

CHAPTER 4

LICENSED GAMES RULES OF PLAY

SECTION 1 CRAPS

A. DEFINITIONS: The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

1. “Come Out Point” shall mean a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on the come out roll.
2. “Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to Pass Bet and Don’t Pass Bet has been effected.
3. “Come Point” shall mean a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don’t Come Bet.
4. “7 Out” shall mean a total of 7 thrown by the shooter subsequent to his establishment of a Come Out Point.
5. “Total” shall mean the sum of numbers shown on the high or uppermost side of two dice on any given roll.
6. “Roll” shall mean the throw of the dice by the shooter.
7. “Shooter” shall mean the player who throws the dice.
8. “Puck” shall mean the marker used to either notify the players that a Come Out Roll is about to ensue (“off” mode) or to identify the shooter’s point (“on” mode).
9. “Stick” shall mean the instrument with which to move, present or gather the dice.
10. “Bowl” shall mean the container in which the dice shall be stored on a live game directly in front of the Stickman.

B. PERMISSIBLE WAGERS

1. Definitions of permissible wages at the game of CRAPS are as follows:
 - a. “Pass Bet” shall mean a wager placed on the Pass Line of the layout immediately prior to the come out roll. A pass bet can be made at any time, and must stay in play until it wins or loses. The Pass Bet shall win if, on the Come Out Roll:

- i. A total of 7 or 11 is thrown; or
 - ii. A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - iii. The Pass Bet shall lose if, on the come out roll:
 - (1) A total of 2, 3, or 12 is thrown; or
 - (2) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- b. “Don’t Pass Bet” shall mean a wager placed on the Don’t Pass Line of the layout immediately prior to the come out roll. A Don’t Pass Bet may be removed from play at any time at the player’s request, or by the player removing it from play. The Don’t Pass Bet shall win if, on the come out roll:
- i. A total of 2 or 3 is thrown; or
 - ii. A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - iii. The Don’t Pass Bet shall lose if, on the Come Out Roll;
 - (1) A total of 7 or 11 is thrown; or
 - (2) A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - iv. The Don’t Pass Bet shall be void if, on the Come Out Roll, a total of 12 is shown.
- c. “Come Bet” shall mean a wager placed on the Come Line of the layout at any time after the come out roll. The Come Bet shall win if, on the roll immediately following placement if such bet:
- i. A total of 7 or 11 is thrown; or
 - ii. A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - iii. The Come Bet shall lose if, on the roll immediately following placement or such bet;
 - (1) A total of 2, 3, or 12 is shown; or

- (2) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- d. “Don’t Come Bet” shall mean a wager placed on the Don’t Come area of the layout at any time after the Come Out Roll. A Don’t Come Bet may be removed from play at the player’s request at any time. The Don’t Come Bet shall win if, on the roll immediately following placement of such bet:
 - i. A total of 2 or 3 is thrown; or
 - ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - iii. The Don’t Come Bet shall lose if, on the roll immediately following placement of such bet:
 - (1) A total of 7 or 11 is thrown; or
 - (2) A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - iv. The Don’t Come Bet shall be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.
- e. “Place Bet to Win” shall mean a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9, or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number.

All buy, place, put and come odds shall be inactive on any Come Out Roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of such player’s wager. Hardway bets shall be “on” on the Come Out Roll.
- f. A “Place Bet to Lose” shall mean a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9, or 10 which shall win if a 7 is thrown before the particular number against which the wager is played and shall lose if the particular number against which of the wager is placed is thrown before a 7 appears.
- g. True odds on place bets (buy and lay bets):
 - i. For “buy bets” in addition to the payout odds set forth in this chapter for place bets on 4, 5, 6, 8, 9, and 10, the licensee may offer a player the option of receiving true odds on these bets in

return for the player paying to the casino, at the time of making the bet, 5% of such wager. A 5% vigorish shall be charged on the amount of the bet.

