player who placed a Progressive Payout Wager when another player at the Mississippi Stud table is the holder of an Envy Bonus Qualifying Hand.

Envy Bonus Qualifying Hand—A Mississippi Stud hand with a rank of a royal flush or a straight flush as defined in § 655a.6(b) (relating to Mississippi Stud hand rankings).

5th Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the second community card is revealed by the dealer.

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

4th Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the first community card is revealed by the dealer.

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.

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

Progressive Payout Hand—A Mississippi Stud hand formed using the two player cards and three community cards with a rank of a three-of-a-kind or better as defined in § 655a.6(b).

Push—A player's hand that results in neither payment on nor collection of the player's wagers.

3rd Street Wager—An additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the player has been dealt the initial two cards.

Authority

The provisions of this § 655a.1 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.1 amended December 12, 2014, effective December 13, 2014, 44 Pa.B. 7683. Immediately preceding text appears at serial pages (373249) to (373250).

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

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

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

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

(2) Four separate betting areas designated for the placement of the wagers required under § 655a.7(d)(1) and (2) (relating to wagers) for each player.

(3) Separate areas designated for the placement of the three community cards located directly in front of the table inventory container. One area shall be inscribed 3rd Street, a second area inscribed 4th Street and a third area inscribed 5th Street.

(4) If the certificate holder offers the optional Progressive Payout Wager authorized under § 655a.7(d)(3), a separate area designated for the placement of the Progressive Payout Wager for each player.

(5) If the certificate holder offers the optional Three Card Bonus Wager authorized under § 655a.7(d)(4), a separate area designated for the placement of the Three Card Bonus Wager for each player.

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

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

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

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

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

(c) If a certificate holder offers the Progressive Payout Wager, in accordance with § 655a.7(d)(3), the Mississippi Stud 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 the 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."

(d) If the certificate holder offers the Five Card Hand Bonus Wager authorized under § 655a.7(d)(5), the Mississippi Stud 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).

(e) Each Mississippi Stud table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite side 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.

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

Authority

The provisions of this § 655a.2 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.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 (375956) to (375957).

§ 655a.3. Cards, number of decks.

(a) Except as provided in subsection (b), Mississippi Stud shall be played with one deck of cards and one cover card.

(b) If an automated card shuffling device is utilized, Mississippi Stud 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 shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.

(3) Both decks are continually 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 Mississippi Stud shall be changed at least:

(1) Every 4 hours if the cards are dealt by hand.

(2) Every 8 hours if the cards are dealt from a manual or automated dealing shoe.

§ 655a.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 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 out 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 § 655a.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, inspections and removal from use), subsections (a)—(d) do not apply.

Cross References

This section cited in 58 Pa. Code § 655a.5 (relating to shuffle and cut of the cards).

§ 655a.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 card 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 do the following:

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 655a.8, § 655a.9 or § 655a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were reshuffled, 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 the commencement of play.

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

(f) If there is no gaming activity at a Mississippi Stud table that is open for gaming, the cards shall be removed from the dealing shoe and the 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 is afforded an opportunity to visually inspect the cards, the procedures in § 655a.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 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 § 655a.4 (relating to opening of the table for gaming); 58 Pa. Code § 655a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 655a.9 (relating to procedure for dealing the cards from the hand); and 58 Pa. Code § 655a.10 (relating to procedures for dealing the cards from an automated dealing shoe).

§ 655a.6. Mississippi Stud hand rankings.

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

(b) The permissible five-card Poker hands in the game of Mississippi Stud, in order of highest to lowest rank, must 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.
- (3) A four-of-a-kind, which is a hand consisting of four cards of the same rank.
- (4) A full house, which is a hand consisting of a three-of-a-kind and a pair.
- (5) A flush, which is a hand consisting of five cards of the same suit, not in consecutive order.
- (6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank.
- (7) A three-of-a-kind, which is a hand consisting of three cards of the same rank.
- (8) Two pairs, which is a hand consisting of two pairs.
- (9) One pair, which is a hand consisting of two cards of the same rank.

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

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

- (2) A straight flush, which is three cards of the same suit in consecutive rank.
 - (3) A Three-of-a-kind, which is three cards of the same rank.
 - (4) A straight, which is three cards of consecutive rank.
 - (5) A flush, which is three cards of the same suit.
 - (6) A pair, which is two cards of the same rank.
- (d) If the certificate holder offers the optional Six Card Bonus Wager, the Poker hands eligible for a payout are:
- (1) A six-card royal flush, which is a hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.
 - (2) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.
 - (3) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking.
 - (4) A four-of-a-kind, which is a hand consisting of four cards of the same rank, regardless of suit.
 - (5) A full house, which is a hand consisting of three-of-a-kind and a pair.
 - (6) A flush, which is a hand consisting of five cards of the same suit.
 - (7) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.
 - (8) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit.

Authority

The provisions of this § 655a.6 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.6 amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial page (375960).

