

**TABLE GAMES  
RULES OF THE GAME**

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## **23: BOSTON 5 STUD POKER**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Boston 5 Stud Poker, shall have the following meanings unless the context clearly indicated otherwise:

*Ante wager--* means the wager placed at the same time as the first wager prior to any cards being dealt in order to participate in the round of play. The amount of the ante wager shall be exactly one-half of the amount of the first wager.

*Ante bonus wager hand--* means a player's five-card hand as defined in Section 11(d).

*First wager--* means the initial wager placed at the same time as the ante wager prior to any cards being dealt in order to participate in the round of play. The amount of the first wager shall be exactly twice the amount of the ante wager.

*Fold--* means the withdrawal of a player from a round of play by discarding his or her hand after the first three cards have been dealt and prior to placing the second wager.

*Hand--* means the five-card hand dealt to each player.

*Push--* means a tie, as defined in Section 10(f).

*Rank--* or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

*Round of play--* or "round" means one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid off or collected in accordance with the Rules of Boston 5 Stud Poker.

*Second wager--* means the wager placed after the player has reviewed his or her first three cards but prior to the final two cards being dealt in order to complete the round of play. The amount of the second wager shall be exactly the amount of the first wager and twice the amount of the ante wager.

*Stub--* means the remaining portion of the deck after all cards in the round of play have been dealt.

*Suit--* means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

*Optional bonus wager--* means the optional wager on the first three cards dealt to a player as defined in Section 6(c).

### **2. Cards; number of decks**

(a) Except as provided in (b) below, the game of Boston 5 stud poker shall be played with one deck of cards with backs of the same color and design, one additional solid yellow or green cutting card and one additional solid yellow or green cover card to be used in accordance with the procedures set forth in Section 4. The deck of cards used shall meet the requirements of 205 CMR 146-48.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

### **3. Opening of the table for gaming**

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

### **4. Shuffle of the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, the dealer shall shuffle the cards by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall deal or deliver the cards in accordance with the procedures set forth in Sections 7-9.

(c) Whenever there is no gaming activity at a Boston 5 stud poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first

player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.

### **5. Boston 5 stud poker rankings**

(a) The rank of the cards used in Boston 5 stud poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or “straight” formed with a two, three, four and five.

(b) The permissible five-card poker hands at the game of Boston 5 stud poker, in order of highest to lowest rank, shall be:

1. “Royal flush” is a hand consisting of an ace, king, queen, jack and ten of the same suit;
2. “Straight flush” is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack and ten being the highest ranking five-card straight flush and ace, two, three, four and five being the lowest five-card straight flush;
3. “Four of a kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four of a kind and four twos being the lowest ranking four of a kind;
4. “Full house” is a hand consisting of a “three of a kind” and a “pair” with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
5. “Flush” is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking five-card flush and two, three, four, five and seven being the lowest ranking five-card flush;
6. “Straight” is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack, and ten being the highest ranking five-card straight and an ace, two, three, four and five being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two and three);
7. “Three of a kind” is a hand consisting of three cards of the same rank, with three aces being the highest ranking three of a kind and three twos being the lowest ranking three of a kind;
8. “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
9. “One pair” is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

(d) For purposes of the optional bonus wager as defined in Section 6(c), the permissible three-

card hands at the game of Boston 5 stud poker recognized for a payout in accordance with Section 11(d) shall be:

1. "Three-card straight flush" is a hand consisting of three cards of the same suit in consecutive ranking;
2. "Three-of-a-kind" is a hand consisting of three cards of the same rank;
3. "Three-card straight" is a hand consisting of three unsuited cards of consecutive rank; provided, however, that an ace may not be combined with a king and two;
4. "Three-card flush" is a hand consisting of three cards of the same suit, not in consecutive order; and
5. "One pair" is a hand consisting of two cards of the same rank.

#### **6. Wagers**

(a) All wagers at Boston 5 stud poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante and first wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections 7-9. Except as provided in Section 10, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(c) Upon placing an ante and first wager, a player may, at his or her discretion, make an optional bonus wager by placing a gaming chip in the minimum denomination of \$1.00 on the designated betting area of the layout.

(d) A second wager shall be made in accordance with Section 10.

(e) Only players who are seated at the Boston 5 stud poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

#### **7. Procedure for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automatic card shuffling device.

(b) Prior to dealing the cards and once all ante and first wagers and, if applicable, all optional bonus wagers have been placed, the dealer shall announce "No more bets."

(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) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. Three consecutive cards face down to each player; and
2. Three consecutive cards face down to an area directly in front of the table inventory container designated for the dealer's hand in a manner as to not disclose the value of the cards.

(e) After the final two cards have been dealt to each player who placed a second wager and the area designated for the hand of the dealer in a manner as to not disclose the value of the cards as

provided in Section 10(d), the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. 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.
2. 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 or the area designed for the placement of the dealer's hand has more or less than five cards) but 52 cards remain in the deck, all hands are void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

(g) The five cards comprising the dealer's hand shall be spread in a row and then placed in the designated area directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left.

#### **8. Procedure for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play Boston 5 stud poker from his or her hand.

(b) Once the procedures required by Section 4 have been completed, the following requirements shall be observed if a casino chooses to have the cards dealt from the dealer's hand:

1. The dealer shall place the stacked deck of cards in either hand.
2. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
3. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
4. The dealer shall then announce "No more bets."
5. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. Three consecutive cards face down to each player; and
2. Three consecutive cards face down to an area directly in front of the table inventory container designated for the dealer's hand in a manner as to not disclose the value of the cards.

(d) After the final two cards have been dealt to each player who placed a second wager and the area designated for the hand of the dealer in a manner as to not disclose the value of the cards as provided in Section 10(d), the dealer shall place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count

the stub in accordance with the provisions of Section 7.

(f) The five cards comprising the dealer's hand shall be spread in a row and then placed in the designated area directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left.

**9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play Boston 5 poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets."

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 6. The dealer shall then deliver a stack of three cards face down to the area designated for the dealer's hand in a manner as to not disclose the value of the cards.

(d) After each stack of three cards has been dispensed and delivered in accordance with this subsection and all second wagers have been placed, the dealer shall remove the remaining cards from the automated dealing shoe and then shall place these cards in either hand and shall deal the final two cards in accordance with Section 10(d) and the provisions of Section 8(b). After all final cards have been dealt, the dealer shall place the stub in the discard rack without exposing the cards and the round of play shall proceed in accordance with Section 10.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

(g) The stack of five cards comprising the dealer's hand shall be spread in a row and then placed in the designated area directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left.

**10. Boston 5 stud poker second wagers; procedure for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by Sections 7-9 have been completed but before the final two cards are dealt as provided in (d) below, any player who has placed an optional bonus wager may elect to expose those cards in order to qualify for the optional bonus payout as defined in Section 11. The dealer shall collect all losing optional bonus wagers from players

with three-card hands who elect not to expose three-card hands or from players who elect to expose three-card hands that do not qualify for the optional bonus wager payout. The dealer shall then pay all winning optional bonus wagers as set forth in Section 11(d).

(b) After the resolution of all optional bonus wagers, each player shall either place a second wager equal in amount to the first wager in the designated betting area or fold and forfeit the ante and first wager. If a player folds, the entire ante and first wager shall be collected by the dealer and placed in the table inventory container. A folded hand of a player shall then be collected by the dealer and placed in the discard rack without exposing the cards.

(c) Each player who makes a second wager shall be responsible for his or her own hand and no other person other than the dealer may touch the cards of that player. A player may withdraw his or her second wager at any time prior to the deal of the final two cards pursuant to (d) below. Each player shall be required to keep all cards in full view of the dealer at all times.

(d) The dealer shall, starting with the player farthest to his or her left who has placed and not withdrawn a second wager and continuing around the table in a clockwise manner, deal the cards as follows:

1. Two consecutive cards face down (the fourth and fifth cards) to each player who has placed a second wager; and
2. Two consecutive cards face down (the fourth and fifth cards) to the area designated for the dealer's hand.

(e) The dealer shall then turn over and reveal all five cards of his or her hand simultaneously and shall set the highest ranking poker hand.

(f) The dealer shall, starting with the player farthest to his or her right and continuing counterclockwise around the table, turn over each player's cards. The wagers of each player shall be resolved in order, regardless of outcome.

1. Losing wagers shall immediately be collected by the dealer and placed in the table inventory container. Losing hands shall then be immediately collected by the dealer and placed in the discard rack. Ante, first and second wagers shall lose if the hand of the dealer has a hand rank higher than that of the player.
2. If the hand rank of the player ties with that of the dealer, the hand of the player shall be a push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.
3. Winning wagers shall be paid in accordance with Section 11. First and second wagers made by a player shall win if the hand of the player has a hand rank higher than that of the dealer. After paying a player's winning first and second wagers, the dealer shall determine whether the player has a hand that qualifies for an ante bonus payout as set forth in Section 11(d). Winning ante bonus payout hands shall be paid in accordance with Section 11(c). If a player does not have an ante bonus payout hand, the player's ante shall be returned to the player. A player is entitled to an ante bonus payout regardless of whether the hand of the player is higher in rank than that of the dealer. After all winning wagers of the player are paid, the dealer shall immediately collect the cards of that player and place them in the discard rack.

(g) All cards collected by the dealer shall be picked up on order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.



**11. Payout odds**

(a) The payout odds for winning wagers at Boston 5 stud poker printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word “to” or “win,” and no odds shall be stated through the use of the word “for.”

(b) A gaming licensee shall pay out winning first and second wagers at payout odds of 1 to 1.

(c) A gaming licensee shall payoff each winning ante bonus wager at the game of Boston 5 stud poker at no less than the odds listed below:

<u>Hand</u>	<u>Payout Odds</u>
Royal flush	1000 to 1
Straight flush	200 to 1
Four-of-a-kind	100 to 1
Full house	25 to 1
Flush	15 to 1
Straight	8 to 1
Three-of-a-kind	4 to 1
Two pair	2 to 1

(d) A gaming licensee shall pay off each winning optional bonus wager at the game of Boston 5 stud poker at no less than the odds listed below:

<u>Hand</u>	<u>Payout Odds</u>
Three-card straight flush	40 to 1
Three-of-a-kind	25 to 1
Three-card straight	6 to 1
Three-card flush	3 to 1
One pair	1 to 1

(e) Notwithstanding the minimum payout odds in (b) through (d) above, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to a player on a single hand, which amount shall be at least \$50,000 or the maximum amount that could be won when betting the minimum permissible wager, whichever is greater. The payout limit shall either be included on the layout or posted at the table pursuant to 205 CMR 146-32(2) and (3). If the payout limit is not included on the layout, each gaming licensee shall provide notice of any increase in the payout limit in accordance with 205 CMR 147.03. Any maximum payout limit established by a gaming licensee shall apply only to payouts for winning first and second wagers and the ante bonus wager and shall not apply to payouts for winning optional bonus wagers.

**12. Irregularities**

(a) If any of the dealer’s first three cards is exposed prior to each player having either folded or placed a second bet wager pursuant to Section 10, all hands shall be void, except for those three-card hands that qualify for an ante bonus or an optional bonus wager payout.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled.

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

(d) If a player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void 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 in accordance with procedures approved by the Commission.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards after the first three cards are dealt to a player, the round of play shall be void, except for those three-card hands that qualify for an ante bonus or an optional bonus wager payout.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

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## **24: DOUBLE CROSS POKER**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Double Cross Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Ante--* or “ante wager” means the initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

*Community card--* means any of the five cards that are initially dealt face down in a cross formation in the designated area to the right of the table inventory container, with the three community cards contained in either axis of the cross being used by each player and the dealer to form a five-card poker hand.

*Fold--* means the withdrawal of a player from a round of play by discarding his or her hand after the first two cards have been dealt to the player and prior to placing raise wagers.

*Hand--* means the five-card poker hand formed by combining the two cards dealt to a player or the dealer and the three cards contained in either axis of the community card cross.

*Raise--* or “raise wagers” means the two wagers, each equal in amount to the ante wager, required to be placed by a player prior to the dealer turning over the last three community cards that may be used to form a five-card poker hand.

*Rank--* or ranking means the relative value of a card or group of cards as set forth in Section 5

*Round of play--* means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the Rules of the Game of Double Cross Poker.

*Stub--* means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

*Suit--* means one of the four categories of cards: club, diamond, heart or spade.

*Three-card wager--* shall mean the optional, supplemental wager on the three-card hand comprised of a player’s two cards and the community card farthest from the dealer in the vertical array of the community card cross.

### **2. Cards; number of decks**

(a) Except as provided in (b) below, double cross poker shall be played with one deck of cards with backs of the same color and design and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards shall meet the requirements of 205 CMR 146-48.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a

second deck of cards to play the game provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

### **3. Opening of the table for gaming**

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer, and the verification by the floorperson assigned to the table, 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 according to suit and in sequence.

(c) After the first player 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” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

### **4. Shuffle and cut of the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, 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 device, shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;
  - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

- iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (c)l*ii* above; and
- iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d) Notwithstanding (c) above, after the cards have been cut, and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly, or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a double cross poker table, which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.

### **5. Double cross poker rankings**

(a) The rank of the cards used in double cross poker for the determination of winning hands, 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 combined with a 2, 3, 4 and 5 to complete a “straight” or a “straight flush.” All suits shall be considered equal in rank.

(b) The permissible hands at the game of double cross poker, in order of highest to lowest rank, shall be:

1. “Royal flush” is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
2. “Straight flush” is a hand consisting of five cards of the same suit in consecutive ranking;
3. “Four-of-a-kind” is a hand consisting of four cards of the same rank;
4. “Full house” is a hand consisting of “three-of-a-kind” and a “pair”;
5. “Flush” is a hand consisting of five cards of the same suit;
6. “Straight” is a hand consisting of five cards of consecutive rank, not all of the same suit;
7. “Three-of-a-kind” is a hand consisting of three cards of the same rank;
8. “Two pairs” is a hand consisting of two “pairs”;
9. “Pair” is a hand containing two cards of the same rank; and
10. “High Card” is a hand that does not contain any of the permissible five-card hands listed in (b)1 through 9 above and the value of which is determined by the highest ranking individual card in the hand.

(c) For purposes of the optional three-card wager, the permissible three-card hands in the game of double cross poker recognized for a payout in accordance with Section 11(c) shall be:

1. “Three-card straight flush” is a hand consisting of three cards of the same suit in consecutive ranking;
2. “Three-of-a-kind” is a hand consisting of three cards of the same rank regardless of suit;
3. “Three-card straight” is a hand consisting of three unsuited cards of consecutive rank; provided, however, that an ace may not be combined with a king and two;

4. "Three-card flush" is a hand consisting of three cards of the same suit, not in consecutive order; and
5. "One pair" is a hand is a hand consisting of two cards of the same rank.

## **6. Wagers**

(a) All wagers at double cross shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Only players who are seated at a double cross poker table may wager at the game. Once a player has placed his or her ante wager and received cards, that player must remain seated until the completion of the round of play.

(c) All ante wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections 7-9. Except as provided in Section 10, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(d) Upon placing an ante wager, a player may, at his or her discretion, make an optional three-card wager on the designated area of the layout in an amount ranging from \$1.00 to \$100.00.

(e) Raise wagers shall be made in accordance with Section 10.

## **7. Procedures for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards and once all ante wagers have been placed, the dealer shall announce "No more bets."

(c) In dealing the cards, 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. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. Two consecutive cards face down to each player in a manner as to not disclose the value of the cards;
2. Two consecutive cards face down to the area designated for the placement of the dealer's cards in a manner as to not disclose the value of the cards; and
3. Five consecutive cards face down in a cross formation to the area designated for the placement of the community cards in a manner as to not disclose the value of the cards, with the first three community cards being dealt from the dealer's left to right in a horizontal array and the remaining two community cards being dealt to the top and bottom of the center card in the horizontal array to complete a vertical array of three cards.

(d) After two cards have been dealt to each player and the dealer, and five 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 (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers 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.

1. 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.
2. 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 have been misdealt (a player or the area designated for the placement of the dealer's cards has more or less than two cards, or the area designated for the community cards has more or less than five cards), but 52 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

### **8. Procedures for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play double cross poker from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
3. The dealer shall then announce "No more bets" prior to dealing any cards.

(c) The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. Two consecutive cards face down to each player in a manner as to not disclose the value of the cards;
2. Two consecutive cards face down to the area designated for the placement of the dealer's cards in a manner as to not disclose the value of the cards; and
3. Five consecutive cards face down in a cross formation to the area designated for the placement of community cards in a manner as to not disclose the value of the cards, with the first three community cards being dealt from the dealer's left to right in a horizontal array and the remaining two community cards being dealt to the top and bottom of the center card in the horizontal array to complete a vertical

array of three cards.

(d) After two cards have been dealt to each player and the dealer, and five cards have been dealt to the area designated for the placement of the community cards, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e).

### **9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play double cross poker dealt from an automated dealing shoe, which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 4 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 then announce "No more bets."

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed an ante wager in accordance with Section 6. 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 in accordance with Section 6. The dealer shall then deliver a stack of two cards face down to the area designated for the dealer's hand in a manner as to not disclose the value of the cards. These two cards shall remain in a stack with one on top of the other face down until each player has elected to fold or made a raise wager. The dealer shall then remove the remaining cards from the automated dealing shoe and deal from his or her hand five consecutive community cards face down in a cross formation to the area designated for the placement of community cards in a manner as to not disclose the value of the cards, with the first three community cards being dealt from the dealer's left to right in a horizontal array and the remaining two community cards being dealt to the top and bottom of the center card to complete a vertical array of three cards. After all cards have been dispensed, delivered and dealt in accordance with this section, the dealer shall place the stub in the discard rack without exposing the cards.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e).

### **10. Procedures for completion of each round of play**

(a) After the dealing procedures required by Sections 7-9 have been completed, the dealer shall turn over the community card in the vertical array farthest from the dealer and the community card in the horizontal array to the right of the dealer. Any player who has placed a three-card wager may elect to expose his or her two cards in order to qualify for the payout for the three-card wager. The dealer shall determine whether the player's two cards and the community card in the vertical array farthest from the dealer constitute a winning three-card wager hand. The



dealer shall collect all losing three-card wagers from players who elect not to expose their two cards or from players who expose their two cards that do not qualify for the three-card wager payout. The dealer shall then pay all winning three-card wagers as set forth in Section 11(c). The dealer shall turn face down the two cards of players who exposed them.