- ii. “Lay bets” shall mean a wager that may be made at any time, against any of the numbers 4, 5, 6, 8, 9, and 10. A lay bet shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a 7 appears. The licensee may offer a player true odds on these bets. A 5% vigorish shall be charged on the amount won.

- h. “Four the Hard Way” shall mean a wager, made at any time, which shall win if a total of 4 is thrown the hard way (*i.e.*, with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.

- i. “Six the Hard Way” shall mean a wager, made at any time, which shall win if a total of 6 is thrown the hard way (*i.e.*, with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.

- j. “Eight the Hard Way” shall mean a wager, made at any time, which shall win if a total of 8 is thrown the hard way (*i.e.*, with 4 appearing on each die) before 8 is thrown any other way and before a 7 is thrown.

- k. “Ten the Hard Way” shall mean a wager, made at any time, which shall win if a total of 10 is thrown the hard way (*i.e.*, with 5 appearing on each die) before a 10 is thrown any other way and before a 7 is thrown.

- l. “Field Bet” shall mean a one roll wager that may be made at any time, which shall win if any one of the totals 2, 3, 4, 9, 10, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7, or 8 is thrown on such roll.

- m. “Any Seven” shall mean a one roll wager, made at any time, which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

- n. “Any CRAPS” shall mean a one roll wager, made at any time, which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

- o. “CRAPS Two” shall mean a one roll wager, made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

- p. “CRAPS Three” shall mean a one roll wager, made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- q. “CRAPS Twelve” shall mean a one roll wager, made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose any other total is thrown.
- r. “11 in One Roll” shall mean a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.
- s. “Horn Bet” shall mean a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- t. “Horn High Bet” shall mean a wager that may be made at any time which shall win if any one of the totals 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11, or 12. A casino license that does not have a designated area on its layouts for the acceptance of a High Horn Bet shall break down the wager into two separate wagers on the “Horn” and one of the totals 2, 3, 11 or 12.
- u. “World Bet” shall mean a one-roll wager, that may be made at any time, which shall win if any one of the totals 2, 3, 7, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose, if any other total is thrown. A world bet shall be placed on the lower line of the any seven wager area in units of five with one unit wagered on each of the totals 2, 3, 7, 11, or 12.
- v. “3 Way CRAPS” shall mean a one roll wager, that may be made at any time, which shall win, if any one of the following totals 2, 3, or 12 is thrown on the roll immediately following the placement of such bet and shall lose if any other total is thrown. A “3 way CRAPS” bet will be placed with one unit wagered on each of the totals 2, 3, or 12. The dealer shall place such a wager touching the C of the any CRAPS wager area and the horn or horn high wagering area.
- w. “Hop Bet” shall mean a one-roll wager that may be bet at any time on a specific combination designated by the player, which shall win if the

combination is thrown on the next roll of the dice, and shall lose if any other combination is thrown.

- x. “Big Six” shall mean a wager placed on the area of the layout marked “Big 6” which shall win if a total of 6 is thrown before a 7 and shall lose if a 7 is thrown before a 6.
- y. “Big Eight” shall mean a wager placed on the area of the layout marked “Big 8” and shall win if a total of eight is thrown before a 7, and shall lose if a 7 is thrown before an 8.
- z. “Split Bet” shall mean a one-roll wager that is placed on the line or area between two proposition bets. It is understood that one half of the split bet is being bet on each side. Both bets will be left up and a net payoff is made to the player.
 - i. CRAPS-Eleven: a one-roll split bet on any CRAPS and eleven also referred to as “C and E.”
 - ii. 1 high-low: a one-roll split bet Aces (2) and Twelve (12).
 - iii. Ace Deuce-Any CRAPS: a one-roll bet which is unique because if ace deuce (3) rolls, both sides of the bet win.
- aa. “Put Bet” shall mean a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9, or 10 which shall win if the number on which the wager was placed is thrown before a 7 appears and shall lose if a 7 is thrown before such number.