Cross Referenes

This section cited in 58 Pa. Code § 655a.7 (relating to wagers); and 58 Pa. Code § 655a.11 (relating to procedures for completion of each round of play).

§ 655a.7. Wagers.

- (a) Wagers at Mississippi Stud shall be made by placing value chips, plaques or other Board-approved wagering instruments on the appropriate betting areas of the table layout. Verbal wagers accompanied by cash may not be accepted.
- (b) Only players who are seated at the Mississippi Stud table may place a 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.

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(c) All Ante, Progressive Payout, Three Card Bonus, Five Card Hand Bonus and Six Card Bonus Wagers shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedure in § 655a.8, § 655a.9 or § 655a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except as provided in § 655a.11(b), (d) and (f) (relating to procedures for completion of each round of play), a wager may not be made, increased or withdrawn after the dealer announces “no more bets” and begins dealing the cards.

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

(1) A player shall place an Ante Wager to participate in a round of play.

(2) In accordance with § 655a.11(b), (d) and (f), 3rd Street, 4th Street and 5th Street Wagers.

(3) 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 Mississippi Stud table the option to make an additional Progressive Payout Wager that the player will receive a Progressive Payout Hand. After placing an Ante Wager, a player may make an additional 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 Progressive Payout Wager has been accepted.

(4) A certificate holder may, if specified in its Rules Submission under § 601a.2, offer to each player at a Mississippi Stud table the option to make an additional Three Card Bonus Wager that the three community cards will form a three-card Poker hand of a pair or better as defined in § 655a.6(c) (relating to Mississippi Stud hand rankings).

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

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

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

Authority

The provisions of this § 655a.7 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

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Source

The provisions of this § 655a.7 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 (375961) to (375962).

Cross References

This section cited in 58 Pa. Code § 655a.2 (relating to Mississippi Stud table physical characteristics); 58 Pa. Code § 655a.6 (relating to Mississippi Stud hand rankings); 58 Pa. Code § 655a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 655a.9 (relating to procedure for dealing the cards from the hand); 58 Pa. Code § 655a.10 (relating to procedures for dealing the cards from an automated dealing shoe); and 58 Pa. Code § 655b.1 (relating to Must-Hit-By Mystery Bonus).

§ 655a.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 § 655a.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) Prior to dealing the cards, the dealer shall announce “no more bets” and, if the Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus 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.

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the 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 four cards, face down, to the area on the layout designated for the placement of the Six Card Bonus cards. The dealer shall then, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, deal the cards as follows: 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) Two cards face down to each player who placed an Ante Wager in accordance with § 655a.7(d)(1) (relating to wagers).

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

(e) After two cards have been dealt to each player and three cards have been dealt to the area designated for the community cards, the dealer shall remove the

stub from the manual dealing shoe and, except as provided in subsection (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 2 cards or the area designated for the placement of the community cards has more or less than 3 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 § 655a.8 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.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 (375962) to (375963).

Cross References

This section cited in 58 Pa. Code § 655a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 655a.7 (relating to wagers); and 58 Pa. Code § 655a.11 (relating to procedures for completion of each round of play).

§ 655a.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 § 655a.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 the cards, the dealer shall announce "no more bets" and, if the Progressive Payout Wager or the Five Card Hand Bonus Wager is

being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus Wagers. If any Progressive Payout Wagers have been made, the dealer shall then collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

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

(1) Two cards face down to each player who placed an Ante Wager in accordance with § 655a.7(d)(1) (relating to wagers).

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

(c) After two cards have been dealt to each player and three cards have been dealt to the area designated for 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 2 cards or the area designated for the placement of the community cards has more or less than 3 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 § 655a.9 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.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 (375963) to (375965).

Cross References

This section cited in 58 Pa. Code § 655a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 655a.7 (relating to wagers); 58 Pa. Code § 655a.10 (relating to procedures for dealing the cards from an automated dealing shoe); and 58 Pa. Code § 655a.11 (relating to procedures for completion of each round of play).

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

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

(1) After the procedures required under § 655a.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 dealing shoe dispensing any stacks, the dealer shall announce “no more bets” and, if the Progressive Payout Wager or the Five Card Hand Bonus Wager is being offered, use the progressive table game system or the electronic wagering system to prevent the placement of any additional Progressive Payout or Five Card Hand Bonus 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.

(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed an Ante Wager in accordance with § 655a.7(d)(1) (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante Wager.

(c) After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe. If any player placed a Six Card Bonus Wager, the dealer shall, in accordance with the procedures in § 655a.9(a)(2) (relating to procedure for dealing the cards from the hand), deal face down from his hand the top four cards of the stack to the area of the layout designated for the placement of the Six Card Bonus cards then deal the three community cards. Except as provided in subsection (d), after all three community cards have been dealt, the dealer shall place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine that 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 2 cards or the area designated for the placement of the community cards has more or less than 3 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 three community cards may be dispensed before the two cards are dispensed to each player.

Authority

The provisions of this § 655a.10 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.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 (375965) to (375966).