(b) After the resolution of all three-card wagers, each player shall make a decision regarding the fold option or the designation of an array of community cards to use pursuant to (c) below. Each player shall be responsible for his or her own hand, and shall be required to keep his or her two cards in full view of the dealer at all times. Each player's cards shall then be placed face down on the appropriate area of the layout and the player shall not touch the cards again.

(c) The dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to fold or to play the hand.

1. If a player folds, the player shall lose his or her ante. After the dealer collects the player's ante and places it in the table inventory container, the dealer shall then immediately collect the player's cards and place them face down in the discard rack.
2. If a player elects to play the hand, the player shall use the two cards dealt to the player and three community cards in either a designated vertical or horizontal alignment of the cross formation to form a five card poker hand. The player shall verbally inform the dealer that he or she intends to use the three community cards in the vertical or horizontal alignment. The player shall place two additional wagers, both in equal amounts to the ante, in the same alignment (vertical or horizontal) of the community cards the player intends to use to form his or her five card poker hand.

(d) After the player farthest to the dealer's right has made his or her decision, the dealer shall then turn over the remaining three community cards.

(e) After the dealer turns over the remaining three community cards, the dealer shall then turn over the dealer's two cards. The dealer shall determine the alignment of community cards, vertical or horizontal, that will yield the higher ranking poker hand. The dealer shall then place the dealer's two cards in the same alignment of the three community cards used to form the higher five-card poker hand.

(f) After the dealer determines the alignment of community cards for the dealer's hand in accordance with (e) above, the dealer shall start with the player farthest to his or her right, and continuing counterclockwise around the table, turn the two cards of each remaining player face up.

(g) Each remaining player who has not folded shall play his or her pre-designated five-card poker hand against the dealer's higher ranking five-card hand in accordance with the double cross poker hand rankings set forth at Section 5.

1. The dealer shall compare the ranking of the player's five-card hand designated by the alignment of the player's wagers to the ranking of the dealer's five-card hand.
2. If the ranking of a player's five-card hand is lower than the dealer's hand, the player shall lose all three wagers. All three wagers shall be collected and placed into the table inventory container, and the player's cards shall be immediately collected by the dealer and placed face down in the discard rack.
3. If the ranking of a player's five-card hand is higher than the dealer's five-card hand, the player shall be paid 1 to 1 on the ante and an amount on the two raise

wagers in accordance with the payout table set forth at Section 11. In the event that a player’s five-card hand and the dealer’s five-card hand are of equal ranking (“tie hand”), the player’s hand shall be considered a push, and the wager is neither paid nor collected. All winning five-card hands shall remain face up on the layout until all winning wagers have been paid by the dealer.

(h) After paying all winning wagers, the dealer shall immediately collect the cards of all players and place them in the discard rack, together with the remaining cards in the deck used for the round of play. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**11. Payout odds; payout limitation**

(a) The payout odds for winning wagers at double cross poker, printed on any layout, sign, brochure or other publication distributed by a gaming licensee shall be stated through the use of the word “to” or “win” and no odds shall be stated through the use of the word “for.”

(b) Subject to the payout limitation in (c) below, a gaming licensee shall pay off each winning raise wager at the game of double cross poker at no less than the following odds:

<u>Hand</u>	<u>Payout Odds</u>
Royal Flush	300 to 1
Straight Flush	50 to 1
Four-of-a-Kind	15 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
Two Pair	3 to 2
One Pair	1 to 1
High Card	1 to 1

(c) A gaming licensee shall pay off each winning three-card wager at the game of double cross poker at no less than the following odds:

<u>Hand</u>	<u>Payout Odds</u>
Three-card Straight Flush	40 to 1
Three-of-a-Kind	30 to 1
Three-card Straight	6 to 1
Three-card Flush	4 to 1
One pair	1 to 1

(d) Notwithstanding the minimum payout odds required in (b) above, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to a player on a single hand, which amount shall be at least \$60,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. The payout limit shall either be included on the layout or posted at the table pursuant to 205 CMR 146-33(2) and (3). If the established payout limit is not included on the layout, each gaming

licensee shall provide notice of any decrease in the payout limit in accordance with 205 CMR 147.03.

**12. Irregularities**

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled.

(b) A card drawn in error without its face being exposed shall be used as though it was 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 and the cards shall be reshuffled.

(d) 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 in accordance with procedures approved by the Commission.

(e) 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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(f) Any automated card shuffling device, or automated dealing shoe, shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

## **25: DOUBLE ATTACK BLACKJACK**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Double Attack Blackjack, shall have the following meanings unless the context clearly indicates otherwise:

*Blackjack*-- shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a 10 point value card dealt to a player who has split pairs.

*Double attack wager*-- shall mean an optional wager, in an amount not to exceed the amount of the initial wager, afforded to each player after the dealer is dealt a card face upwards.

*Hard total*-- shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as one in value.

*Initial wager*-- shall mean the wager required to be made prior to any cards being dealt in order to participate in the round of play.

*Soft total*-- shall mean the total point count of a hand which contains an ace that is counted as 11 in value.

*Suit*-- shall mean one of the four categories of cards: club, diamond, heart, spade.

### **2. Cards; number of decks; rank of cards**

(a) Double attack blackjack shall be played with six or eight decks of cards, with backs of the same color and design and one additional cutting card. The decks shall meet the requirements of 205 CMR 146-48(a) and shall consist of 48 cards, with the 10 of each suit having been removed from each deck during the inspection required by 205 CMR 146-49 and Section 3. The cutting card shall be opaque and a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) The point value of the cards contained in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value;
2. Any jack, queen or king shall have a value of 10;
3. An ace shall have a value of 11, unless that value would give a player or the dealer a point total in excess of 21, in which case an ace shall have a value of one.

### **3. Opening of the table for gaming**

(a) After receiving the decks of cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (c) below or the requirements of 205 CMR 146-50.

(b) If the decks contain the 10 of any suit, the dealer shall remove these cards from the decks, and the floorperson shall verify that all such cards have been removed from each deck, and shall destroy them in a manner approved by the Commission. Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be

spread out face up on the table for visual inspection by the first player to arrive at the table. Each deck of cards shall be spread out separately, according to suit and in sequence.

(c) After the first player 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" or "chemmy shuffle" of the cards, and stacked. If during the mixing or the stacking process a card is turned over and exposed to the players, the cards shall be remixed. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

#### **4. Shuffle and cut of the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each shoe of cards has been completed, 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 device shall place the deck of cards in a single stack.

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

1. If the cards were shuffled using an automated card shuffling device, place the stack of cards in the dealing shoe and deal the cards in accordance with the procedures set forth in Section 7; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined pursuant to (d) below. If no player accepts the cut, the dealer shall cut the cards.

(d) The cut of the cards shall be offered to players in the following order:

1. The first player to the table, if the game is just beginning; or
2. The player on whose box the cutting card appeared during the last round of play; or
3. The player at the farthest position to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play; or
4. The player at the farthest position to the right of the dealer if the reshuffle was initiated at the discretion of the gaming licensee.

(e) The player or dealer making the cut shall place the cutting card in the stack at least a deck from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards

shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (c) and (d) above.

(g) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in Section 7(j), provided, however, that the gaming licensee may determine after each round of play that the cards should be reshuffled.

(h) A gaming licensee may submit to the Commission for approval the proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (dealing shoes or other dealing devices) and burn card procedures.

(i) Whenever there is no gaming activity at a double attack blackjack table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.

### **5. Wagers; payout odds**

(a) An initial wager and a double attack wager shall win if:

1. The point total of the player is 21 or less and that of the dealer is in excess of 21;
2. The point total of the player exceeds that of the dealer without either exceeding 21; or
3. The player has a blackjack and the dealer has a point total of 21 in three or more cards.

(b) Except as otherwise provided in (a)3 above, a wager made in accordance with this section shall be void if the point value of the player's hand equals the point value of the dealer's hand or if both player and dealer have blackjack. However, an initial wager shall lose and a double attack wager shall be void if the dealer has a blackjack and the player does not have blackjack.

(c) All wagers at double attack blackjack shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or plaques in accordance with 205 CMR 146-09.

(d) Except as otherwise provided in the Rules of the Game of Double Attack Blackjack, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(e) After each round of play is complete, the dealer shall collect all losing initial and double attack wagers and pay off all winning initial and double attack wagers at odds of 1 to 1.

(f) Except as expressly permitted by the Rules of the Game of Double Attack Blackjack, once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

(g) Once an insurance wager, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as expressly permitted by the Rules of the Game of Double Attack Blackjack.

(h) After the cards have been shuffled pursuant to Section 4, a gaming licensee may, in its

discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the gaming licensee chooses to permit the player to begin wagering or until a reshuffle of the cards has occurred.

**6. Optional bonus wager**

(a) A player at a double attack blackjack table may make an optional bonus wager that the dealer will exceed a point total of 21 with exactly three cards.

(b) Prior to the first card being dealt for each round of play, a player who has placed the initial wager may make an additional bonus wager, which shall be in an amount not less than \$1.00 and shall not exceed the lesser of:

1. The amount of the player’s initial wager; or
2. A maximum amount established by the gaming licensee, which limit shall be posted in accordance with 205 CMR 147.03.

(c) An optional bonus wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the double attack blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with 205 CMR 146-09.

(d) If the dealer’s first two cards yield a point count of 17 or higher or immediately after the dealer has drawn a third card to a point count of less than 17, and before any other wagers are paid or collected, the dealer shall settle all optional bonus wagers as follows:

1. If the dealer’s point total does not exceed 21 with exactly three cards all optional bonus wagers lose and shall be immediately collected by the dealer.
2. If the dealer’s point total exceeds 21 with exactly three cards the dealer shall immediately pay all optional bonus wagers starting with the player immediately to the dealer’s right and proceeding counterclockwise around the table. Except as provided in (d)3 below, the dealer shall pay each player who has placed an optional bonus wager based on the value of the third card drawn by the dealer in accordance with the following pay table:

Dealer’s Third Card Value Payout Odds

Ten	3 to 1
Nine	6 to 1
Eight	8 to 1
Seven	10 to 1
Six	15 to 1

3. If the value of the dealer’s third card is an eight of the same color or suit of the dealer’s first two cards which are also each an eight, a gaming licensee shall pay each player who has placed an optional bonus wager as follows:
  - Three eights of the same color 50 to 1
  - Three eights of the same suit 200 to 1

(e) The optional bonus wager shall have no bearing on any other wager made by a player at the

game of double attack blackjack.

**7. Procedure for dealing the cards**

(a) All cards used at double attack blackjack shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer.

(b) The dealer shall remove cards from the shoe with his or her left hand, turn them face upwards, and then place them on the appropriate area of the layout with his or her right hand, except that the dealer has the option to deal hit cards to the first two betting positions with his or her left hand.

(c) After the full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face downwards and place it in the discard rack, which shall be located on the table immediately to the right of the dealer. Each new dealer who comes to the table shall also burn one card as described in this subsection before the new dealer deals any cards to the players. The burn card shall be disclosed if requested by a player.

(d) At the commencement of each round of play and after all players are given the opportunity to make an initial wager in the area marked "BET", the dealer shall deal a card to himself or herself face up and offer all players the opportunity to place an additional wager in the area marked "Double Attack" in an amount equal to the player's initial wager. The remaining cards are to be dealt in the following order.

1. One card face upwards to each box on the layout in which a wager is contained.
2. A second card face upwards to each box in which a wager is contained.

(e) After two cards have been dealt to each player, the dealer shall, beginning from his or her left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether he or she wishes to surrender, double down, split pairs, stand or draw, as provided for by the Rules of the Game of Double Attack Blackjack.

(f) As each player indicates his or her decisions, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decisions consistent with the Rules of the Game of Double Attack Blackjack and shall announce the new point total of such player after each additional card is dealt.

(g) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upward to himself or herself; provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced "Dealer's Card," which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12 shall be dealt face upwards at this time, after which the dealer shall announce his or her total point count. In lieu of the requirements of this subsection, one of the procedures set forth in (i) below may be implemented.

(h) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his or her far right and moving counterclockwise around the table. After all the players' cards have been collected, the dealer shall pick up his or her cards against the bottom of the players' cards and place them in the discard rack.

(i) In lieu of the procedure set forth in (g) above, a gaming licensee may permit the dealer to deal his or her hole card face downward after a second card and before additional cards are dealt



to the players; provided, however, that the dealer shall not look at the face of the hole card until after all other cards requested by the players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a gaming licensee elects to utilize a card reader device and the dealer's first card is an ace, king, queen or jack of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Commission. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table. If the dealer has a blackjack, no additional cards shall be dealt and each player's wager(s) shall be settled in accordance with Sections 5-6, as applicable. Any gaming licensee using this alternate dealing procedure shall provide notice thereof in accordance with the requirements set forth in 205 CMR 147.03.

(j) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which the dealer shall:

1. Collect the cards as provided in (h) above;
2. Remove the cards remaining in the shoe and place them in the discard rack to ensure that no cards are missing; and
3. Shuffle the cards.

(k) No player or spectator shall handle, remove or alter any cards used to game at double attack blackjack except as explicitly permitted by the Rules of the Game of Double Attack Blackjack, and no dealer or other casino employee shall permit a player or spectator to engage in such activity.

(l) Each player at the table shall be responsible for correctly computing the point count of his or her hand, and no player shall rely on the point counts required to be announced by the dealer under this section without checking the accuracy of such announcement himself or herself.

## **8. Surrender**

(a) After the first two cards are dealt to a player and the player's point total is announced, the player may elect to discontinue play on his or her hand for that round by surrendering one-half the amount of his or her wager(s). A player may also elect to surrender after additional cards are drawn, after a hand is split and after doubling down. A player may not elect to surrender after he or she decides to stand.

1. If the first card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer shall immediately collect one-half the amount of the player's wager(s) and return one-half to the player.
2. If the first card dealt to the dealer is an ace, king, queen or jack, the dealer shall place the player's wager(s) on top of the player's cards. When the dealer's second card is revealed, the hand shall be settled by immediately collecting the entire wager if the dealer has blackjack, or by collecting one-half the amount of the player's wager(s) and returning one-half to the player if the dealer does not have blackjack.
3. If a card reader device is employed on the game, the gaming licensee shall have the option to, when a player elects to surrender, collect one-half the amount of the player's wager(s) and return one-half to the player immediately regardless of the dealer's up card, provided that the dealer has already determined that he or she does not have a blackjack.

(b) If the player has made an insurance wager and then elects to surrender, each wager shall be

settled separately, and one wager shall have no bearing on the other.

### **9. Doubling down**

(a) Except for when a player is dealt a blackjack, a player may elect to double down, that is, make an additional wager not in excess of the amount of his or her wager(s), on the two or more cards dealt to that player, including any hands resulting from a split pair, on the condition that only one additional card shall be dealt to each hand on which the player has elected to double down. In such circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout.

(b) Winning wager(s) on a doubled hand shall be paid in accordance with Section 5(e).

(c) If a dealer has a blackjack after a player doubles down, the dealer shall collect only the amount of the original wager(s) of such player, and shall not collect the additional amount(s) wagered in doubling down.

### **10. Splitting pairs**

(a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands, provided that the player makes a wager on the second hand so formed in an amount equal to his or her initial wager. If a player has also placed a double attack wager, the player shall make a wager on the second hand so formed in an amount equal to his or her initial wager and double attack wager.

(b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.

(c) After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate his or her decision to stand, draw or double down with respect thereto. A player may also split pairs again if the second card dealt to an incomplete hand is identical in value to the split pair; provided, however, that a player may split pairs a maximum of two times (total of three hands) at a table with seven player positions or a maximum of three times (total of four hands) at a table with six player positions.

(d) If the dealer obtains blackjack after a player splits pairs, the dealer shall collect only the amount of the original wager(s) of such player, and shall not collect the additional amount(s) wagered in splitting pairs.

(e) If a player elects to split a pair of aces, each ace shall receive only one card. Aces may be split only once and cannot be resplit.

### **11. Insurance**

(a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance wager, which shall win if the dealer's second card is a king, queen or jack and shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.

(b) An insurance wager shall be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may wager an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be wagered. All insurance wagers shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer inserting his or her

hole card into the card reader device.

(c) All winning insurance wagers shall be paid at odds of 5 to 2.

(d) All losing insurance wagers shall be collected by the dealer immediately after the dealer draws his or her second face up card or discloses his or her hole card and before the dealer draws any additional cards.

### **12. Drawing of additional cards by players and the dealer**

(a) A player may elect to draw additional cards whenever his or her point count total is less than 21, except that:

1. A player having blackjack or a hard total of 21 may not draw additional cards; and

2. A player electing to double down shall draw only one additional card.

(b) Except as provided in (c) below, a dealer shall draw additional cards to his or her hand until the dealer has a hard or soft total of 17, 18, 19, 20 or 21, at which point no additional cards shall be drawn.

(c) A dealer shall draw no additional cards to his or her hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play including the resolution of any optional bonus wagers.

### **13. More than one player wagering on a box**

(a) Unless otherwise directed by the Commission, a gaming licensee may permit from one to three people to wager on any one box of the double attack blackjack layout, provided that the first person wagering on that box consents to additional players wagering on such box, and provided further that the gaming licensee adheres to such procedures and limitations imposed by the Commission as dictated by the particular circumstances.

(b) Whenever more than one player wagers on a box, the player seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box. In the case of no seated player, the person with the highest wager in the box shall have such right.

(c) The player calling the decisions with respect to any box shall place his or her wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

(d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down decision.

(e) Whenever more than one player is wagering on a box and the player calling the decisions decides to place an additional bet in the double attack box, the other players may also place an additional bet in the double attack box, but shall not be required to do so.

(f) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager to cover each split pair or designate the split pair to which their initial wager shall apply.

(g) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance wager, regardless of whether the other players on that box make such a wager.

(h) The Commission and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the gaming licensee to establish the ability of its dealers to implement this section.

**14. Player wagering on more than one box**

A player may only wager on one box at a double attack blackjack table unless the gaming licensee, in its discretion, permits the player to wager on additional boxes.