All place bets to win, buy bets, odds on come bets, and odds on put bets will be inactive on any Come Out Roll unless called “on” by the player and confirmed by the dealer, or casino supervisor. Such confirmation will be indicated except when there is not sufficient time before the roll of the dice, by the placement of an “on” marker button on top of one of the player’s wagers so affected. If such a bet has been called on by the player and verbally confirmed by the dealer or casino supervisor and should win before the “on” button is placed, the “on” button will be placed before the bet is paid. All other wagers shall be considered “on” (active).

- 2. Only the wagers listed in this subsection shall be permissible at the game of CRAPS. Management may offer all or any combination of the permissible wagers listed in Subsection B1 provided the Gaming Commission is given a written list of the wagers to be offered.

C. MAKING AND REMOVAL OF WAGERS

1. Wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed orally by the dealer and a Boxman.
2. All wagers at CRAPS shall be made by placing gaming chips or plaques on the appropriate areas of the CRAPS layout except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques.
3. A wager made on any bet may be removed or reduced at any time prior to a roll that decides that outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet.
4. A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may be replaced or increased after such removal or reduction until a new Come Out Roll.
5. All buy and place to win bets, come odds, and hard ways shall be inactive on any Come Out Roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers shall be considered "On."
6. The minimum and maximum wagers to be permitted at each CRAPS table in the casino shall be and remain conspicuously posted on a sign at each table. The license must develop in its rules of game play internal controls a procedure for handling bets below the minimum or bets from high limit players that exceed the maximum (but not to exceed the casino maximum).

D. PAYOUT ODDS

1. All odds stated on any layout or in any brochure or other publication distributed by the casino shall be stated through use of the word "to" and no odds shall be stated through the use of the word "for."
2. The casino shall pay off winning wagers it offers at the game of CRAPS at the odds listed below:

WAGER	PAYOUT ODDS
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Put Bet	1 to 1
Big Six	1 to 1
Big Eight	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5

WAGER	PAYOUT ODDS
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5
Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11

WAGER	PAYOUT ODDS
Buy Bet 4 to Win	2 to 1
Buy Bet 5 to Win	3 to 2
Buy Bet 6 to Win	6 to 5
Buy Bet 8 to Win	6 to 5
Buy Bet 9 to Win	3 to 2
Buy Bet 10 to Win	2 to 1

WAGER	PAYOUT ODDS
Lay Bet 4 to Lose	1 to 2
Lay Bet 5 to Lose	2 to 3
Lay Bet 6 to Lose	5 to 6
Lay Bet 8 to Lose	5 to 6
Lay Bet 9 to Lose	2 to 3
Lay Bet 10 to Lose	1 to 2

WAGER	PAYOUT ODDS
Hop Bets 1-1, 2-2, 3-3, 4-4, 5-5, 6-6	30 to 1

WAGER	PAYOUT ODDS
Hop Bets 2 Unlike Dice	15 to 1
Four the Hard Way	7 to 1
Six the Hard Way	9 to 1
Eight the Hard Way	9 to 1
Ten the Hard Way	7 to 1

WAGER	PAYOUT ODDS
Field Bet	1 to 1 on 3, 4, 9, 10, 11 2 to 1 on 2 2 to 1 on 12

WAGER	PAYOUT ODDS
Any Seven	4 to 1
Any CRAPSs	7 to 1
CRAPS 2	30 to 1
CRAPSs 3	15 to 1
CRAPSs12	30 to 1
11 in One Roll	15 to 1

3. A Horn Bet and a Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.
4. No casino or employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by (2) or (3) above.

E. TRUE ODDS ON PLACE BETS (BUY AND LAY BETS) – VIGORISH PROHIBITED

1. Buy Bets: In addition to the payout odds set forth in Section D of this Section, for lace bets to win on 4, 5, 6, 8, 9, and 10, the casino may offer a player the option of receiving true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, the casino shall conform to the odds listed below in paying off winning wagers on these bets:

BET	ODDS
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

2. Lay Bets: In addition to or in lieu of the payout odds, set forth in Section 4 above, for lay bets to lose on 4, 5, 6, 8, 9, and 10, the casino may offer a player true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed five percent of such wager. Under such circumstances, the casino shall conform to the odds listed below in paying off winning wagers on these bets:

BET	ODDS
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

3. Except as provided for in subsections 1 and 2 of this Section, the casino shall not charge any percentage, fee or vigorish to a player in making any wager in the game of CRAPS.