Cross References

This section cited in 58 Pa. Code § 655a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 655a.7 (relating to wagers); and 58 Pa. Code § 655a.11 (relating to procedures for completion of each round of play).

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

(a) After the dealing procedures required under § 655a.8, § 655a.9 or § 655a.10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards, subject to the following limitations:

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

- (3) A player may not exchange or communicate information regarding his hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by such person.
- (b) After each player has examined his cards and replaced them face down on the layout, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player who placed an Ante Wager if he wishes to place a 3rd Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager or fold. If a player folds, the Ante Wager shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout, Three Card Bonus, Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all optional wagers are resolved in accordance with subsection (i).
- (c) Once all players have either placed a 3rd Street Wager or folded, the dealer shall turn over and reveal the first community card.
- (d) Each player shall then either place a 4th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designed 4th Street betting area or fold. If a player folds, the Ante Wager and 3rd Street Wager shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout, Three Card Bonus, Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all wagers are resolved in accordance with subsection (i).
- (e) Once all remaining players have either placed a 4th Street Wager or folded, the dealer shall turn over and reveal the second community card.
- (f) Each player shall then either place a 5th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designed 5th Street betting area or fold. If a player folds, the Ante Wager and the 3rd Street and 4th Street Wagers shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack unless the player made a Progressive Payout, Three Card Bonus, Five Card Hand Bonus or Six Card Bonus Wager in which case the cards shall be left on the table until all optional wagers are resolved in accordance with subsection (i).
- (g) Once all remaining players have either placed a 5th Street Wager or folded, the dealer shall turn over and reveal the third community card.
- (h) Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn the player's two cards face up on the layout and combine them with the three community cards to form the highest ranking five-card Poker hand of that player. If the player's hand:
- (1) Is a pair of 5s or lower, the dealer shall collect the player's losing Ante, 3rd Street, 4th Street and 5th Street Wagers.

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

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

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

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

- (i) Verify that the hand is a winning hand.
- (ii) Verify that the appropriate light on the progressive table game system has been illuminated.
- (iii) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.
- (iv) Pay the winning Progressive Payout Wager in accordance with § 655a.12(c)(1). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.

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

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

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

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

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

- (i) Verify that the hand is a winning hand.
- (ii) Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).
- (iii) Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with § 655a.12(e). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.
- (4) For the Six Card Bonus Wager, the dealer shall reveal the four additional Six Card Bonus cards and combine them with the player's two cards to form the highest ranking Poker hand as provided in § 655a.6(d). If the player's hand:
 - (i) Contains a three-of-a-kind or better, the dealer shall pay the winning Six Card Bonus Wager in accordance with § 655a.12(f).
 - (ii) Does not contain a three-of-a-kind or better, the dealer shall collect the player's losing Six Card Bonus Wager.
 - (j) After all wagers have been settled, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

Authority

The provisions of this § 655a.11 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.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 (375966) to (375969).

Cross References

This section cited in 58 Pa. Code § 655a.7 (relating to wagers); 58 Pa. Code § 655a.12 (relating to payout odds; Envy Bonus; rate of progression); and 58 Pa. Code § 655a.13 (relating to irregularities).

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

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

<i>Hand</i>	<i>Payout</i>
Royal flush	500 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1
Full house	10 to 1
Flush	6 to 1
Straight	4 to 1

<i>Hand</i>	<i>Payout</i>
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of jacks or better	1 to 1
Pair of 6s to 10s	Push

(b) Notwithstanding the payout odds in subsection (a), the aggregate payout limit for any hand may not exceed \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

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

(1) The certificate holder shall pay each winning Progressive Payout Wager at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<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 hand formed from the player's two cards and the three community cards.

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

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

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

(4) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with § 655a.11(i)(1)(iv) (relating to procedures for completion of each round of play).

(5) Envy Bonus payouts shall be made according to the following payout schedules for every Envy Bonus Qualifying Hand based upon the amount of the 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

(d) A certificate holder shall pay each winning Three Card Bonus Wager 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	40 to 1	40 to 1
Straight flush	40 to 1	40 to 1
Three-of-a-kind	30 to 1	30 to 1
Straight	6 to 1	5 to 1
Flush	4 to 1	4 to 1
Pair	1 to 1	1 to 1

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

(e) 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%

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

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

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

Authority

The provisions of this § 655a.12 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.12 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 (375969) to (375972).

Cross References

This section cited in 58 Pa. Code § 655a.11 (relating to procedures for completion of each round of play).

§ 655a.13. Irregularities.

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

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

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

(d) If any of the community cards are inadvertently exposed prior to each player having either folded or placed a 3rd Street, 4th Street or 5th Street Wager as provided in § 655a.11 (relating to procedures for completion of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

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

Authority

The provisions of this § 655a.13 amended under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2).

Source

The provisions of this § 655a.13 amended August 30, 2019, effective August 31, 2019, 49 Pa.B. 4956. Immediately preceding text appears at serial page (375972).

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