**15. Irregularities**

(a) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe during the dealing of the cards, the round of play shall be void and the cards shall be reshuffled.

(b) If a 10 card of any suit is found in the shoe, it shall not be used in the game and shall be removed from the shoe and destroyed by a floorperson in a manner approved by the Commission. If more than one 10 card is found in the shoe during the dealing of the cards, the round of play shall be void and the cards shall be reshuffled.

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

(d) If the dealer fails to deal the first card to himself or herself before dealing the first two cards to each player, the round of play shall be void.

(e) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him or her during such round. If the card is refused by the player and the dealer cannot use the card, the card shall be burned.

(f) If the dealer has a point count of 17 or higher and accidentally draws a card for himself or herself, such card shall be burned.

(g) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in Section 4, the first card shall be drawn face down and burned, and the dealer shall complete the round of play.

(h) If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(i) If after receiving the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such cards, then, at the player's option, the dealer shall either deal the additional cards after all other players have received their additional cards but prior to the dealer revealing his or her hole card, or shall call the player's hand dead and return the player's original wager.

(j) 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 in accordance with procedures approved by the Commission.

(k) Any automated card shuffling device shall be removed from a gaming table before any other method of shuffling may be utilized at that table.

(l) If the dealer inserts his or her hole card into a card reader device when the value of his or her first card is not an ace, king, queen or jack, the dealer, after notification to a casino supervisor, shall:

1. If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each player's wager; or
2. If the particular card reader device in use does not provide any player with the opportunity to determine the value of the hole card, continue play.

(m) If a card reader device malfunctions, the dealer may only continue dealing the game of double attack blackjack at that table using the dealing procedures applicable when a card reader device is not in use.

DRAFT

## **26: FOUR CARD POKER**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Four Card Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Aces up wager*-- means the optional wager that a player may make prior to any cards being dealt that the player's best four card poker hand will be a pair of aces or better, with a winning aces up wager being paid in accordance with a posted pay table regardless of the outcome of the player's hand against the dealer's hand.

*Ante wager*-- means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

*Hand*-- means the best four card poker hand that can be formed by each player and the dealer from the cards they are dealt.

*Play wager*-- means an additional wager, in an amount from one to three times the amount of the player's ante wager, that a player is required to make if the player opts to remain in competition against the dealer.

*Round of play*-- means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this 147-26.

*Stub*-- means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

*Suit*-- means one of the four categories of cards: club, diamond, heart or spade.

### **2. Cards; number of decks**

(a) Except as provided in (b) below, four card poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Section 5. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. The deck of cards shall meet the requirements of 205 CMR 146-48.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

### **3. Four card poker rankings**

(a) The rank of the cards used in four card poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two, three and four.

(b) The permissible poker hands in the game of four card poker, in order of highest to lowest rank, shall be:

1. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
2. "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking, with ace, king, queen and jack being the highest ranking straight flush and four, three, two and ace being the lowest ranking straight flush;
3. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
4. "Flush" is a hand consisting of four cards of the same suit, regardless of rank;
5. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with ace, king, queen and jack being the highest ranking straight and four, three, two and ace being the lowest ranking straight;
6. "Two Pair" is a hand consisting of two "pairs;" and
7. "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands that are of equal rank pursuant to the provisions of (b) above, or that contain none of the hands authorized in (b) above, the hand that contains the highest ranking card as provided in (a) above that is not contained in the other hand shall be considered the higher ranking hand. If, after application of the foregoing, the hands are of equal rank, the hands shall be considered a tie.

### **4. Opening of the table for gaming**

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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 according to suit and in sequence.

(c) After the first player 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" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 5.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of

cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

### **5. Shuffle and cut of the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, 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 device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-49, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;
  - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
  - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)ii above; and
  - iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a four card poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 4(c) shall be completed.

### **6. Wagers**

(a) The following wagers may be placed in the game of four card poker:

1. A player may compete solely against the dealer by placing an ante wager in an amount within the posted minimum and maximum wagers and then placing a play wager in an amount from one to three times the amount of the ante wager; or
2. A player may compete solely against a posted payout table by placing an aces up wager in any amount within the posted minimum and maximum wagers; or
3. A player may compete against both the dealer and the posted payout table by placing wagers in accordance with the requirements of (a)1 and 2 above.

(b) All wagers at four card poker shall be made by placing gaming chips or plaques and, if



applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a four card poker table may wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(d) All ante wagers and aces up wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections 7-9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with Section 10(b).

(e) A gaming licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

### **7. Procedures for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. 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.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each player who has placed an ante wager and/or an aces up wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players shall be dealt face down and in a manner as to not disclose the value of the cards. The first five cards dealt to the dealer shall be face down, and in a manner as to not disclose the value of the cards, and the sixth card shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

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

(e) The dealer shall be required to count the stub at least once every five rounds of play in order 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.

1. 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.
2. 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 have been misdealt (a player has more or less than five cards or the dealer has more or less than six cards) but 52 cards remain in the deck, all hands shall be void pursuant to 147 -26.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the

completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

### **8. Procedures for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play four card poker from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by Section 5 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager and/or an aces up wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players shall be dealt face down in a manner as to not disclose the value of the cards. The first five cards dealt to the dealer shall be face down, and in a manner as to not disclose the value of the cards, and the sixth card shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

(d) After five cards have been dealt to each player and six cards have been dealt to the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e)-(f).

### **9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play four card poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 5 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. 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 in a manner as to not disclose the value of the cards to each of the other players who has placed a wager in accordance with Section 6. The dealer shall then deliver a stack of five cards face down in a manner as to not disclose the value of the cards to himself or herself. When the automated dealing shoe dispenses the next stack of five cards, the dealer shall remove the stack from the shoe and place the stack on the layout next to his or her hand. The dealer shall spread the cards in the stack face down, with the bottom card of the stack to the dealer's far left and the top card of the stack to the dealer's far right. The dealer shall turn the bottom card of the stack (on the dealer's far left) face up on the dealer's hand. The dealer shall collect the remaining four cards of that stack and place them in the discard rack without revealing them.

(d) After each stack of five cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e)-(f).

#### **10. Procedures for completion of each round of play**

(a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards. Each player who wagers at four card poker shall be responsible for his or her 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.

(b) The dealer shall, starting with the player farthest to his or her left and continuing clockwise around the table, offer each player who has placed an ante wager the option to either make a play wager or forfeit his or her ante wager. A play wager shall be made in an amount from one to three times the amount of the player's ante wager. If a player has placed an ante wager and an aces up wager but does not make a play wager, the player shall forfeit the ante wager but shall not forfeit the aces up wager.

(c) After each player has either placed a play wager on the designated area of the layout or forfeited his or her ante wager, the dealer shall collect all forfeited ante wagers. The dealer shall collect the cards of any player who forfeited his or her ante wager and also did not make an aces up wager, placing the cards in the discard rack.

(d) The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to his or her right whose hand is still active, reveal the cards of each player and select the four cards that form the highest possible ranking hand for each player. The dealer shall then collect all losing ante, play and aces up wagers.

(e) The dealer shall then settle the wagers remaining on the table by complying with either (e)1 or 2 below. A gaming licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack after all players' cards have been collected.

1. The dealer shall, for each of the following procedures, start with the player farthest to the dealer's right and continue counterclockwise around the table until the procedure has been completed as to all players:
  - i. Reveal the best four card poker hand of each player;
  - ii. Collect all losing wagers;
  - iii. Pay each winning wager in accordance with the payout odds listed in Section 11; and
  - iv. Collect all player hands and place them in the discard rack.
2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:
  - i. Reveal the best four card poker hand of the player;
  - ii. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in Section 11; and
  - iii. Collect the player's cards and place them in the discard rack.

(f) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**11. Payout Odds**

(a) There are three payout types as follows:

1. A player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player's hand is either ranked higher than the dealer hand's or is of equal rank with the dealer's hand.
2. A player placing an ante wager and a play wager who has a three-of-a-kind or better shall be paid a bonus on the ante wager, regardless of whether the player's hand outranks the dealer's hand, at no less than the following odds:

<u>Hand Type</u>	<u>Payout Odds</u>
Four-of-a-kind	25 to 1
Straight flush	20 to 1
Three-of-a-kind	2 to 1

3. A player shall be paid for an aces up wager if the player's best four card poker hand is a qualifying hand type below, regardless of whether the player's hand outranks the dealer's hand, at no less than the odds in accordance with one of the following payout tables:

<u>Hand Type</u>	<u>Table I</u>	<u>Table II</u>	<u>Table III</u>	<u>Table IV</u>
Four-of-a-kind	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	30 to 1	30 to 1
Three-of-a-kind	9 to 1	7 to 1	9 to 1	7 to 1
Flush	6 to 1	6 to 1	6 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Two pair	2 to 1	2 to 1	2 to 1	2 to 1
Pair of aces	1 to 1	1 to 1	1 to 1	1 to 1

<u>Hand Type</u>	<u>Table V</u>	<u>Table VI</u>	<u>Table VII</u>
Four-of-a-kind	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Three-of-a-kind	8 to 1	8 to 1	7 to 1
Flush	5 to 1	6 to 1	5 to 1
Straight	4 to 1	4 to 1	4 to 1
Two pair	3 to 1	2 to 1	3 to 1
Pair of aces	1 to 1	1 to 1	1 to 1

## **12. Irregularities**

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled.

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

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in Section 10(d), all hands shall be void 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 in accordance with procedures approved by the Commission.

(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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

## **27: TEXAS HOLD 'EM BONUS POKER**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Texas Hold 'Em Bonus Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Ante--* or “ante wager” means the initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

*Bonus wager--* means the optional, supplemental wager on the two cards dealt to a player.

*Burn--* means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

*Community cards--* means any of the five cards dealt face up in the center of the table that are used by each player and the dealer with their own two cards to form the best possible five-card poker hand.

*Flop--* means the first three community cards dealt face up to the area designated for the placement of the community cards.

*Flop wager--* means the second wager, equal to twice the amount of the player's ante, that is required to be made prior to the flop being dealt in order to continue participation in the round of play.

*Fold--* means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing the flop wager.

*Hand--* means the highest ranking five-card hand that can be formed from the five community cards and the two cards dealt to the dealer or a player.

*Push--* means a tie, as defined in Section 10(h)(3).

*Rank--* or “ranking” means the relative position of a card or group of cards as set forth in Section 5.

*River--* or “river card” means the fifth and final community card dealt face up to the designated area of the layout.

*River wager--* means the fourth wager, equal to the amount of the player's ante, that the player may place prior to the river card being dealt.

*Round of play--* or “round” means one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Texas Hold 'Em Bonus Poker.

*Stub*-- means the remaining portion of the deck after all cards in the round of play have been dealt.

*Suit*-- means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

*Turn*-- or “turn card” means the fourth community card dealt face up to the designated area of the layout.

*Turn wager*-- means the third wager, equal to the amount of the player’s ante, that a player may place prior to the turn card being dealt.

## **2. Cards; number of decks**

(a) Except as provided in (b) below, the game of texas hold ‘em bonus poker shall be played with one deck of cards that meets the requirements of 205 CMR 146-48 and two additional solid yellow or green cover cards.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of 205 CMR 146-48;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

## **3. Opening of the table for gaming**

(a) After receiving the cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

## **4. Shuffle and cut of the cards**

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;
  - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
  - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
  - iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a texas hold 'em bonus table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) and, if applicable, (d) shall be completed.

##### **5. Texas hold 'em bonus poker hand rankings**

(a) The rank of the cards used in texas hold 'em bonus poker, for the determination of winning hands, 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.

(b) The permissible five-card poker hands at the game of texas hold 'em bonus poker, in order of highest to lowest rank, shall be:

1. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
2. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack and 10 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest straight flush;
3. "Four of a kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four of a kind and four 2's being the lowest ranking four of a kind;



4. "Full house" is a hand consisting of a "three of a kind" and a "pair" with three aces and two kings being the highest ranking full house and three 2's and two 3's being the lowest ranking full house;
5. "Flush" 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. "Straight" is a hand consisting of five unsuited 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; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2 and 3);
7. "Three of a kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three of a kind and three 2's being the lowest ranking three of a kind;
8. "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair; and
9. "One pair" is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

## **6. Wagers**

(a) All wagers at texas hold 'em bonus poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9. Except as provided in Section 10, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(c) Upon placing an ante wager, a player may also place a bonus wager by placing, at a minimum, a \$1.00 gaming chip on the designated betting area of the layout. The outcome of the bonus wager shall have no bearing on any other wager made by the player at the game of texas hold 'em bonus poker.

(d) Flop, turn and river wagers shall be made in accordance with the provisions of Section 10.

(e) Only players who are seated at the texas hold 'em bonus poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

## **7. Procedure for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 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) The dealer shall announce “No more bets” prior to dealing any cards.

(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) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player;
2. One card face down to the area designated for the dealer’s hand under a cover card;
3. A second card face down to each player; and
4. A second card face down to the area designated for the dealer’s hand under a

cover card.

(e) After two cards have been dealt to each player and to the area designated for the hand of the dealer, and after all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. 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.
2. 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 or the area designated for the placement of the dealer’s cards has more or less than two cards) but 52 cards remain in the deck, all hands are void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

(g) Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

## **8. Procedure for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play texas hold ‘em bonus poker from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer’s hand, the following requirements shall be observed:

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the

cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce “No more bets” prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player;
2. One card face down to the area designated for the dealer’s hand under a cover card;
3. A second card face down to each player; and
4. A second card face down to the area designated for the dealer’s hand under a cover card.

(d) After two cards have been dealt to each player and to the area designated for the hand of the dealer and after all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

### **9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play texas hold ‘em bonus poker dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce “No more bets” prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 6. The dealer shall then place a cover card on top of the dealer’s stack of two cards in the automated dealing shoe and deliver the

stack face down with the cover card on top to the area designated for the dealer's hand.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures set forth in Section 8(b)(2)-(3), deal from his or hand the five community cards in accordance with the provisions of Section 10. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

#### **10. Procedure for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards without exposing them to any person, replace the cards face down on the layout and either place a flop wager or fold and forfeit the ante wager.

1. If a player chooses to place a flop wager, the wager shall be placed in the designated flop betting area.
2. If a player folds, the player's ante shall be collected by the dealer and placed in the table inventory container.
  - i. If the player has also placed a bonus wager, the player's cards shall remain on the table pending resolution of the bonus wager at the conclusion of the round of play.
  - ii. If no bonus wager has been made, the dealer shall immediately spread the cards of the folded hand face down, collect the cards and place them in the discard rack.

(b) Once all players have either placed a flop wager or folded, the dealer shall burn the next card face down. The dealer shall then turn face up the next three cards in the deck (the flop) and place them in the designated area for the community cards.

(c) Prior to revealing the turn card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player who has placed a flop wager if he or she wishes to place a turn wager or check (not place a turn wager). If a player wishes to place a turn wager, the wager shall be placed in the designated turn betting area.

(d) Once all remaining players have either placed a turn wager or checked, the dealer shall burn the next card face down. The dealer shall then turn face up the next card in the deck (the turn) and place it in the designated area for the community cards.

(e) Prior to revealing the river card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player if he or she desires to place a river wager or check (not place a river wager). If a player wishes to place a river wager, the wager shall be placed in the designated river betting area.

(f) Once all remaining players have either placed a river wager or checked, the dealer shall burn the next card face down. The dealer shall then turn the next card in the deck (the river) face up and place it in the designated area for the community cards.

(g) The dealer shall remove the cover card on top of the dealer's cards and place it on the table layout. The dealer shall then turn the dealer's two cards face up, and announce and place the cards to indicate the best possible five-card poker hand that can be formed using the dealer's two cards and the five community cards.

(h) Starting with the player farthest to the dealer's right who has placed a flop wager and proceeding in a counterclockwise manner around the table, the dealer shall turn face up the two cards of each player who has placed a flop wager and announce the best possible five-card poker hand that can be formed using the two player cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. Unless a player has placed a bonus wager, the hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

1. If the player's five-card poker hand has a lower rank than the dealer's five-card poker hand, the player shall lose and the dealer shall immediately collect any ante, flop, turn and river wagers made by the player and place the wagers in the table inventory container.
2. If the player's five-card poker hand has a higher rank than the dealer's five-card poker hand, the player shall win and the dealer shall pay any ante, flop, turn and river wagers made by the player in accordance with the payout odds set forth in Section 11, provided, however, that the ante wager shall not be paid unless the player's winning hand has a rank, at the election of the gaming licensee, of straight or higher or flush or higher.
3. If the player's five-card poker hand and the dealer's five-card poker hand are of equal rank, the player's hand shall be a push. In such case, the dealer shall not collect or pay the player's wagers.
4. After settling a player's ante, flop, turn and river wagers, the dealer shall settle any bonus wager made by the player by determining whether the player's two cards qualify for a payout in accordance with Section 11(c). A winning bonus wager shall be paid without regard to the outcome of any other wager made by the player. After the bonus wager of the player is settled, the dealer shall immediately collect the cards of that player and place them in the discard rack.

(i) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

## **11. Payout odds**

(a) The payout odds for winning wagers at texas hold 'em bonus poker printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A gaming licensee shall pay each winning ante, flop, turn and river wager at odds of 1 to 1.

(c) A gaming licensee shall pay each winning bonus wager at the game of texas hold 'em bonus poker at no less than the odds set forth below:

Player's Two Cards

Payout Odds

Ace-ace	30 to 1
Ace-king (same suit)	25 to 1
Ace-queen or ace-jack (same suit)	20 to 1
Ace-king (different suits)	15 to 1
King-king, queen-queen or jack-jack	10 to 1
Ace-queen or ace-jack (different suits)	5 to 1
10-10 through two-two (pair)	3 to 1

(d) A gaming licensee may, in its discretion, supplement the pay table set forth in (c) above to include a payout for when both a player and the dealer have a pair of aces. In such case, the player shall be paid at odds of no less than 1000 to 1.

(e) Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, flop, turn, river and bonus wagers for any hand shall be \$50,000.00 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

## **12. Irregularities**

(a) If any card dealt to the dealer in texas hold 'em bonus poker is exposed prior to each player having either folded or placed a flop, turn or river wager pursuant to Section 10, all hands shall be void. Notwithstanding the foregoing, if a player has placed a bonus wager, such wager shall be settled in accordance with the payout odds set forth in Section 11(c).