F. SUPPLEMENTAL WAGERS MADE AFTER COME OUT ROLL IN SUPPORT OF PASS; DON'T PASS; COME AND DON'T COME BETS (TAKING AND LAYING ODDS)

1. Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the Come Out Roll, he shall have the right to make an additional wager in support of the Pass Bet. The licensee reserves the right to offer single, double, triple or any other multiple odds it so chooses after notifying in writing the Gaming Commission and after posting signs at the table notifying players of the odds being offered. If, in such circumstances, the Pass Bet wins, the original amount of the Pass Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the Come Out Point was 4 or 10; 3 to 2 if the Come Out Point was 5 or 9; and 6 to 5 if the Come Out Point was 6 or 8.
2. Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the Come Out Roll, he shall have the right to make an additional wager in support of the Don't Pass Bet. The licensee reserves the right to offer single, double, triple or any other multiple odds it so chooses after notifying in writing the Gaming Commission and after posting signs at the table notifying players of the odds being offered. If, in such circumstances, the Don't Pass Bet wins, the original amount of the Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 1 to 2 if the come out point was 4 or 10; 2 to 3 of the come out point was 5 or 9; and 5 to 6 if the come out point was 6 or 8.
3. Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make an additional wager in support of the Come Bet. The licensee reserves the right to offer single, double, triple or any other multiple odds it so chooses after notifying in writing the Gaming Commission and after posting signs at the tables notifying players of the odds being offered. If, in such circumstances, the Come Bet wins, the original amount of the Come Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the Come Point was 4 or 10; 3 to 2 if the Come Point was 5 or 9; and 6 to 5 if the Come Point was 6 or 8.
4. Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make an additional wager in support of the Don't Come Bet. The licensee reserves the right to offer single, double, triple or any other multiple odds it so chooses after notifying in writing the Gaming Commission and after posting signs at the tables notifying players of the odds being offered. If, in such circumstances, the Don't Come Bet wins, the original amount of the Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 1 to 2 if the Come Point was 4

or 10; 2 to 3 if the Come Point was 5 or 9; and 5 to 6 if the Come Point was 6 or 8.

5. The licensee shall offer an additional wager in support of a Put Bet (if offered). The player shall have the right to make an additional wager in support of the Put Bet. The licensee reserves the right to offer single, double, triple, or any other multiple odds it so chooses after notifying in writing the Gaming Commission and after posting signs at the tables notifying the players of the odds being offered. If, in such circumstances, the Put Bet wins, the original amount of the Put Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the Put Bet was 4 or 10, 3 to 2 if the Put Bet was 5 or 9, and 6 to 5 if the Put Bet was 6 or 8.

G. DICE, RETENTION; SELECTION; THROW OF THE DICE

1. A set of at least five (5) dice shall be present at the CRAPS table during gaming at CRAPS. Control of the dice shall be the responsibility of the Stickman at the table who shall retain all dice, except those in active play, in a dice cup at the table.
2. At the commencement of play, the Stickman shall offer the set of dice to the player immediately to the left of the Boxman at the table. If such a player rejects the dice, the Stickman shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
3. The first player to accept the dice when offered shall become the Shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.
4. Upon selection of the dice, the Shooter shall make a Pass or Don't Pass Bet after which he shall throw the two selected dice so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him. If a die or dice go off the table, the remaining dice in the dice bowl shall be offered to the player. When the die or dice that bounced off the table is returned to the table, the Boxman, Floorperson or pit boss will inspect the die or dice before it or they are returned to the bowl.
5. Dice should roll down the table, not slide or spin down the layout. The Stickman or Boxman, Floorperson, pit boss, table games manager or director of casino operations shall have the discretion to call "No Roll" if a player persists in rolling the dice in an irregular fashion. As occasional short rolls will occur, the Stickman will use good judgment in tolerating these non-routine situations.

H. INVALID ROLL OF THE DICE

1. A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.
2. A Boxman or Stickman, as designated by the casino, shall have the authority to invalidate a roll of the dice by calling “No Roll” for any of the following reasons:
 - a. The dice do not leave the shooter’s hand simultaneously;
 - b. Either or both of the dice fail to strike an end of the table;
 - c. Either or both of the dice come to rest on the chips constituting the CRAPS bank of chips located in front of the Boxman;
 - d. Either or both of the dice come to rest in the dice cup in front of the Stickman or on one of the rails surrounding the table;
 - e. The use of a cheating, crooked or fixed device or technique in the roll of the dice; and
 - f. For any other reason the Boxman or Stickman, as the case may be, considers the throw to be improper.
3. The call of “No Roll” by the Boxman or Stickman under either subparagraphs 1 or 2 of this subsection (H) shall, whenever possible, be made before dice come to rest.
4. A throw of the dice which results in the dice coming into contact with any chips on the table, other than the CRAPS bank of chips located in front of the Boxman, shall not be a cause for a call of “No Roll.”

I. POINT THROW; SETTLEMENT OF WAGERS

1. When the dice come to rest from a valid throw, the Stickman shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered skyward.
 - a. In the event either or both of the dice do not land flat on the table (*e.g.*, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.

- b. In the event of a dispute as to which face is uppermost, the Boxman shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.
- 2. After calling the throw, the Stickman shall collect the dice and bring them to the center of the table between himself and the Boxman. All wagers decided by that throw shall then be settled, following which the Stickman shall pass the dice to the Shooter for the next throw. When collecting the dice and passing them to the Shooter, the Stickman shall use a stick designed for that purpose.

J. CONTINUATION OF SHOOTER AS SUCH; SELECTION OF NEW SHOOTER

- 1. It shall be the option of the Shooter, after any roll, either to pass the dice or remain the shooter except that:
 - a. The Shooter shall pass the dice upon throwing a loser 7; and
 - b. The Boxman may order the Shooter to pass the dice if the Shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the statute or applicable regulation governing play of the game.
- 2. Whenever a voluntary or compulsory relinquishment of the dice occurs by the Shooter, the Stickman shall offer the complete set of 5 or more dice to the player immediately to the left of the previous Shooter and, if he does not accept, to each of the other players in turn clockwise around the table.
- 3. The first player to accept the dice when offered shall become the new Shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.
- 4. If the dice are passed after a point is established and before the number is rolled, the new Shooter shall complete the “hand” in progress before commencing a new roll.

K. PHYSICAL CHARACTERISTICS

- 1. CRAPS shall be played on a table oblong in shape with rounded corners and high walled sides. The cloth of the table shall have the name of the casino imprinted thereon.
- 2. Each CRAPS table shall have a drop box affixed to it.

L. TIPS

1. The licensee shall develop written procedures for the handling of tips given to the Stickman. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 2 ROULETTE

A. WAGERS

1. All wagers at Roulette shall be made by placing gaming chips or plaques on the appropriate areas of the roulette layout except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques.
2. No person at a roulette table shall be issued or permitted to game with chips that are identical in color and design to chips being used by another person at that same table.
3. Each player shall be responsible for the correct positioning of his wager or wagers on the roulette layout regardless of whether he is assisted by the dealer. Each player must ensure that any instructions he gives to the dealer regarding the placement of his wagers are correctly carried out.
4. Each wager shall be settled strictly in accordance with its position on the layout when the ball fails to rest in a compartment of the wheel.
5. The minimum and maximum wagers permitted at each roulette table in the casino shall be and remain conspicuously posted on a sign at each table. The licensee must develop written procedures for handling wagers below the minimum and wagers from high limit players that exceed the stated table limit.
6. On select games, the player will have the option to wager on "Back-to-Back". On "Back-to-Back," all previous roulette rules apply with the following exceptions:
 - a. The player must have the minimum table limit wagered on the regular game of roulette to be able to place a wager on "Back-to-Back."
 - b. The minimum and maximum wager for "Back-to-Back" is \$1.00.
 - c. The player will win the following odds on "Back-to-Back" if they pick the winning number consecutively.