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up after each player and the dealer has received their initial two cards, any bonus wager shall be settled in accordance with the payout odds set forth in Section 11(c).

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

(d) If a player is dealt an incorrect number of cards, that player's hand shall be void and the cards shall be reshuffled. If the dealer is dealt an incorrect number of cards, all players' hands shall be void unless the dealer can deal himself or herself the correct number of cards in sequence, provided that such cards have not already been turned face up.

(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 in accordance with procedures approved by the Commission.

(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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

## **13. Prohibition against a player wagering on more than one player position**

A player shall not be permitted to wager on more than one player position at a texas hold 'em bonus poker table.

## **28: FLOP POKER**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Flop Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Ante--* or “ante wager” means the initial wager, required to be made by a player prior to any cards being dealt, that the player’s hand will qualify for a posted payout.

*Community cards--* means the three cards dealt face down in the center of the table, two of which shall be used by each player with his or her own three cards to form the best possible player hand.

*Flop wager--* means the optional additional wager, equal in amount to the player’s ante wager and placed prior to exposure of the community cards by the dealer, that the player’s hand will qualify for a posted payout.

*Hand--* or “player hand” means the highest ranking five-card poker hand that can be formed using two of the three community cards and the three cards dealt to a player.

*Pot wager--* means the initial wager, required to be made by a player prior to any cards being dealt, that the player’s hand will be the highest ranking player hand at the table during the round of play.

*Rank--* or “ranking” means the relative position of a card or hand as set forth in Section 5.

*Round of play--* or “round” means one complete cycle of play during which all players playing at the table have placed their wagers, been dealt a hand and had their wagers paid or collected in accordance with the Rules of the Game of Flop Poker.

*Stub--* means the remaining portion of the deck after all cards in the round of play have been dealt.

*Suit--* means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

*Surrender--* means the decision of a player to forfeit his or her ante wager prior to the dealer exposing the community cards.

*Tie hand--* means a five-card poker hand that is of equal rank with another five-card poker hand during a round of play.

### **2. Cards; number of decks**

(a) Except as provided in (b) below, the game of flop poker shall be played with one deck of cards that meets the requirements of 205 CMR 146-48 and one additional solid yellow or green cover card.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game provided that:

1. Each deck of cards complies with the requirements of 205 CMR 146-48;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

### **3. Opening of the table for gaming**

(a) After receiving the cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

### **4. Shuffle and cut the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;



- ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
- iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
- iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a flop poker table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) and, if applicable, (d) shall be completed.

### **5. Flop poker hand rankings**

(a) The rank of the cards used in flop poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other sequence of cards to form a “straight” (for example, queen, king, ace, 2 and 3).

(b) The permissible hands at the game of flop poker, in order of highest to lowest rank, shall be:

1. “Royal flush” is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
2. “Straight flush” is a hand 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 ranking straight flush;
3. “Four-of-a-kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
4. “Full house” 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 twos and two threes being the lowest ranking full house;
5. “Flush” 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. “Straight” is a hand consisting of five cards of consecutive rank, not all of the same suit, with ace, king, queen, jack and 10 being the highest ranking straight and ace, 2, 3, 4 and 5 being the lowest ranking straight;
7. “Three-of-a-kind” is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
8. “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs; and

9. "Pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands which are of identical rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

## **6. Wagers**

(a) All wagers at flop poker shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Except as provided in Section 10, all wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9, and no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(c) Each player shall be required to place an ante wager and, unless there is only one player at the flop poker table, a pot wager.

(d) The outcome of the ante wager and any flop wager made by a player shall have no bearing on the pot wager of that player.

(e) Only players who are seated at a flop poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

## **7. Procedure for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 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) The dealer shall announce "No more bets" prior to dealing any cards.

(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) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player;
2. One card face down to the area designated for the community cards;
3. A second card face down to each player;
4. A second card face down to the area designated for the community cards;
5. A third card face down to each player; and
6. A third card face down to the area designated for the community cards.
7. All card will be dealt in a manner as to not disclose the value of the cards

(e) After three cards have been dealt to each player and to the area designated for the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in

order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. 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.
2. 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 or the area designated for the placement of the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

### **8. Procedure for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play flop poker from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
3. The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player;
2. One card face down to the area designated for the community cards;
3. A second card face down to each player;
4. A second card face down to the area designated for the community cards;
5. A third card face down to each player; and
6. A third card face down to the area designated for the community cards.
7. All card will be dealt in a manner as to not disclose the value of the cards

(d) After three cards have been dealt to each player and the area designated for the community cards, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e)-(f).

**9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play flop poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in a manner as to not disclose the value of the cards in accordance with Section 6. The dealer shall then deliver a stack of three cards face down to the area designated for the community cards in a manner as to not disclose the value of the cards.

(d) After each stack of three cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(e)-(f).

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

**10. Procedure for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards without exposing them to any person, replace the cards face down on the layout and either place a flop wager or surrender the ante wager.

1. If a player chooses to place a flop wager, the wager shall be placed in the designated flop wager betting area.
2. If a player chooses to surrender his or her ante wager, the player's ante shall be collected by the dealer and placed in the table inventory container.

(b) Once each player has either placed a flop wager or surrendered his or her ante wager, the dealer shall turn the three community cards (the flop) face up in the designated area for the community cards.

(c) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall, one player at a time, turn the three cards of each player face up, announce the best possible five-card hand that can be formed using the three cards of the player and two of the three community cards, and collect or pay any ante and flop wagers

remaining on the table.

1. Ante and flop wagers shall lose if the best possible five-card hand that can be formed has a rank lower than a pair of jacks. Losing ante and flop wagers shall be collected by the dealer and placed in the table inventory container.
2. Ante and flop wagers shall win if the best possible five-card hand that can be formed has a rank of jacks or better. Winning ante and flop wagers shall be paid by the dealer in accordance with the payout odds set forth in Section 11.

(d) After settling all remaining ante and flop wagers, the dealer shall determine the player at the table with the highest ranking five-card hand and award that player the pot bets of all players. If the five-card hands of two or more players are of equal rank, the hand of each such player shall be a tie hand. In such case, the dealer shall award the pot wagers of all players in equal amounts to those players with a tie hand.

(e) After the pot wagers of all players have been awarded in accordance with (d) above, the dealer shall immediately collect the cards of all players and the community cards and place them in the discard rack. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**11. Payout odds**

(a) The payout odds for winning ante and flop wagers printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word “to” or “win,” and no odds shall be stated through the use of the word “for.”

(b) Each winning ante wager shall be paid at odds of 1 to 1.

(c) Each winning flop wager shall be paid once for the highest ranking qualifying hand that can be formed and at no less than the odds set forth below:

<u>Hand</u>	<u>Payout Odds</u>
Royal flush	1000 to 1
Straight flush	500 to 1
Four-of-a-kind	100 to 1
Full house	30 to 1
Flush	20 to 1
Straight	10 to 1
Three-of-a-kind	4 to 1
Two pair	2 to 1
Pair, jacks or better	1 to 1

(d) Notwithstanding the payout odds set forth in (b) and (c) above, the aggregate payout limit for a player on winning ante and flop wagers on any hand shall be \$50,000.00 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

**12. Irregularities**

(a) If any community card is exposed after each player has placed an ante and pot wager but prior to each player having either placed a flop wager or surrendered his or her ante wager, all ante and flop wagers shall be void. Notwithstanding the foregoing, the pot wagers of all players

shall be awarded in accordance with the provisions of Section 10.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up after all cards have been dealt, the pot wagers of all players shall be awarded in accordance with the provisions of Section 10.

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

(d) If a player is dealt an incorrect number of cards, that player's hand shall be void.

(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 in accordance with procedures approved by the Commission.

(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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

**13. Prohibition against a player wagering on more than one player position**

A player shall not be permitted to wager on more than one player position at a flop poker table.

## **29: TWO CARD JOKER POKER**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Two Card Joker Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Ante--* or “ante wager” means a wager a player may make prior to any cards being dealt that the hand of the player will have a higher rank than the hand of the dealer.

*Call wager--* means an additional wager a player who has placed an ante wager is required to make after receiving his or her two cards if the player elects to remain in competition against the hand of the dealer.

*Hand--* means the two-card joker poker hand that is held by each player and the dealer after the cards are dealt.

*Rank--* or “ranking” means the relative position of a card or hand as set forth in Section 5.

*Round of play--* or “round” means one complete cycle of play during which all players playing at the table have placed one or more wagers, been dealt a hand, and had their wagers paid or collected in accordance with the Rules of the Game of Two Card Joker Poker.

*Stub--* means the remaining portion of the deck after all cards in the round of play have been dealt.

*Suit--* means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

*Tie hand--* means the two-card joker hand of a player is equal in rank to the two-card joker poker hand of the dealer during a round of play.

### **2. Cards; number of decks**

(a) Except as provided in (b) below, the game of two card joker poker shall be played with one deck of cards that meets the requirements of 205 CMR 146-48 and two additional solid yellow or green cover cards.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game provided that:

1. Each deck of cards complies with the requirements of 205 CMR 146-48;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

### **3. Opening of the table for gaming**

(a) After receiving the cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

### **4. Shuffle and cut the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;
  - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
  - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
  - iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a two card joker poker table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are



spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) and, if applicable, (d) shall be completed.

### **5. Two card joker poker hand rankings**

(a) The rank of the cards used in two card joker poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a 2. A joker may only be used to form a pair with the other joker or a non-joker card.

(b) The permissible hands at the game of two card joker poker, in order of highest to lowest rank, shall be:

1. “Two jokers” is a hand consisting of two jokers;
2. “Royal flush” is a hand consisting of an ace and a king of the same suit;
3. “Straight flush” is a hand consisting of two cards of the same suit in consecutive ranking, other than an ace and a king, with a king and a queen being the highest ranking straight flush and an ace and a two being the lowest ranking straight flush;
4. “Straight” is a hand consisting of two cards, not of the same suit, in consecutive ranking, with an ace and a king being the highest ranking straight and an ace and a two being the lowest ranking straight;
5. “Pair” is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair; provided, however, that a hand consisting of one joker and one non-joker shall be ranked as a pair of the non-joker card;
6. “Flush” is a hand consisting of two cards of the same suit but not of consecutive rank, with an ace and a queen being the highest ranking flush and an ace and a three being the lowest ranking flush; and
7. “High card” is a hand that is not listed in (b)1 through 6 above, the value of which is determined by the higher ranking card in the hand.

(c) When comparing two hands which are of identical rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

### **6. Wagers**

(a) All wagers at two card joker poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Except as provided in Section 10, all wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedure in Sections 7-9, and no wager shall be made, increased, or withdrawn after the dealer has announced “No more bets.”

(c) The following wagers may be placed in the game of two card joker poker:

1. A player may compete solely against the dealer by placing an ante wager and, unless the player chooses to fold after receiving his or her cards, a call wager in

accordance with Section 10;

2. A player may compete solely against a posted pay table by placing a pair up wager and/or a super flush bonus wager; or
3. A player may compete against both the dealer and the posted pay table by placing wagers in accordance with (c)1 and 2 above.

(d) The outcome of an ante wager and, if placed, a call wager shall have no bearing on a pair up wager or a super flush bonus wager made by a player at the game of two card joker poker.

(e) Only players who are seated at a two card joker poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

### **7. Procedure for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 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) The dealer shall announce "No more bets" prior to dealing any cards.

(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) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player;
2. One card face down to the area designated for the dealer's hand under a cover card;
3. A second card face down to each player; and
4. A second card face down to the area designated for the dealer's hand under a cover card.
5. All cards will be dealt in a manner as to not disclose the value of the cards

(e) After two cards have been dealt to each player and to the area designated for the hand of the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 54 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
2. 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 or the dealer has more or less than two cards) but 54 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

### **8. Procedure for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play two card joker poker from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
3. The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player;
2. One card face down to the area designated for the dealer's hand under a cover card;
3. A second card face down to each player; and
4. A second card face down to the area designated for the dealer's hand under a cover card.
5. All cards will be dealt in a manner as to not disclose the value of the cards

(d) After two cards have been dealt to each player and the dealer, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

### **9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play two card joker poker dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe,

the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 6. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing shoe and deliver the stack face down in a manner as to not disclose the value of the cards with the cover card on top to the area designated for the dealer's hand.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 54 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

#### **10. Procedure for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards without exposing them to any person and replace the cards face down on the layout.

(b) The dealer shall then, starting with the player farthest to the left of the dealer and moving clockwise around the table, offer each player who has placed an ante wager the option to either make a call wager in an amount equal to the player's ante or fold the hand and forfeit his or her ante wager.

(c) After each player has either placed a call wager or folded his or her hand, the dealer shall, starting with the player farthest to the right of the dealer and moving counterclockwise around the table, complete the following procedures in succession for each player:

1. If the player has placed either a pair up wager or a super flush wager, reveal the cards of the player and settle the pair up wager and/or the super flush wager in accordance with the provisions of Section 11(d)-(e); and
2. If the player has folded his or her hand, collect the ante wager and cards of the player and place the cards in the discard rack.

(d) The dealer shall then remove the cover card from the dealer's hand, reveal his or her cards and, starting with the player farthest to the right of the dealer and continuing counterclockwise around the table, complete the following applicable procedures in succession for each player with wagers remaining on the table:

1. If the dealer does not have a qualifying hand of queen or higher, the dealer shall:
  - i. Pay the player 1 to 1 on the ante wager;
  - ii. Return the call wager of the player; and
  - iii. Collect the cards of the player and place them in the discard rack; or
2. If the dealer has a qualifying hand of queen or higher, the dealer shall:
  - i. Unless the hand of the player was revealed pursuant to (c)1 above, reveal the cards of the player;
  - ii. Collect the ante and call wagers of the player if the hand of the dealer

- is ranked higher than the hand of the player;
- iii. Pay the ante and call wagers of the player in accordance with the payout odds listed Section 11 if the hand of the player is ranked higher than the hand of the dealer; and
- iv. Collect the cards of the player and place them in the discard rack.

(e) Upon completion of the procedures in (d)1 or 2 above, the dealer shall place the cards of the dealer in the discard rack.

(f) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**11. Payout odds**

(a) The payout odds for winning ante, call, pair up and super flush bonus wagers printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word “to” or “win,” and no odds shall be stated through the use of the word “for.”

(b) A player shall be paid 1 to 1 on an ante wager if:

1. The player placed a call wager and the dealer does not have a qualifying hand rank of “queen or higher;” or
2. The dealer has a qualifying hand rank of “queen or higher” and the hand of the player is ranked higher than the hand of the dealer.

(c) If the dealer does not have a qualifying hand rank of “queen or higher,” the call wager of a player shall be returned to the player. If the dealer has a qualifying hand rank of “queen or higher,” the call wager of a player shall be paid in accordance with the following pay table if the hand of the player is ranked higher than the hand of the dealer:

<u>Player’s Hand</u>	<u>Payout Odds</u>
Pair of jokers	8 to 1
Royal flush	5 to 1
Straight flush	3 to 1
Straight or less	1 to 1

(d) A winning pair up wager shall be paid in accordance with the one of following pay tables pre-selected by the gaming licensee:

<u>Player’s Hand</u>	<u>Table 1</u>	<u>Table 2</u>	<u>Table 3</u>
Pair of jokers	40 to 1	50 to 1	40 to 1
Royal flush	20 to 1	25 to 1	30 to 1
Straight flush	5 to 1	4 to 1	4 to 1
Straight	3 to 1	3 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

(e) A winning super flush bonus wager shall be paid in accordance with the following pay table:

<u>Player’s Hand</u>	<u>Payout Odds</u>
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Royal flush	30 to 1
Straight flush	5 to 1
Ace high flush	3 to 1
King high flush	2 to 1
Flush	1 to 1
Straight	Push
Pair (including pair of jokers)	Push

(f) If a player and the dealer have a tie hand, the player's ante and call wagers are a push and shall be returned to the player.

## **12. Irregularities**

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled.

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

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or both of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in Section 10(d), all hands shall be void 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 reshuffled in accordance with procedures approved by the Commission.

(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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

## **30: ASIA POKER**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Asia Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Copy hand*-- means either a high hand, medium hand or low hand of a player that is identical in rank to the corresponding high hand, medium hand or low hand of the dealer.

*High hand*-- means the four-card hand formed by the player or dealer from the seven cards that he or she is dealt, so that the four-card hand is higher in rank than the medium hand and low hand.

*Low hand*-- means the one-card hand formed by the player or dealer from the seven cards that he or she is dealt, so that the one-card hand is lower in rank than the high hand and the medium hand.

*Medium hand*-- means the two-card hand formed by the player or dealer from the seven cards that he or she is dealt so that the two-card hand is lower in rank than the high hand and higher in rank than the low hand.

*Rank or ranking*-- means the relative position of a card or group of cards as set forth in Section 3.

*Set or setting the hands*-- means the process of forming a high hand, medium hand and low hand from the seven cards that are dealt to a player or the dealer.

*Suit*-- means one of the four categories of cards: club, diamond, heart or spade.

### **2. Cards; number of decks**

(a) Except as provided in (b) below, asia poker shall be played with one deck of cards that meets the requirements of 205 CMR 146-48, including one joker, and one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission. Nothing in this section or 205 CMR 146-49 shall prohibit a gaming licensee from using decks that are manufactured with two jokers provided that only one joker is used for gaming at asia poker.

(b) If an automated card shuffling device is used for asia poker, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from one deck only shall be placed in the discard rack at any given time.

### **3. Asia poker rankings; cards; poker hands**

(a) The rank of the cards used in asia poker, in order from highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a two, three and four. Except as otherwise provided in (c) below, the joker shall be used and ranked as an ace.

(b) The permissible poker hands at the game of asia poker, in order from highest to lowest rank, shall be:

1. “Four aces” is a high hand consisting of all four aces or three aces and the joker;
2. “Royal flush” is a high hand consisting of an ace, king, queen and jack of the same suit;
3. “Straight flush” is a high hand consisting of four cards of the same suit in consecutive ranking, with ace, two, three and four being the highest ranking straight flush; king, queen, jack and 10 being the second highest ranking straight flush, and five, four, three and two being the lowest ranking straight flush;
4. “Four-of-a-kind” is a high hand consisting of four cards of the same rank regardless of suit, with four kings being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
5. “Flush” is a high hand consisting of four cards of the same suit, and when comparing two flushes, the provisions of (e) below shall be applied;
6. “Straight” is a high hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen and jack being the highest ranking straight; an ace, two, three, and four being the second highest ranking straight, and a five, four, three and two being the lowest ranking straight;
7. “Three-of-a-kind” is a high hand containing three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
8. “Two pairs” is a high hand containing two pairs, with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs; and
9. “Pair” is either a high hand or a medium hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) For purposes of setting the hands, a joker may be used as any card to complete a straight, a flush, a straight flush or a royal flush.

(d) Notwithstanding the provisions of (b) above, a gaming licensee may, in its discretion, determine that a straight flush formed with an ace, two, three, and four of the same suit shall be the lowest ranking straight flush and that a straight formed with an ace, two, three, and four, regardless of suit, shall be the lowest ranking straight. If a gaming licensee chooses to exercise this option, it shall so indicate in its Rules of the Games Submission.

(e) When comparing two high hands, two medium hands or two low hands that are of identical poker hand rank pursuant to the provisions of this section, or that contain none of the poker hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above not contained in the other hand shall be considered the higher ranking hand. If the two



hands are of identical rank after the application of this subsection, the hands shall be considered a copy hand.

**4. Asia poker shaker and dice; computerized random number generator; button**

(a) The starting position for the dealing or delivery of cards in asia poker shall be determined by using one of the following methods:

1. Three dice and an asia poker shaker, which shall meet the requirements of 205 CMR 146-45 and 39(4), respectively, and be used in accordance with 205 CMR 146-46 and Section 11(a).
  - i. The three dice shall be maintained at all times within the asia poker shaker.
  - ii. The asia poker shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.
  - iii. No dice that have been placed in an asia poker shaker for use in gaming shall remain on a table for more than 24 hours;
2. A computerized random number generator that, in accordance with 205 CMR 146-39(5) and Section 11(c), shall automatically select and display a number from 1 through 7 inclusive; or
3. If an automated card shuffling device and dealing shoe is used pursuant to Sections 10 and 11(d), a button that is moved by the dealer clockwise around the table as each round of play is completed.

**5. Opening of the table for gaming**

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) If the deck of cards used by the gaming licensee contains two jokers, the dealer and a casino supervisor shall ensure that only one joker is utilized and that the other joker is torn in half and discarded. Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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 according to suit and in sequence and shall include one joker.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 6.

(d) If a gaming licensee uses an automated card shuffling device to play the game of asia poker and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above immediately prior to the commencement of play.

**6. Shuffle and cut of the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, 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 device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

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

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 8-10; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;
  - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
  - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
  - iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in Sections 8-10.

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

(e) Whenever there is no gaming activity at an asia poker table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in Section 5(c) shall be completed.

## **7. Wagers**

(a) All wagers at asia poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the asia poker layout. A verbal wager accompanied by cash shall not be accepted at the game of asia poker.

(b) Only players who are seated at the asia poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(c) All wagers at asia poker shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures set forth in Sections 8-10. No wager at asia poker shall be made, increased or withdrawn after the dealer has announced "no more bets."

## **8. Procedures for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51. Once the procedures required by Section 6 have been completed, the cards shall be placed in the manual dealing shoe and the dealer shall announce "no more bets."

(b) The dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for dealing the cards.

(c) After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position as determined in (b) above and, moving clockwise around the table, deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the dealer, has seven cards.

(d) After seven cards have been dealt to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left.

1. If four cards remain, the four cards shall not be exposed to anyone and shall be placed in the discard rack. The dealer shall then collect any cards dealt to a position where there is no wager and place them in the discard rack without exposing the cards.
2. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a player or the dealer has more or less than seven cards, all hands shall be void pursuant to Section 14. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-1.18.

#### **9. Procedures for dealing the cards from the hand**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play asia poker from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. Once the procedures required by Section 6 have been completed, the dealer shall place the deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
2. The dealer shall then announce "no more bets" prior to dealing seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall deal the first seven cards moving from left to right and the second seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of seven cards.

(d) After seven stacks of seven cards have been dealt, the dealer shall determine whether exactly four cards are left by spreading them face down on the layout.

1. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack.
2. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

(e) Once the dealer has completed dealing the seven stacks and placed the four remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for delivering the stacks of cards.

(f) After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position as determined in (e) above and, moving clockwise around the table, deliver the remaining stacks in order to all positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the left of the dealer shall be considered the first stack, and the stack farthest to the right of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.

(g) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

#### **10. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play asia poker dealt from an automated dealing shoe that dispenses cards in stacks of seven cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 6 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce “no more bets” prior to the shoe dispensing any stacks of cards.

(c) The dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for delivering the stacks of cards.

(d) Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

(e) After the seven stacks of seven cards have been dispensed and delivered to each position, including the dealer, the dealer shall remove the remaining cards from the shoe and determine whether exactly four cards are left by spreading them face down on the layout.

1. If four cards remain, the cards shall not be exposed to anyone at the table and shall be placed in the discard rack. The dealer shall then collect any stacks dealt

to a position where there is no wager and place them in the discard rack without exposing the cards.

2. If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void and the cards reshuffled. If the cards have not been misdealt, the round of play shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

### **11. Procedure for determining the starting position for dealing cards or delivering stacks of cards**

(a) In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of asia poker, a gaming licensee may, in its discretion, use the procedure authorized in (b), (c) or (d) below.

(b) The dealer shall shake the asia poker shaker and dice described in Section 4 at least three times so as to cause a random mixture of the dice.

1. The dealer shall then remove the lid covering the asia poker shaker, total the dice and announce the total.
2. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.
3. Examples are as follows:
  - i. If the dice total 8, the dealer would receive the first card or stack of cards; or
  - ii. If the dice total 14, the sixth betting position would receive the first card or stack of cards.
4. After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in Sections 8-10, the dealer shall place the cover on the asia poker shaker and shake the shaker once. The asia poker shaker shall then be placed to the right of the dealer.

(c) The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.

(d) If an automated card shuffling device and dealing shoe is used pursuant to Section 10, the dealer may use a flat disc button approved by the Commission to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(e) After the starting position for a round of play has been determined, a gaming licensee may, in its discretion, mark that position by the use of an additional cut card or similar object.

**12. Procedures for completion of each round of play; setting of hands; payment and collection of wagers**

(a) After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand, medium hand and low hand. When setting the three hands, the high hand shall be higher in rank than the medium hand, and the medium hand shall higher in rank than the low hand. For example, if the medium hand contains a pair of sevens, the high hand must contain at least a pair of sevens and the two remaining cards.

(b) Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the gaming licensee requires the hands of the dealer to be set in its Rules of the Games Submission. Each player shall be required to keep the seven cards in full view of the dealer at all times. Once each player has set a high, medium and low hand and placed the three hands face down on the appropriate area of the layout, the player shall not touch the cards again.

(c) After all players have set their hands and placed the cards on the table, the seven cards of the dealer shall be turned over and the dealer shall set his or her hands by arranging the cards into a high, medium and low hand. The dealer shall then place the three hands face up on the appropriate area of the layout.

(d) Each gaming licensee shall submit to the Commission in its Rules of the Games Submission the manner in which it will require the hands of the dealer to be set.

(e) A player may announce that he or she wishes to surrender his or her wager prior to the dealer exposing any of the three hands of that player pursuant to (f) below. Once the player has announced his or her intention to surrender, the dealer shall:

1. Immediately collect the wager from that player; and
2. Collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

(f) Once the dealer has set a high hand, medium hand and low hand pursuant to (d) above, the dealer shall expose all three hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high, medium and low hand of each player to the high, medium and low hand of the dealer and shall announce if the asia poker wager of that player shall win or lose.

(g) All losing asia poker wagers shall be immediately collected by the dealer and put in the table inventory container. All losing asia poker hands shall also be collected. An asia poker wager made by a player shall lose if:

1. Any two of the player's three hands are identical (copy hand) or lower in rank than the dealer's corresponding hands;
2. Any one of the player's three hands is identical in rank to the corresponding hand of the dealer and one of the player's remaining hands is lower in rank than the dealer's corresponding hand;
3. The high hand of the player was not set so as to rank higher than his or her medium hand, or the medium hand of the player was not set so as to rank higher than his or her low hand; or

4. The three hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a one-card medium hand and a five-card high hand).

(h) All hands that result in a winning asia poker wager shall be immediately paid by the dealer from the table inventory container. After being paid, winning asia poker hands shall also be collected. The dealer shall pay all winning wagers and collect all losing wagers, in order, beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. An asia poker wager made by a player shall win if any two of the player's three hands are higher in rank than the dealer's corresponding hands.

(j) A winning asia poker wager shall be paid off by a gaming licensee at odds of 1 to 1.

(k) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in case of a question or dispute.

### **13. A player wagering on more than one betting area**

(a) A gaming licensee may, in its discretion, permit a player to wager on no more than two betting areas at an asia poker table, which areas must be adjacent to each other.

(b) If a gaming licensee permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

### **14. Irregularities; invalid roll of the dice**

(a) If the dealer uncovers the asia poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a "no roll" and reshake the dice.

(b) If the dealer uncovers the asia poker shaker and a die or dice fall out of the shaker, the dealer shall call a "no roll" and reshake the dice.

(c) If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.

(d) If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.

(e) If a card or cards in the hand of the dealer is exposed, all hands shall be void and the cards shall be reshuffled.

(f) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be void and the cards shall be reshuffled.

(g) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe.

(h) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

(i) If the dealer does not set his or her hands in the manner submitted to the Commission pursuant to Section 12, the hands must be reset in accordance with this submission and the round of play completed.

(j) If a card is exposed while the dealer is dealing the seven stacks in accordance with Section 9, the cards shall be reshuffled.

(k) If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with Section 9(c), the cards shall be reshuffled.

(l) 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 in accordance with procedures approved by the Commission.

(m) 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, and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(n) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

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## **31: ULTIMATE TEXAS HOLD 'EM**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Ultimate Texas Hold 'Em, shall have the following meanings unless the context clearly indicates otherwise:

*Ante*-- or "ante wager" means an initial wager, separate from but equal in amount to the player's blind wager, required to be made prior to any cards being dealt in order to participate in the round of play.

*Blind*-- or "blind wager" means an initial wager, separate from but equal in amount to the player's ante, required to be made prior to any cards being dealt in order to participate in the round of play.

*Burn*-- means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

*Check*-- means that the player waives the right to place a play wager but remains in the round of play.

*Community card*-- means any of the five cards dealt face up in the center of the table, all of which may be used by each player and the dealer together with his or her own two cards to form the best possible five-card poker hand.

*Flop*-- means the first three community cards dealt face up in the area designated for the placement of the community cards.

*Fold*-- means the withdrawal of a player from a round of play by discarding his or her two cards and not making a play wager.

*Hand*-- or "poker hand" means the highest ranking five-card hand that can be formed from the five community cards and the two cards dealt to the dealer or a player.

*Play wager*-- means a wager made after two cards have been dealt to each player and the dealer, which wager can be made before the flop is dealt, after the flop is dealt but before the final two community cards are dealt, or after the final two community cards are dealt but before the dealer reveals his or her two cards.

*Push*-- means a tie, as defined in Section 10(h)(3).

*Rank*-- or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

*Round of play*-- or "round" means one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Ultimate Texas Hold 'Em.

*Stub*-- means the remaining portion of the deck after all cards in the round of play have been dealt.

*Suit*-- means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

*Trips wager*-- means an optional wager that a player may make prior to any cards being dealt that the player's best five-card hand will be a three-of-a-kind or better, with a winning trips wager being paid in accordance with a posted pay table regardless of the outcome of the player's hand against the dealer's hand.

## **2. Cards; number of decks**

(a) Except as provided in (b) below, the game of ultimate texas hold 'em shall be played with one deck of cards that meets the requirements of 205 CMR 146-48 and two additional solid yellow or green cover cards.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of 205 CMR 146-48;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

## **3. Opening of the table for gaming**

(a) After receiving the cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

## **4. Shuffle and cut of the cards**

(a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9, or
2. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;
  - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of a cover card;
  - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
  - iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at an ultimate texas hold 'em table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in 147 - 31.3(c) and, if applicable, (d) shall be completed.

## **5. Ultimate texas hold 'em hand rankings**

(a) The rank of the cards used in ultimate texas hold 'em, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5.

(b) The permissible poker hands at the game of ultimate texas hold'em, in order of highest to lowest rank, shall be:

1. "Royal flush" is a hand consisting of an ace, king, queen, jack and ten of the same suit;
2. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack and ten being the highest ranking five-card straight flush and ace, two, three, four and five being the lowest ranking five-card straight flush;
3. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

4. "Full house" is a hand consisting of a "three-of-a-kind" and a "pair" with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
5. "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking flush and two, three, four, five and seven being the lowest ranking flush;
6. "Straight" is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two and three);
7. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
8. "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
9. "One pair" is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

## **6. Wagers**

(a) All wagers at ultimate texas hold 'em shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante, blind and trips wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9. Except as provided in Section 10, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(c) Upon placing an ante wager and a blind wager, a player may also place a trips wager by placing a wager on the designated betting area of the layout. The outcome of the trips wager shall have no bearing on any other wager made by the player at the game of ultimate texas hold 'em.

(d) Play wagers shall be made in accordance with the provisions of Section 10.

(e) Only players who are seated at the ultimate texas hold 'em poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

## **7. Procedure for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 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) The dealer shall announce “No more bets” prior to dealing any cards.

(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) The dealer shall, starting with the player farthest to his or her 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 wagers in accordance with Section 6;
2. One card face down to the area designated for the dealer’s hand under a cover card in a manner as to not disclose the value of the cards;
3. A second card face down to each player who has placed wagers in accordance with Section 6; and
4. A second card face down to an area designated for the dealer’s hand under a cover card in a manner as to not disclose the value of the cards.

(e) After two cards have been dealt to each player and to the area designated for the dealer’s hand, and after all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. 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.
2. 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 or the area designated for the placement of the dealer’s hand has more or less than two cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

### **8. Procedure for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play ultimate texas hold ‘em from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer’s hand, the following requirements shall be observed:

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

- ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
  3. The dealer shall announce “No more bets” prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
- (c) The dealer shall, starting with the player farthest to his or her 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 wagers in accordance with Section 6;
  2. One card face down to the area designated for the dealer’s hand under a cover card in a manner as to not disclose the value of the card;
  3. A second card face down to each player who has placed wagers in accordance with Section 6; and
  4. A second card face down to the area designated for the dealer’s hand under a cover card in a manner as to not disclose the value of the card.
- (d) After two cards have been dealt to each player and the area designated for the hand of the dealer and all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

### **9. Procedures for dealing the cards from an automated dealing shoe**

- (a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ultimate texas hold ‘em dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.
- (b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:
1. Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
  2. The dealer shall then announce “No more bets” prior to the shoe dispensing any stacks of cards.
- (c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed wagers in accordance with Section 6. 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 wagers in accordance with Section 6. The dealer shall then place a cover card on top of the dealer’s stack of two cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the dealer’s hand.
- (d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures set forth in Section 8(b)(2)-(3), deal from his or her hand the five community cards in a manner as to not disclose the value of the cards in accordance with the

provisions of Section 10. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

**10. Procedures for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards without exposing them to any person and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a play wager prior to the dealing of the first three community cards. The player may either check or place a play wager in an amount equal to three or four times the amount of the player's ante wager.

1. If a player places a play wager, the wager shall be placed in the designated play betting area.
2. If a player checks, the player shall remain in the game and defer his or her decision to place a play wager to the next betting opportunity.

(b) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next three cards in the deck (the flop) face up to the designated area for the community cards.

(c) After the flop has been dealt, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if he or she wishes to place a play wager prior to the dealing of the final two community cards. The player may either check or place a play wager in an amount equal to two times the amount of the player's ante wager.

1. If a player places a play wager, the wager shall be placed in the designated play betting area.
2. If a player checks, the player shall remain in the game and defer his or her decision to place a play wager to the next betting opportunity.

(d) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards.

(e) After the final two community cards have been dealt, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a play wager whether he or she wishes to fold his or her hand or place a play wager equal in amount to his or her ante wager.

1. If a player places a play wager, the wager shall be placed in the designated play betting area.
2. If a player folds, the ante and blind wagers of the player shall be collected by the dealer and placed in the table inventory container.
  - i. If the player has also placed a trips wager, the dealer shall place the cards of the player face down underneath the player's trips wager pending its resolution at the conclusion of the round of play.

- ii. If the player has not placed a trips wager, the dealer shall immediately spread the cards of the folded hand face down and place them in the discard rack.

(f) After each player has either folded or placed a play wager, the dealer shall remove the cover card from the top of the dealer's cards and place it on the table layout. The dealer shall then turn his or her two cards face up, position his or her cards near the three community cards that can be used to form the best possible five-card hand and announce the dealer's hand to the players.

(g) If the dealer's best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, return each player's ante wager and resolve all other wagers in accordance with (h) below.

(h) If the dealer's best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a play wager face up and announce the best possible five-card poker hand that can be formed using the player's two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player's cards shall then be immediately collected by the dealer and placed in the discard rack.

1. If the player's five-card hand is ranked lower than the dealer's five-card hand, the player shall lose and the dealer shall immediately collect any ante, blind and play wagers made by the player and place the wagers in the table inventory container.
2. If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay any ante, blind and play wagers made by the player in accordance with the payout odds set forth in Section 11; provided, however, that the blind wager shall not be paid unless the player's winning hand has a rank of straight or higher.
3. If the player's five-card hand and the dealer's five-card hand are of equal rank, the player's hand shall be a push. In such case, the dealer shall not collect or pay the player's ante, blind or play wagers.
4. After settling a player's ante, blind and play wagers, the dealer shall settle any trips wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with Section 11(d). A winning trips wager shall be paid without regard to the outcome of any other wager made by the player.

(i) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

## **11. Payout odds**

(a) The payout odds for winning wagers at ultimate texas hold 'em printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A gaming licensee shall pay each winning ante and play wager at odds of 1 to 1.