First Time:	Even money or 1:1
Second Time:	One Thousand to one or 1,000:1
Third Time:	Ten Thousand to one or 10,000:1

B. PAYOUT ODDS

1. The casino shall pay off winning wagers at the game of roulette at the odds listed below:

BETS	PAYOUT ODDS
Straight Up	35 to 1
Split	17 to 1
3-Number	11 to 1
4-Number	8 to 1
5-Number	6 to 1
6-Number	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
Low	1 to 1
High	1 to 1

2. When roulette is played on a double zero wheel and the roulette ball comes to rest around the wheel in a compartment marked zero (0) or double zero (00), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.
3. When roulette is played on a single zero wheel and the roulette ball comes to rest around the wheel in a compartment marked zero (0), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.

C. ROTATION OF WHEEL AND BALL; IRREGULARITIES

1. The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
 - a. While the ball is still rotating in the track around the wheel, the dealer shall call “No More Bets.”
 - b. Upon the ball coming to rest in a compartment around the wheel, the dealer shall announce the number of such compartment and shall place a point marker to be known as a “crown” or “dolly” on that number on the roulette layout.

- c. After placing the crown on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.
- d. If the ball is spun in the same direction as the wheel, the dealer shall announce “No Spin” and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
- e. If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce “No Spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- f. If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce “No Spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- g. If a ball appears to “float” and does not drop in a normal fashion, a dealer or Floorperson, pit boss or table games manager may inform the players that the spin is not valid by announcing “No Spin,” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

D. PHYSICAL CHARACTERISTICS

- 1. Roulette shall be played on a table having a roulette wheel of not less than 30 inches or more than 33 inches in diameter to one end of the table and a roulette layout imprinted on the opposite end of the table.
- 2. Each roulette wheel shall be of a single zero or a double zero variety as described and depicted below:
 - a. Each single zero roulette wheel shall have 37 equally spaced pockets around the wheel with one marked zero (0) and colored green and the others marked 1 to 36 and colored alternately red and black, which numbers shall be arranged around the wheel, unless otherwise approved by the Gaming Commission. The color of each pocket shall be a corresponding color to those depicted on the ring. The licensee will not use a solid neutral colored ring unless approved by the Gaming Commission.
 - b. Each double zero roulette wheel shall have 38 equally spaced pockets around the wheel with one marked zero (0) and colored green, one marked double zero (00) and colored green, and the others marked 1 to 36, and colored alternately red and black, which numbers shall be arranged around the wheel, unless otherwise approved by the Gaming Commission. The color of each pocket shall be a corresponding color

to those depicted on the ring. The licensee shall not use a solid neutral colored ring unless approved by the Gaming Commission.

3. Unless otherwise approved by the Gaming Commission, the layout of each roulette table shall have the name of the casino imprinted thereon, according to whether the roulette wheel at such table is a single zero or a double zero wheel. Each roulette table shall have a metal drop box attached to it.

E. TIPS

1. The licensee shall develop written procedures for the handling of tips given to roulette personnel by players. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 3 BLACKJACK

A. DEFINITIONS: The following words and terms, when used in the Section, shall have the following meanings unless the context clearly indicates otherwise:

1. “Blackjack” shall mean an ace and a second card with a point value often dealt as the initial two cards to a player or the dealer. Blackjack may not include an ace and a ten-point value card dealt to a player who has split pairs.
2. “Dealer” shall mean the person responsible for dealing the cards at a blackjack table.
3. “Hard Total” shall mean the total point count of a hand which contains no ace or which contains aces that are counted one in value.
4. “Shoe” shall mean a dealing device that has a compartment in which cards are stacked and which permits cards to be dealt at any given time.
5. “Soft Total” shall mean the total point count of a hand containing an ace when the ace is counted as eleven in value.
6. “Wash or Chemmy Shuffle” shall mean randomly mixing the cards through a circular washing motion while the cards are spread on the layout.