(c) If a player's five-card hand ranks higher than the dealer's five card hand, a gaming licensee shall pay the player's blind wager in accordance with the following odds:

<u>Player's Five-Card Hand</u>	<u>Payout Odds</u>
Royal flush	500 to 1
Straight flush	50 to 1
Four-of-a-kind	10 to 1
Full house	3 to 1
Flush	3 to 2
Straight	1 to 1
Less than a straight	Push

(d) A gaming licensee shall pay each winning trips wager at the game of ultimate texas hold 'em at no less than the odds set forth in the alternative pay table set forth below that was pre-selected by the gaming licensee:

<u>Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>	<u>Pay table C</u>	<u>Pay table D</u>
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Four-of-a-kind	30 to 1	30 to 1	30 to 1	20 to 1
Full house	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three-of-a-kind	3 to 1	3 to 1	3 to 1	3 to 1

(e) Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, play, blind and trips wagers for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

**12. Prohibition against a player wagering on more than one player position**

A player shall not be permitted to wager on more than one player position at an ultimate texas hold 'em table.

**13. Irregularities**

(a) If any card dealt to the dealer in ultimate texas hold 'em is exposed prior to each player having either folded or placed a play wager pursuant to Section 10, all hands shall be void. Notwithstanding the foregoing, if a player has placed a trips wager, the community cards shall be dealt and each trips wager shall be settled in accordance with the payout odds set forth in Section 11(d).

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up after each player and the dealer has received their initial two cards, the community cards shall be dealt and any trips wager shall be settled in accordance with the payout odds set forth in Section 11(d).

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

(d) If a player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt an incorrect number of cards, all players' hands shall be void unless the dealer can deal himself or herself the correct number of cards in sequence, provided that such cards have not already been turned face up and the deck contains the correct number of cards.

(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 in accordance with procedures approved by the Commission.

(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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

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## 32: WINNER'S POT POKER

### 1. Definitions

The following words and terms, when used in the Rules of the Game of Winner's Pot Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Ante--* or "ante wager" means the initial wager in a fixed dollar amount established by the gaming licensee that a player and the dealer are required to make prior to any cards being dealt in order to participate in a round of play.

*Bet--* or "bet wager" means the second wager, equal in amount to the ante wager, that the dealer shall make and that a player may make in order to remain in the round of play. A bet wager by a player shall be placed after each player and the dealer has been dealt three cards.

*Burn--* means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

*Double--* or "double wager" means the third wager, equal in amount to double the ante wager, that the dealer shall make and that a player may make in order to remain in the round of play. A double wager by a player shall be placed after each remaining player and the dealer has been dealt a fourth card.

*Fold--* means the decision of a player to discontinue his or her participation in a round of play and to forfeit his or her ante wager and, if placed, bet wager and double wager.

*Jacks plus bonus wager--* means the optional supplemental wager that a player may place prior to any cards being dealt that the hand of the player will qualify for a posted payout.

*Hand--* means the highest ranking poker hand that can be formed from the cards of a player or the dealer.

*Rank--* or "ranking" means the relative position of a card or hand as set forth in Section 5

*Round of play--* or "round" means one complete cycle of play during which all players playing at the table have placed their wagers, been dealt a hand, and have had their wagers paid or collected in accordance with the Rules of the Game of Winner's Pot Poker.

*Stub--* means the remaining portion of the deck after all cards in the round of play have been dealt.

*Suit--* means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

*Tie hand--* means a hand that is of equal rank with the hand of another player or the dealer during a round of play.

*Winner's pot--* or "pot" means the aggregate ante, bet and double wagers of all players and the dealer, except for the ante wager of any player who declines to make a bet wager and folds his or her hand after the first three cards are dealt.

## **2. Cards; number of decks**

(a) Except as provided in (b) below, the game of winner's pot poker shall be played with one deck of cards that meets the requirements of 205 CMR 146-48 and one additional solid yellow or green cover card.

(b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of 205 CMR 146-48;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

## **3. Opening of the table for gaming**

(a) After receiving the cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

## **4. Shuffle and cut the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:
  - 1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9, or
  - 2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.
- (c) If a cut of the cards is required, the dealer shall:
  - 1. Cut the deck, using one hand, by:
    - i. Placing the cover card on the table in front of the deck of cards;
    - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
    - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
    - iv. Removing the cover card and placing it in the discard rack; and
  - 2. Deal the cards in accordance with the procedures set forth in Sections 7-9 (Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
- (d) Whenever there is no gaming activity at a winner's pot poker table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) and, if applicable, (d) shall be completed.

##### **5. Winner's pot poker hand rankings**

(a) The rank of the cards used in winner's pot poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3).

(b) The permissible poker hands at the game of winner's pot poker, in order of highest to lowest rank, shall be:

- 1. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
- 2. "Straight flush" is a hand 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 ranking straight flush;
- 3. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
- 4. "Full house" is a hand consisting of a "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;

5. "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 10 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush;
6. "Straight" is a hand consisting of five unsuited 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. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
8. "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs; and
9. "Pair" is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

## **6. Wagers**

- (a) All wagers at winner's pot poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
- (b) Except as provided in Section 10, all wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9, and no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."
- (c) At the beginning of each round of play, each player shall be required to place an ante wager. At the beginning of each round of play, the dealer shall be required to place an ante, bet and double wager.
- (d) The outcome of the jacks plus bonus wager made by a player shall have no bearing on any other wager of that player.
- (e) Only players who are seated at a winner's pot poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

## **7. Procedure for dealing the cards from a manual dealing shoe**

- (a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automatic card shuffling device.
- (b) The dealer shall announce "No more bets" prior to dealing any cards.

(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) In the first round of play, the dealer shall place a button in front of the dealer's position indicating that the dealing shall commence with the player farthest to his or her left and continue around the table in a clockwise manner. For each ensuing round of play, the button shall rotate clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer. Dealing shall commence with the player or dealer, as applicable, positioned immediately after the button in clockwise rotation.

(e) The dealer shall burn the top card of the deck and shall then deal the cards as follows:

1. One card face down to each player and the dealer in a manner as to not disclose the value of the cards;
2. A second card face down to each player and the dealer in a manner as to not disclose the value of the cards; and
3. A third card face up to each player and the dealer.

(f) After all cards have been dealt to each player and the dealer as provided in (e) above and Section 10, the dealer shall remove the stub from the manual dealing shoe and place the stub face down in the discard rack without exposing the cards.

(g) The dealer shall be required to count the cards in the deck at least once every five rounds of play in order to determine that the correct number of cards are still in the deck.

#### **8. Procedure for dealing the cards from the hand**

(a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play winner's pot poker from his or her hand.

(b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.
2. Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
3. The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) In the first round of play, the dealer shall place a button in front of the dealer's position indicating that the dealing shall commence with the player farthest to his or her left and continue around the table in a clockwise manner. For each ensuing round of play, the button shall rotate clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer. Dealing shall commence with the player or dealer, as applicable, positioned immediately after the button in clockwise rotation.

(d) The dealer shall burn the top card of the deck and shall then deal the cards as follows:

1. One card face down to each player and the dealer in a manner as to not disclose the value of the cards;
2. A second card face down to each player and the dealer in a manner as to not disclose the value of the cards; and
3. A third card face up to each player and the dealer.

(e) After all cards have been dealt to each player and the dealer as provided in (d) above and 147 -32.10, the dealer shall place the stub face down in the discard rack without exposing the cards.

(f) The dealer shall be required to count the cards in the deck at least once every five rounds of play in order to determine that the correct number of cards are still in the deck.

### **9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play winner's pot poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by Section 4 have been completed and the dealer has burned the top card of the deck, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) In the first round of play, the dealer shall place a button in front of the dealer indicating that the dealing shall commence with the player farthest to his or her left and continue around the table in a clockwise manner. For each ensuing round of play, the button shall rotate clockwise to the next player or, if the button has rotated to the player farthest to the dealer's right, the dealer. Dealing shall commence with the player or dealer, as applicable, positioned immediately after the button in clockwise rotation.

(d) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed an ante wager in accordance with Section 6. Once the stack is delivered to the player position, the dealer shall turn face up the top card of the stack. 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 player who has placed a wager in accordance with Section 6 and the dealer in a manner as to not disclose the value of the cards, turning face up the top card on the stack of each player and the dealer.

(e) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and, following the applicable procedures set forth in Section 8(b)(2)(3), deal from his or hand any cards required to be dealt in accordance with the provisions of Section 10. After all required cards have been dealt, the dealer shall place the stub face down in the discard rack without exposing the cards.

(f) The dealer shall be required to count the cards in the deck at least once every five rounds of play in order to determine that the correct number of cards are still in the deck.



(g) Notwithstanding the provisions of (f) above, the counting of the cards once every five rounds of play shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

**10. Procedure for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her two down cards without exposing them to any person and either place a bet wager or elect to fold. The dealer shall neither examine nor expose his or her down cards until each remaining player and the dealer is dealt a fifth and final card.

1. If a player chooses to place a bet wager, the wager shall be placed in the designated bet wager betting area.
2. If a player elects to fold after receiving the initial three cards, the player's ante shall be collected by the dealer and placed in the table inventory container. The three cards of the player shall be collected and placed face down in the discard rack unless the player has placed a jacks plus bonus wager, in which case the three cards shall be placed face down underneath the jacks plus bonus wager of the player.
3. The dealer shall, moving in a clockwise rotation starting with the player next to the button, ascertain the decision of each player to either place a bet wager or fold.

(b) Once each player has either placed a bet wager or elected to fold, the dealer shall burn a card and then deal a fourth card face up to each remaining player who has placed a bet wager and the dealer in clockwise rotation, beginning with the first player after the button.

(c) After each remaining player who has placed a bet wager and the dealer have been dealt a fourth card, each player shall either place a double wager or elect to fold.

1. If a player chooses to place a double wager, the wager shall be placed in the designated double wager betting area.
2. If a player elects to fold after receiving a fourth card, the ante and bet wagers of the player shall be collected by the dealer and placed in the area of the table designated for the winner's pot. The four cards of the player shall be collected and placed face down in the discard rack unless the player has placed a jacks plus bonus wager, in which case the four cards shall be placed face down underneath the jacks plus bonus wager of the player.
3. The dealer shall, moving in a clockwise rotation starting with the first remaining player after the button, ascertain the decision of each player to either place a double wager or fold.

(d) Once each remaining player has either placed a double wager or elected to fold, the dealer shall burn a card and then deal a fifth and final card face up to each remaining player who has placed a double wager and the dealer in clockwise rotation, beginning with the first player after the button.

(e) After each remaining player and the dealer have been dealt a fifth and final card, the dealer shall collect all ante, bet and double wagers remaining on the table and place them in the area designated for the winner's pot.

(f) The dealer shall expose his or her two down cards and announce the best possible poker hand that can be formed from the cards of the dealer. The dealer shall then, starting with the remaining player farthest to his or her right and proceeding in a counterclockwise rotation around the table, expose the two down cards of each player and announce the best possible poker hand that can be formed from the cards of each player.

(g) The dealer shall settle the jacks plus bonus wagers of all players and, for each player who has folded, place the cards of such players face down in the discard rack. Losing jacks plus bonus wagers shall be placed in, and winning jacks plus bonus wagers shall be paid from, the table inventory container.

(h) The dealer shall then announce the highest ranking poker hand. All hands shall remain face up on the layout until such time as the winner's pot is awarded.

1. If the dealer has the highest ranking poker hand, he or she shall collect all ante, bet and double wagers from the area designated for the winner's pot and place them in the table inventory container.
2. If a player has the highest ranking poker hand or the highest ranking poker hand is a tie hand, the dealer shall award the winner's pot to the player with the highest ranking poker hand, subject to the following:
  - i. If a player has the highest ranking poker hand, a percentage commission of no more than ten percent or a fixed dollar amount, pre-established by the gaming licensee, whichever is less, shall be deducted from the pot and placed in the table inventory container; or
  - ii. If the highest ranking poker hand is a tie hand, each player and/or the dealer holding a tie hand shall share the winner's pot equally, except that a percentage commission of no more than ten percent or a fixed dollar amount, pre-established by the gaming licensee, whichever is less, shall be deducted from that portion of the pot not awarded to the dealer and placed in the table inventory container.

(i) After the winner's pot has been awarded in accordance with (h) above, the dealer shall immediately collect the cards of all remaining players and the dealer and place them in the discard rack. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

### **11. Payout odds**

(a) The payout odds for winning jacks plus bonus wagers at winner's pot poker printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) Each winning jacks plus bonus wager shall be paid once for the highest ranking qualifying hand at no less than the odds set forth below:

<u>Hand</u>	<u>Payout Odds</u>
Royal flush	400 to 1
Straight flush	80 to 1
Four-of-a-kind	50 to 1
Full house	30 to 1

Flush	15 to 1
Straight	10 to 1
Three-of-a-kind	7 to 1
Two pair	3 to 1
Pair of jacks, queens, kings or aces	1 to 1

(c) Notwithstanding the payout odds in (b) above, the payout limit for a player for a winning jacks plus bonus wager shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater; provided, however, that if two or more players who have placed a jacks plus wager receive a royal flush, the established maximum payout shall be paid to those players in the same proportion as the amounts of their respective jacks plus bonus wagers.

## **12. Irregularities**

(a) If the first or second hole card of a player or the dealer is inadvertently turned face up in the dealing process, the third card dealt to that hand shall be dealt face down. If both cards of a player or the dealer are inadvertently turned face up in the dealing process, the dealer shall call the affected hand “dead,” void any wagers associated with the dead hand and collect the two cards for placement in the discard rack. Notwithstanding the foregoing, if a player has placed a jacks plus bonus wager, any winning wager shall be settled in accordance with the payout odds set forth in Section 11(b).

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up after all cards have been dealt, the wagers of all players shall be settled in accordance with the provisions of Sections 10-11.

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

(d) If a player is dealt an incorrect number of cards, that player’s hand shall be void.

(e) If the dealer fails to burn a card in accordance with these rules, the dealer shall continue dealing a card to each player and, after the betting round, the dealer shall burn two successive cards prior to dealing the next card.

(f) If the dealer fails to deal any player or the dealer a card in accordance with these rules, the round of play shall be considered a misdeal, all wagers shall be void, and the cards shall be collected by the dealer for a reshuffle.

(g) If the dealer fails to move the button in accordance with the rules of the game, the round of play shall continue as if the dealer moved the button. Upon commencement of the next round of play, the dealer shall rotate the button clockwise to the next player or, if the button has rotated to the player farthest to the dealer’s right, the dealer.

(h) If a player inadvertently exposes any of his or her down cards prior to such time authorized by these rules for the dealer to expose them, the player’s hand shall remain active and the round of play shall continue.

(i) 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 in accordance with procedures approved by the Commission.

(j) 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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(k) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

**13. Prohibition against a player wagering on more than one player position**

A player shall not be permitted to wager on more than one player position at a winner's pot poker table.

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### **33: SUPREME PAI GOW**

#### **1. Definitions**

The following words and terms, when used in the Rules of the Game for Supreme Pai Gow, shall have the following meanings unless the context clearly indicates otherwise:

*Bank--* shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.

*Bonus wager--* shall mean the optional, supplemental wager on whether the four cards dealt to a player form a hand that qualifies for a payout in accordance with a posted pay table.

*Co-banking--* is defined in. Section 13(e).

*High hand--* shall mean the two-card hand which is formed from the four cards dealt at the game of supreme pai gow so as to rank equal to or higher than the two-card low hand.

*Low hand--* shall mean the two-card hand which is formed from the four cards dealt at the game of supreme pai gow so as to rank lower than the two-card high hand.

*Push--* is a tie as defined in Section 12(h).

*Rank or ranking--* shall mean the relative position of a card or group of cards as set forth in Section 3.

*Set or setting the hands--* shall mean the process of forming a high hand and low hand from the four cards dealt.

*Suit--* shall mean one of the four categories of cards, that is, diamond, spade, club or heart.

*Supreme pai gow wager--* shall mean the wager required to be made prior to any cards being dealt in order to participate in the round of play.

#### **2. Cards; number of cards**

(a) Except as provided in (b) below, supreme pai gow shall be played with one deck of cards that meets the requirements of 147.48, including two jokers, one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) If an automated card shuffling device is used for supreme pai gow, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;

3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from one deck only shall be placed in the discard rack at any given time.

### **3. Supreme pai gow rankings; cards; bonus wager poker hands**

(a) The rank of a two-card high hand or low hand, in order from highest to lowest rank, shall be:

1. A matching pair, subject to the following:
  - i. The rank of matching pairs, from highest to lowest rank, shall be jokers, aces, kings, queens, jacks, 10s, nines, eights, sevens, sixes, fives, fours, threes, and twos; and
  - ii. A joker cannot form a pair with any card except the second joker;
2. Non-matching face cards, with a king and a queen being the highest ranking non-matching face cards, a king and a jack being the next highest ranking non-matching face cards, and a queen and a jack being the lowest ranking non-matching face cards; and
3. The highest point total of the two cards in the hand, as determined in accordance with the following requirements:
  - i. An ace shall have a point value of 1;
  - ii. A face card or 10 shall have a point value of 0;
  - iii. A two through nine shall have a point value equal to the numerical face value of the card;
  - iv. A joker shall have a point value of either 3 or 6, the value being determined by whichever value yields the greater point total when added to the point value of the other card; and
  - v. Notwithstanding b3i through iv above, any point total of ten or greater shall be decreased by ten. For example, a two and five would have a point total of 7; a five and nine would have a point total of 4 (5 plus 9 minus 10); and a six and a joker would have a point total of 9 (with the joker being valued as 3).

(b) If, after application of the ranking rules in (a) above, the low hand or high hand of a player and the corresponding hand of the dealer or banker are equal in rank, the higher ranking low hand or high hand shall be the hand containing the highest ranking card. The rank of the cards used in supreme pai gow, in order of highest to lowest rank, shall be king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and ace, with the joker accorded the same value assigned pursuant to (a)3iv above. If, after the application of this subsection, two hands have an equal rank, the dealer or banker shall be deemed to hold the higher ranking hand.

(c) For purposes of the bonus wager, a joker shall only be used as a joker or as a 3 or a 6 (the same value assigned pursuant to (a)3iv above) to form a “straight” or a “straight flush.” The permissible four-card hands that qualify for a posted payout shall be:

1. “Four aces” is a hand consisting of four aces;

2. "Royal flush" is a hand consisting of an ace, king, queen and jack of the same suit;
3. "Two jokers and two aces" is a hand consisting of two jokers and two aces;
4. "Four-of-a-kind" is a hand consisting of four cards of the same rank other than four aces;
5. "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking other than a royal flush;
6. "Three-of-a-kind" is a hand containing three cards of the same rank;
7. "Flush" is a hand consisting of four cards of the same suit, regardless of rank;
8. "Two pair" is a hand consisting of "two jokers" and "any other pair" or two "any other pairs;"
9. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit;
10. "Two jokers" is a hand that contains both jokers; and
11. "Any other pair" is a hand that contains two cards of the same rank other than two jokers.

(d) Notwithstanding any other provision of this section, the dealer or banker shall be deemed to hold the higher ranking low hand whenever the point value of the player's low hand is zero.

#### **4. Pai gow shaker and dice; computerized random number generator; button**

(a) The starting position for the deal or delivery of cards in supreme pai gow shall be determined by using one of the following methods:

1. Three dice and a pai gow shaker, which shall meet the requirements of 205 CMR 146-45 and 205 CMR 146-42(4), respectively, and be used in accordance with 205 CMR 146-46 and Section 11(b);
  - i. The three dice shall be maintained at all times within the pai gow shaker;
  - ii. The pai gow shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table; and
  - iii. No dice that have been placed in a pai gow shaker for use in gaming shall remain on a table for more than 24 hours;
2. A computerized random number generator that, in accordance with 205 CMR 146-42(5) and Section 11(c), shall automatically select and display a number from 1 through 7 inclusive; or
3. If an automated card shuffling device and dealing shoe is used pursuant to Section 10 and 11(d), a button that is moved by the dealer clockwise around the table as each round of play is completed.

#### **5. Opening of the table for gaming**

(a) After receiving a deck of cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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 according to suit and in sequence and shall include two jokers.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with 147 -33.6.

(d) If a gaming licensee uses an automated card shuffling device to play the game of supreme pai gow and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above immediately prior to the commencement of play.

## **6. Shuffle and cut of the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, 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 device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

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

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 8-10; or
2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) through (e) below.

(c) Upon completion of a manual shuffle, the dealer shall place the stack of cards on top of the cover card. Thereafter, the dealer shall offer the stack of cards to be cut, with the backs facing up and faces facing the layout, to the player determined pursuant to (d) below. If no player accepts the cut, the dealer shall cut the cards.

(d) The cut of the cards shall be offered to players in the following order:

1. The first player to the table, if the game is just beginning;
2. The player who accepts the bank pursuant to Section 13; provided, however, if the bank refuses the cut, the cards shall be offered to each player moving counterclockwise around the table from the bank until a player accepts the cut; or
3. The player at the farthest position to the right of the dealer, if there is no bank during a round of play; provided, however, if there are two or more consecutive rounds of play where there is no bank, the offer to cut the cards shall rotate in a counterclockwise manner after the player to the far right of the dealer has been offered the cut.



(e) The player or dealer making the cut shall place the cutting card in the stack at least 10 cards from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack. The dealer shall then remove the cover card and place it on the bottom of the stack. Thereafter, the dealer shall remove the cutting card and, at the discretion of the gaming licensee, either place it in the discard rack or use it as an additional cutting card to be inserted four cards from the bottom of the deck. The dealer shall then deal or deliver the cards in accordance with the procedures set forth in Sections 8-10.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (c) and (d) above.

(g) Whenever there is no gaming activity at a supreme pai gow table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 5(c) shall be completed.

## **7. Wagers**

(a) All wagers at supreme pai gow shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting area of the supreme pai gow layout. A verbal wager accompanied by cash shall not be accepted at the game of supreme pai gow.

(b) Only players who are seated at the supreme pai gow table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(c) All wagers at supreme pai gow shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures set forth in Sections 8-10. No wager at supreme pai gow shall be made, increased or withdrawn after the dealer has announced "No more bets."

(d) Upon placing a supreme pai gow wager, a player may also place a bonus wager by placing a wager of at least \$1.00 on the designated betting area of the layout. The outcome of the bonus wager shall have no bearing on any other wager made by the player at the game of supreme pai gow.

## **8. Procedures for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51. Once the procedures required by Section 6 have been completed, the cards shall be placed in the manual dealing shoe and the dealer shall announce "No more bets."

(b) The dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for dealing the cards.

(c) After the starting position for dealing the cards has been determined, each card shall be removed from the dealing shoe with the left hand of the dealer and placed face down on the appropriate area of the layout with the right hand of the dealer. The dealer shall deal the first card to the starting position as determined in (b) above and, moving clockwise around the table,

deal a card to all other positions, including the dealer, regardless of whether there is a wager at the position. The dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the dealer, has four cards.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine whether 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.

1. If the count of the stub indicates that 54 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
2. 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 have been misdealt (a player or the dealer has more or less than four cards), all hands shall be void pursuant to Section 16(h). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

(e) Notwithstanding the provisions of (d) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards, plus two jokers, are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

(f) After four cards have been dealt to each position, including the dealer, the dealer shall collect any cards dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

### **9. Procedures for dealing the cards from the hand**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play supreme pai gow from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. Once the procedures required by Section 6 have been completed, the dealer shall place the deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
2. The dealer shall then announce "No more bets" prior to dealing seven stacks of four cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall deal the first seven cards moving from left to right and the second seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of four cards.

(d) The dealer shall be required to count the stub as set forth in Section 8(d)-(e).

(e) Once the dealer has completed dealing the seven stacks and placed the 26 remaining cards in the discard rack, the dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for delivering the stacks of cards.

(f) After the starting position for delivering the stacks of cards has been determined, the dealer shall deliver the first stack to the starting position and moving counterclockwise around the table, deliver the remaining stacks in order to all positions, including the dealer, regardless of whether there is a wager at the position. In delivering the stacks, the stack farthest to the right of the dealer shall be considered the first stack, and the stack farthest to the left of the dealer shall be considered the seventh stack. The dealer shall deliver each stack face down.

(g) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

#### **10. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play supreme pai gow dealt from an automated dealing shoe which dispenses cards in stacks of four cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 6 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall then, using one of the procedures authorized by Section 11, determine the starting position for delivering the stacks of cards.

(d) Once the starting position has been determined in accordance with (c) above, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe to that position. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall deliver a stack in turn to each of the other positions, including the dealer, moving clockwise around the table, whether or not there is a wager at the position. The dealer shall deliver each stack face down.

(e) The dealer shall be required to count the stub as set forth in Section 8(d)-(e).

(f) After the seven stacks have been delivered to each position, including the dealer, the dealer shall collect any stacks dealt to a player position where there is no wager and place them in the discard rack without exposing the cards.

#### **11. Procedure for determining the starting position for dealing cards or delivering stacks of cards**

(a) In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of supreme pai gow, a gaming licensee may, in its discretion, use the procedure authorized in (b), (c) or (d) below.

(b) The dealer shall shake the pai gow shaker and dice described in Section 4 at least three times so as to cause a random mixture of the dice.

1. The dealer shall then remove the lid covering the pai gow shaker, total the dice and announce the total.

2. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice.

3. Examples are as follows:

- i. If the dice total 8, the dealer would receive the first card or stack of cards; or
- ii. If the dice total 14, the sixth betting position would receive the first card or stack of cards.

4. After the dealing or delivery of the cards has been completed in accordance with the procedures set forth in Sections 8-10, the dealer shall place the cover on the pai gow shaker and shake the shaker once. The pai gow poker shaker shall then be placed to the right of the dealer.

(c) The dealer may use a computerized random number generator approved by the Commission to select and display a number from 1 through 7 inclusive, and verbally announce the number. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the number displayed by the random number generator.

(d) If an automated card shuffling device and dealing shoe is used pursuant to Section 10, the dealer may use a flat disc button approved by the Commission to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(e) After the starting position for a round of play has been determined, a gaming licensee may, in its discretion, mark that position by the use of an additional cut card or similar object.

## **12. Procedures for completion of each round of play; setting of hands; payment and collection of wagers**

(a) After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand and low hand. When setting the two hands, the two-card high hand must be equal to or higher in rank than the two-card low hand. For example, if the low hand contains a pair of sevens, the high hand must contain at least a pair of sevens.

(b) Each player at the table shall be responsible for setting his or her own hands and no other person except the dealer may touch the cards of that player. Notwithstanding the foregoing, if a player requests assistance in the setting of his or her hands, the dealer may inform the requesting player of the manner in which the gaming licensee requires the hands of the dealer to be set in its Rules of the Games Submission. Each player shall be required to keep the four cards in full view of the dealer at all times. Once each player has set a high and low hand and placed the two hands face down on the appropriate area of the layout, the player shall not touch the cards again.

(c) After all players have set their hands and placed the cards on the table, the four cards of the dealer shall be turned over and the dealer shall set his or her hands by arranging the cards into a high and low hand. The dealer shall then place the two hands face up on the appropriate area of the layout.

(d) Each gaming licensee shall submit to the Commission in its Rules of the Games Submission the manner in which it will require the hands of the dealer to be set.

(e) A player may announce that he or she wishes to surrender his or her supreme pai gow wager prior to the dealer exposing either of the two hands of that player pursuant to (f) below. Once the player has announced his or her intention to surrender, the dealer shall:

1. Immediately collect the supreme pai gow wager from that player;
2. If the player has also placed a bonus wager, the player's four cards shall be collected and placed face down on the table underneath the bonus wager pending resolution of the bonus wager at the conclusion of the round of play; and
3. If no bonus wager has been made by the player, immediately collect the four cards dealt to that player without exposing the cards to anyone at the table and verify that four cards were collected by counting them face down on the layout prior to placing them in the discard rack.

(f) Once the dealer has set a high hand and a low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the corresponding hands of the dealer and shall announce if the supreme pai gow wager of that player shall win, lose or be considered a tie ("push").

(g) A supreme pai gow wager made by a player shall lose if:

1. Both player's hands (high and low) are lower in rank than the corresponding hands of the dealer;
2. The high hand of the player was not set so as to rank higher than his or her low hand; or
3. The two hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a three-card high hand and a one-card low hand).

(h) All hands that result in a winning supreme pai gow wager or a winning bonus wager shall be immediately paid by the dealer from the table inventory container. A supreme pai gow wager shall win if both player's hands (high and low) are higher in rank than both corresponding hands of the dealer. If the player and the dealer each win one hand, the player's supreme pai gow wager shall be deemed a push and it shall not be paid or collected. A bonus wager shall win if the four cards dealt to a player qualify for a posted payout in accordance with Section 14. All losing supreme pai gow wagers and bonus wagers shall be immediately collected by the dealer and put in the table inventory container. The dealer shall pay all winning wagers and collect all losing wagers, in order, beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. Once the wager(s) of a player are settled, the dealer shall collect the player's cards and place them in the discard rack.

(i) A winning supreme pai gow wager shall be paid by a gaming licensee at odds of 1 to 1, except that the gaming licensee shall extract a commission known as “vigorish” from the winning player in an amount equal to five percent of the amount won; provided, however, that when collecting the vigorish, the gaming licensee may round off the vigorish to 25 cents or the next highest multiple of 25 cents. A gaming licensee shall collect the vigorish from a player at the time the winning payout is made. After a winning supreme pai gow wager has been paid and the vigorish collected, the dealer shall then, if applicable, settle the player’s bonus wager. Before paying a winning bonus wager, the dealer shall, if necessary, reset the player’s high hand and low hand to form the four-card hand type yielding the highest qualifying payout to which the player is entitled.

(j) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in case of a question or dispute.

### **13. Player bank; co-banking; selection of bank; procedures for dealing**

(a) A gaming licensee may, in its discretion, offer to all players at a supreme pai gow table the opportunity to bank the game. If the gaming licensee elects this option, all the other provisions of the Rules of the Game of Supreme Pai Gao shall apply except to the extent that they conflict with the provisions of this section, in which case the provisions of this section shall control for any round of play in which a player is the bank.

(b) A player may not be the bank at the start of the game. For the purposes of this section, the start of the game shall mean the first round of play after the dealer is required to shuffle the cards in accordance with the procedures set forth in Section 5(c).

(c) After the first round of play pursuant to (b) above, each player at the table shall have the option to either be the bank or pass the bank to the next player. The dealer shall, starting with the player farthest to the right of the dealer, offer the bank to each player in a counterclockwise rotation around the table until a player accepts the bank. The dealer shall place a marker designating the bank in front of the player who accepts the bank. If the first player offered the bank accepts, the player seated to the right of that player shall first be offered the bank on the next round of play. The initial offer to be the bank shall rotate counterclockwise around the table until it returns to the dealer. In no event may any player bank two consecutive rounds of play. If no player wishes to be the bank, the round of play shall proceed in accordance with the rules of play provided in the Rules of the Game of Supreme Pai Gow.

- (d) Before a player may be permitted to bank a round of play, the dealer shall determine that:
1. The player placed a wager against the dealer during the last round of play in which there was no player banking the game; and
  2. The player has sufficient gaming chips on the table to cover all of the wagers placed by other players at the table for that round of play.

(e) A gaming licensee may, in its discretion, offer the bank the option of having the casino cover 50 percent of the wagers made during a round of play. If the gaming licensee offers this option, it shall make it available to all players at the table. If the bank wishes to use this option, the bank must specifically request the dealer to accept responsibility for the payment of one-half of all winning wagers. When the bank covers 50 percent and the casino covers 50 percent of the winning wagers, it shall be known as “co-banking” and the dealer shall place a marker designating the co-bank in front of that player. When the dealer is co-banking, the dealer shall be responsible for setting the hand of the bank in the manner submitted to the Commission

pursuant to Section 12(d). When co-banking is in effect, the dealer may not place a wager against the bank.

(f) If a player is the bank, the player may only wager on one betting area.

(g) Once the dealer has determined that a player may be the bank pursuant to (d) above and after the cards have been shuffled, the dealer shall remove gaming chips from the table inventory container in an amount equal to the last wager made by that player against the dealer or in an amount, the calculation of which has been approved by the Commission. This amount shall be the amount the dealer wagers against the bank. The bank may direct that the sum wagered by the dealer be a lesser amount or that the dealer places no wager during that round of play. Any amount wagered by the dealer shall be placed in front of the table inventory container.

(h) If the cards are to be dealt from a manual dealing shoe, the procedures set forth in 147 - 33.8 and 33.11 shall apply, except as follows:

1. If a pai gow shaker and dice are being used to determine the starting position for the dealing of the cards, the bank shall shake the pai gow shaker three times pursuant to Section 11(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow shaker, the dealer shall remove the lid covering the pai gow shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow shaker to be covered and reshaken by the bank.
2. If a computerized random number generator is used to determine the starting position for the dealing of the cards, the device shall be operated in accordance with procedures approved by the Commission.
3. When counting the betting positions, including the dealer, to determine the starting position for dealing the cards, the position of the banker, instead of the dealer, shall be considered number one.

(i) If the cards are to be dealt from the hand, the procedures set forth in Sections 8 and 11 shall apply, except as follows:

1. Once the dealer has completed dealing the seven stacks and placed the remaining cards in the discard rack pursuant to Section 9, the bank shall select the first stack to be delivered by the dealer. This stack shall be designated as the first stack by the dealer moving it toward the players.
2. If a pai gow shaker and dice are being used to determine the starting position for the delivery of the first stack, the bank shall shake the pai gow shaker three times pursuant to Section 11(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow shaker, the dealer shall remove the lid covering the pai gow shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow shaker to be covered and reshaken by the bank.
3. If a computerized random number generator is used to determine the starting position for the delivery of the first stack, the device shall be operated in accordance with procedures approved by the Commission.

4. When counting the betting positions, including the dealer, to determine the starting position for delivering the seven stacks of cards, the position of the bank, instead of the dealer, shall be considered number one.
5. The dealer shall deliver the first stack as determined in (i)1 above to the starting position as determined in Section 11 and (i)2 through 4 above. Thereafter, the dealer shall deliver the remaining stacks in a clockwise rotation beginning with the stack closest to the right of the first stack and proceeding until all stacks to the right of the first stack have been dealt and then moving to the stack farthest to the left of the dealer and proceeding left to right. If there are no stacks to the right of the first stack, the dealer will begin with the stack farthest to the left and proceed to the right. The dealer shall deliver each stack face down to each position, including the dealer, regardless of whether there is a wager at the position.

(j) If the cards are to be dealt from an automated dealing shoe, the procedures set forth in Sections 10 and 11 shall apply, except as follows:

1. If a pai gow shaker and dice are being used to determine the starting position for the delivery of the first stack of cards dispensed by the automated dealing shoe, the bank shall shake the pai gow shaker three times pursuant to Section 11(b) instead of the dealer. It shall be the responsibility of the dealer to ensure that the bank shakes the pai gow shaker at least three times so as to cause a random mixture of the dice. Once the bank has completed shaking the pai gow shaker, the dealer shall remove the lid covering the pai gow shaker, total the dice and announce the total. The dealer shall always remove the lid from the pai gow shaker and if the bank inadvertently removes the lid, the dealer shall require the pai gow shaker to be covered and reshaken by the bank.
2. If a computerized random number generator is used to determine the starting position, the device shall be operated in accordance with procedures approved by the Commission.
3. When counting the betting positions, including the dealer, to determine the starting position for delivering the stacks of cards as they are dispensed by the shoe, the position of the bank, instead of the dealer shall be considered number one.

(k) If the cards dealt to the dealer have not been previously collected, after each player has set his or her two hands and placed them on the appropriate area of the layout, the two hands of the dealer shall then be set. Once the dealer has formed a high and low hand, the dealer shall expose the hands of the bank and determine if the hands of the dealer are higher in rank than the hands of the bank. If the dealer wins, the cards of the dealer shall be stacked face up to the right of the table inventory container with the amount wagered by the dealer against the bank placed on top. If the dealer pushes, the dealer shall return the amount wagered by the dealer against the bank to the table inventory container. If the dealer loses, the amount wagered by the dealer against the bank shall be moved to the center of the layout.

(l) If banking is in effect, once the dealer has determined the outcome of the wager of the dealer against the bank, if any, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing



wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers, including the dealer's wager, shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the bank, an amount equal to the remaining winning wagers and place that amount in the center of the layout. The remaining winning wagers shall be paid from the amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount shall be charged a five percent vigorish in accordance with Section 9. Once the vigorish has been paid, the remaining amount shall be given to the bank.

(m) If co-banking is in effect, once the dealer has set the co-bank hand pursuant to paragraph (e) above, the dealer shall expose the hands of each player starting with the player farthest to the right of the dealer and proceeding counterclockwise around the table. The dealer shall compare the high and low hand of each player to the high and low hand of the bank and shall announce if the wager shall win, lose or be considered a push against the bank. All losing wagers shall be immediately collected and placed in the center of the table. After all hands have been exposed, all winning wagers shall be paid by the dealer with the gaming chips located in the center of the table. If this amount becomes exhausted before all winning wagers have been paid, the dealer shall collect from the co-bank, an amount equal to one-half of the remaining winning wagers and place that amount in the center of the layout. The dealer shall remove an amount equal to one-half of the remaining winning wagers from the table inventory container and place that amount in the center of the layout. The remaining winning wagers shall be paid from the total amount in the center of the layout. If, after collecting all losing wagers and paying all winning wagers, there is a surplus in the center of the table, this amount will be counted and the dealer shall place half of this amount into the table inventory container. The dealer shall collect a five percent vigorish in accordance with Section 12 on the remaining amount and place the vigorish amount in the table inventory container. The remaining amount shall then be given to the co-bank.

(n) Immediately after a winning wager of the dealer is paid, this amount and the original wager shall be returned to the table inventory container.

(o) Each player who has a winning wager against the bank shall pay a five percent vigorish on the amount won to the dealer, in accordance with Section 12.

(p) The bonus wager and resolution of such wager shall be governed by the rules applicable to such wagers throughout the Rules of the Game of Supreme Pai Gow.

**14. Bonus wager payouts; payout limitation**

(a) Each winning bonus wager shall be paid once for the highest ranking qualifying four-card hand that can be formed and at no less than the odds set forth below:

<u>Hand Type</u>	<u>Payout</u>
Four aces	1000 to 1
Royal flush	500 to 1
Two jokers and two aces	200 to 1
Four-of-a-kind	100 to 1
Straight flush	25 to 1
Three-of-a-kind	10 to 1
Flush	8 to 1
Two pair	7 to 1

Straight	6 to 1
Two jokers	4 to 1
Any other pair	1 to 1

(b) Notwithstanding the payout odds in (a) above, the payout limit for a player for a winning bonus wager shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater; provided, however, that if two or more players who have placed a bonus wager receive a royal flush, the established maximum payout shall be paid to those players in the same proportion as the amounts of their respective bonus wagers.

**15. A player wagering on more than one betting area**

(a) A gaming licensee may, in its discretion, permit a player to wager on no more than two betting areas at a supreme pai gow table, which areas must be adjacent to each other.

(b) If a gaming licensee permits a player to wager on two adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall be required to rank and set the hands at the betting position with the larger wager before ranking and setting the other hands. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the hands at the first betting position being ranked and set before the player proceeds to rank and set the hands at the second betting position. Once hands have been ranked and set and placed face down on the appropriate area of the layout, the hands may not be changed.

**16. Irregularities; invalid roll of the dice**

(a) If the dealer uncovers the pai gow poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a “No roll” and reshake the dice.

(b) If the dealer uncovers the pai gow poker shaker and a die or dice fall out of the shaker, the dealer shall call a “No roll” and reshake the dice.

(c) If the dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.

(d) If the dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision either to play out the hand or to void the hand.

(e) If a card or cards in the hand of the dealer or bank is exposed, all hands shall be void and the cards shall be reshuffled, except that if a player has placed a bonus wager, it shall be settled in accordance with the payout odds set forth in Section 14.

(f) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found turned face up in the shoe, all hands shall be void and the cards shall be reshuffled.

(g) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe.

(h) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

(i) If the dealer does not set his or her hands in the manner submitted to the Commission pursuant to Section 12(d), the hands must be reset in accordance with this submission and the round of play completed.

(j) If the bank does not set his or her own hands correctly, the wager shall not be lost pursuant to Section 12(g)(3)-(4) and the dealer shall be required to reset the bank's hands in the manner submitted to the Commission pursuant to Section 12(d) so that the round of play may be completed.

(k) If a card is exposed while the dealer is dealing the seven stacks in accordance with Section 8, the cards shall be reshuffled.

(l) If cards are being dealt from the hand and the dealer fails to deal the seven stacks in accordance with Section 9(c), the cards shall be reshuffled.

(m) 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 in accordance with procedures approved by the Commission.

(n) 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, and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(o) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

## 34: MISSISSIPPI STUD

### 1. Definitions

The following words and terms, when used in the Rules of the Game of Mississippi Stud, shall have the following meanings unless the context clearly indicates otherwise:

*Ante wager*-- means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

*Bet wager*-- means either a 3<sup>rd</sup> street wager, a 4<sup>th</sup> street wager or a 5<sup>th</sup> street wager.”

*Community card*-- means any of the three cards that are initially dealt face down in the designated area in front of the dealer and, once revealed, shall be used by each player with his or her two cards to form a five card hand.

*5<sup>th</sup> street wager*-- means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the second community card is revealed by the dealer.

*Fold*-- means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a bet wager.

*4<sup>th</sup> street wager*-- means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the first community card has been revealed by the dealer.

*Push*-- means a player's hand, as defined in Section 10, resulting in neither payment on nor collection of the player's wagers.

*Rank*-- or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

*Round of play*-- or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Mississippi Stud.

*Stub*-- means the remaining portion of the deck after all cards in the round of play have been dealt.

*Suit*-- means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

*3<sup>rd</sup> street wager*-- means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the player has been dealt his or her initial two cards.

## **2. Cards; number of decks**

(a) Except as provided in (b) below, mississippi stud shall be played with one deck of cards that meets the requirements of 205 CMR 146-48 and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) If an automated card shuffling device is used for mississippi stud, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of a different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from one deck only shall be placed in the discard rack at any given time.

## **3. Opening of the table for gaming**

(a) After receiving the cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

(d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146-49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

## **4. Shuffle and cut of the cards**

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of 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) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or

2. If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146-50, cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:
  - i. Placing the cover card on the table in front of the deck of cards;
  - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
  - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and
  - iv. Removing the cover card and placing it in the discard rack; and
2. Deal the cards in accordance with the procedures set forth in Sections 7-9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a mississippi stud table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) and, if applicable, (d) shall be completed.

#### **5. Mississippi stud hand rankings**

(a) The rank of the cards used in mississippi stud for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3).

(b) The permissible poker hands at the game of mississippi stud, in order of highest to lowest rank, shall be:

1. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
2. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, except for a royal flush as defined in (b)1 above;
3. "Four-of-a-kind" is a hand consisting of four cards of the same rank;
4. "Full house" is a hand consisting of a "three-of-a-kind" and a "pair;"
5. "Flush" is a hand consisting of five cards of the same suit, not in consecutive order;
6. "Straight" is a hand consisting of five unsuited cards of consecutive rank;
7. "Three-of-a-kind" is a hand consisting of three cards of the same rank;
8. "Two pairs" is a hand consisting of two "pairs;" and
9. "Pair" is a hand consisting of two cards of the same rank.

#### **6. Wagers**

(a) All wagers at mississippi stud shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon, on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante wagers and bet wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9.

(c) A "bet" wager shall be made in accordance with Section 10.

(d) A player shall not be permitted to play at more than one betting position.

(e) 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 must remain seated until the completion of the round of play.

### **7. Procedure for dealing the cards from a manual dealing shoe**

(a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146-51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated shuffling device.

(b) Prior to dealing any cards and prior to revealing each community cards, the dealer shall announce "No more bets."

(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) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. Two cards face down to each player; and
2. Three community cards face down in the designated area.
3. All cards will be dealt in a manner as to not disclose the value of the cards

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

(f) The dealer shall be required to count the stub at least once every five rounds of play in order 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.

1. 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.
2. 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 have been misdealt (a player has more or less than two cards or the area designed for the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146-49.

### **8. Procedures for dealing the cards from the hand**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play Mississippi stud from his or her hand.

(b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The gaming licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
  - i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
  - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. Two cards face down to each player; and
2. Three community cards face down in the designated area.
3. All cards will be dealt in a manner as to not disclose the value of the cards

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

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.

### **9. Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play mississippi stud dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in a manner as to not disclose the value of the cards in accordance with Section 6.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and following the procedures set forth in Section 8(b)(2)(3), deal from his or her hand the three community cards face down in a manner as to not disclose the value of the cards in accordance with the provisions of Section 10. After all three community cards have been dealt, the dealer



shall, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146-49.

#### **10. Completion of a round of play; collection and payment of wagers**

(a) After the dealing procedures required by Sections 7-9 have been completed but before the dealer exposes the community cards, each player shall, after examining his or her cards, either place a bet wager in an amount equal to one, two or three times the amount of his or her ante wager in the designated 3<sup>rd</sup> street betting area or fold and forfeit the ante wager. If a player folds, the player's ante wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

(b) Each player shall be responsible for his or her own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the two cards in full view of the dealer at all times.

(c) No player may exchange or communicate information regarding his or her 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 player.

(d) After all players have either placed a 3<sup>rd</sup> street wager or folded, the dealer shall then turn over and reveal the first community card.

(e) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 4<sup>th</sup> street betting area or fold and forfeit the ante wager and 3<sup>rd</sup> street wager. If a player folds, the ante wager and 3<sup>rd</sup> street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

(f) After all remaining players have either placed a 4<sup>th</sup> street wager or folded, the dealer shall then turn over and reveal the second community card.

(g) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 5<sup>th</sup> street betting area or fold and forfeit the ante wager, 3<sup>rd</sup> street wager and 4<sup>th</sup> street wager. If a player folds, the ante wager, 3<sup>rd</sup> street wager and 4<sup>th</sup> street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

(h) After all remaining players have either placed a 5<sup>th</sup> street wager or folded, the dealer shall then reveal the third community card.

(i) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and the three community cards. The wagers

of each remaining player shall be resolved one player at a time regardless of outcome. The hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

1. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack.
2. If the hand of the player is a push (a pair of 6s, 7s, 8s, 9s or 10s), the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.
3. All winning wagers shall be paid in accordance with the payout odds listed in Section 11. A player's winning hand shall remain face up on the layout until the ante wager and bet wagers are paid. After paying winning ante and bet wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack.

(j) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**11. Payout odds**

(a) The payout odds for winning wagers at mississippi stud printed on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) For a winning hand, the ante, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> street wagers are paid the same payout odds ranging from 1 to 1 for a pair of jacks, queens, kings or aces to 500 to 1 for a royal flush.

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

(c) Notwithstanding the payout odds set forth in (c) above, the aggregate payout limit for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

**12. Irregularities**

(a) If a community card is exposed prior to the dealer announcing "No more bets" pursuant to Section 7, all hands shall be void.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game 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 and the cards shall be reshuffled.

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

(d) If any player is dealt an incorrect number of cards, that player's hand shall be void.

(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 in accordance with procedures approved by the Commission.

(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 and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

DRAFT

## **35: CASINO WAR**

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Casino War, shall have the following meanings unless the context clearly indicates otherwise:

*Burn card*-- means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.

*Initial wager*-- means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.

*Original deal*-- means the first card that is dealt to each player and the dealer to determine the initial wager in a round of play.

*Round of play*-- or “round” means one complete cycle of play during which each player then playing at the table has placed an initial wager, has been dealt a card, has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this subchapter.

*Suit*-- means one of the four categories of cards: club, diamond, heart or spade.

*Tie hand*-- means the rank of a player’s card and the rank of the dealer’s card are equal.

*Tie wager*-- means an optional wager, made at the same time as an initial wager or war wager, that the deal on which the tie wager is made will result in a tie hand.

*War*-- or “go to war” means the decision of a player, in accordance with the option offered by Section 8(e), to place a war wager when there is a tie hand on the original deal.

*War deal*-- means the deal of the cards that follows the placement of a war wager.

*War wager*-- means a wager, equal in amount to the player’s initial wager, that is required to be made if the player elects to go to war.

### **2. Cards; number of decks; dealing shoe**

(a) Casino war shall be played with six, seven or eight decks of cards with backs of the same color and design. Each deck of cards shall consist of 52 cards that meet the requirements of 205 CMR 146-48. The game of casino war shall also require one additional cutting card of a color that is readily distinguishable from the backs of the cards used to play the game. The cutting card shall be used in accordance with the procedures set forth in Section 5.

(b) All cards used in casino war shall be dealt from a manual dealing shoe that meets the requirements of 205 CMR 146-51. The dealing shoe shall be located on the table to the left of the dealer.

(c) Nothing in this chapter shall preclude a gaming licensee from using an additional cutting card or similar object to conceal the last card of the stack of cards to be placed in the dealing

shoe.

(d) If an automated card shuffling device is utilized, casino war shall be played with at least 12 decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet the requirements of 205 CMR 146-48;
2. The cards shall be separated into two batches, with an equal number of decks included in each batch;
3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;
4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
6. The cards from only one batch shall be placed in the discard rack at any given time.

### **3. Casino war card rankings**

The rank of the cards used in casino war, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. The suit of a card shall have no effect on its rank.

### **4. Opening of the table for gaming**

(a) After receiving six, seven or eight decks of cards at the table in accordance with 205 CMR 146-49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146-49 and (b) through (d) below or the requirements of 205 CMR 146-50.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, 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 according to suit and in sequence.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 5.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

### **5. Shuffle and cut of the cards**

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146-50, and after each shoe of cards is dealt, 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 device shall place the deck of cards in a single stack.

(b) After the cards have been shuffled and stacked, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to players in the following order:

1. The first player to the table, if the game is just beginning;
2. The player on whose betting area the cutting card appeared during the last round of play;
3. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play; or
4. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the gaming licensee.

(a) If the player designated in (b) above refuses to cut, the dealer shall offer the cut to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(b) The player or dealer making the cut shall place the cutting card in the stack at least a deck in from either end.

(c) Once the cutting card has been inserted, the dealer shall take all cards in front of the cutting card and place them on the back of the stack. Thereafter, the dealer shall insert the cutting card in the stack at a position at least a deck and a 1/2 of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(d) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in Section 7(d).

(e) If there is no gaming activity at the casino war table, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table.

1. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.
2. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:
  - i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner; and
  - ii. The shuffled cards have been secured, released and prepared for play in accordance with the gaming licensee's internal control procedures.

## **6. Wagers**

(a) All wagers at casino war shall be made by placing gaming chips or plaques and, if applicable, match play coupons on the appropriate betting area of the casino war layout. A verbal wager accompanied by cash shall not be accepted at the game of casino war.

(b) Except as provided in Section 8(e), all wagers at casino war shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures set forth in Section 7. Once a wager has been placed, no player shall handle, remove or alter the wager unless and until the dealer indicates that the wager has been decided in the player's favor as provided in this subchapter.

## **7. Procedure for dealing the cards**

(a) Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe pursuant to Section 5, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.

(b) Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.

(c) The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:

1. One card face up to each player who has placed an initial wager in accordance with Section 6; and
2. One card face up to the dealer.

(d) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.

(e) No player shall touch any card used in the game of casino war other than the cutting card.

## **8. Procedures for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by Section 7 have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counter-clockwise direction, compare the rank of each player's card with that of the dealer's card and settle all initial and tie wagers.

1. If a player's card is lower in rank than the dealer's card, the player shall lose his or her initial wager and, if applicable, tie wager.
2. If a player's card is higher in rank than the dealer's card, the player shall win his or her initial wager and, if applicable, lose his or her tie wager.
3. If the player's card and the dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (c) below as to his or her initial wager and, if applicable, win his or her tie wager.

(b) All losing initial wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning initial wagers and tie wagers shall be paid by the dealer in accordance with the payout odds provided in Section 9.

(c) If a player has a tie hand, the player shall be offered one of the following options:

1. The player may surrender one-half of his or her initial wager and end his or her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's initial wager and place it in the table inventory container. The dealer shall return the remaining one-half of the initial wager to the player. The dealer shall then proceed around the table in a counter-clockwise direction, repeating the process for each player with a tie hand who selects this option.
2. The player may surrender his or her entire initial wager and place a war wager pursuant to (e) below.

(d) After settling all initial wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to

war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

(e) If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's initial wager and place it in the table inventory container. The player's card and the dealer's card from the original deal shall remain exposed during the war deal. The dealer shall offer any player who has elected to go to war the opportunity to place a tie wager on the war deal.

(f) The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the dealer.

(g) After the dealing procedures required by (f) above have been completed, the dealer shall, beginning from the dealer's right and proceeding around the table in a counter-clockwise direction, compare the rank of each player's card from the war deal to the dealer's card from the war deal and settle all war and tie wagers.

1. If the player's card in the war deal is lower in rank than the dealer's card in the war deal, the player shall lose his or her war wager and, if applicable, tie wager.
2. If the player's card in the war deal is higher in rank than the dealer's card in the war deal, the player shall win his or her war wager and, if applicable, lose his or her tie wager.
3. If the player's card and the dealer's card in the war deal are of equal rank, the player shall win his or her war wager and, if applicable, tie wager.

(h) All losing war wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning war wagers and tie wagers shall be paid in accordance with the payout odds set forth in Section 9. After the collection of all losing wagers and the payment of all winning wagers from the war deal, 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 of the war deal in case of a question or dispute.

## **9. Payout odds**

(a) Winning wagers shall be paid as follows:

1. An initial wager shall be paid at odds of 1 to 1.
2. A tie wager shall be paid at odds of 10 to 1.
3. A war wager shall be paid at odds of 2 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 3 to 1.

## **10. Irregularities**

(a) A card found face up in the shoe while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe while the cards are being dealt, all hands shall be void and the cards shall be reshuffled.

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

(c) If a card is not dealt to a player's initial wager or tie wager in the original deal, the wager shall be void and the player shall be included in the next round of play.



(d) If an automated shuffling device is being used and the device jams, stops shuffling during the shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with the gaming licensee's internal control procedures.

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