B. CARDS; WAGERS

1. The value of the cards contained in a deck of cards is as follows:
 - a. A card from 2 to 10 has its face value;
 - b. A jack, queen, or king has a value of 10; and
 - c. An ace has a value of 11 unless that would give a player or the dealer a score in excess of 21, in which case it has a value of one.

A standard blackjack deck shall contain 52 cards in four suits, hearts, diamonds, clubs, and spades with each suit consisting of a numerical card from 2 to 10 and a jack, a queen, a king, and an ace. More than one deck of cards may be used for play at blackjack at the discretion of the licensee.

2. Before the first card is dealt for a round of play, a player may make a wager against the dealer. The player wins his wager if any of the following events occur:
 - a. The sum of the player’s cards is 21 or less and the sum of the dealer’s cards is more than 21;

- b. The sum of the player's cards exceeds that of the dealer without either exceeding 21; or
- c. The player has blackjack and the dealer does not.

C. PUSH—EXCEPTIONS; WAGERING RULES; PAYMENT OF WAGERS; HANDLING OF WAGERS

- 1. A wager is void and returned to the player when the sum of the player's cards is the same as the dealer, but a player's wager is lost if the dealer has a blackjack and the sum of the player's cards is 21 and not a blackjack.
- 2. Except for splitting pairs, surrendering, insurance, and doubling down, once the first card of the hand has been dealt by the dealer, no player may handle, remove, or alter any wagers that have been made until the hand has been completed.
- 3. Winning wagers must be paid at odds of one to one with the exception of blackjack which must be paid at odds of three to two, and insurance which shall be paid at odds of 2 to 1.
- 4. After a wager on the insurance line, a surrender, a wager to double down or a wager to split pairs has been confirmed by the dealer, no player may handle, remove, or alter the wagers until the hand is completed. No dealer or other employee of the licensee may permit a player to violate this section.
- 5. The licensee shall develop written procedures for handling wagers less than the stated maximum.

D. INSPECTION OF CARDS; PRESENTATION OF CARDS; SHUFFLE AND RESHUFFLE; CUT; CUTTING PLAYER

- 1. After receiving the cards at the table, the dealer must sort and inspect the cards.
- 2. After the cards are sorted and inspected, the cards must be spread out, faced upward on the table, for visual inspection by the players. The cards must be spread out in horizontal fan-shaped columns by deck according to suit and sequence.
- 3. After the players inspect the cards, the cards must be turned face downward on the table, mixed thoroughly and stacked. After each stack of cards is dealt, the dealer must reshuffle the cards so they are randomly intermixed. A reshuffle of the cards must take place after the cutting card is reached. The dealer may reshuffle the cards at his discretion.

4. After the cards have been reshuffled, the dealer must offer the stack of cards with the backs facing away from him to the cutting player to be cut. The cutting player must cut the cards by placing the cutting card in the stack at least five (5) cards from either end. Once the cutting card has been inserted by the player, the dealer must take all cards in front of the cutting card and place them on the back of the stack after which the dealer must insert the cutting card in a position approximately one quarter of the distance from the back of the stack. If a Shoe is used, the stack of cards must then be inserted into dealing Shoe for the beginning of play; otherwise, the cards may be dealt from the hand.
5. The dealer must make a reasonable attempt to alternate the cut among the players.

E. PROCEDURE FOR DEALING CARDS; BURN PROCEDURE

1. Cards used to game at blackjack must be dealt from the hand or from a dealing Shoe specifically designed for the purpose and located on the table on the left of the dealer. A dealer must remove cards from the shoe or the deck and then place them on the appropriate area of the layout.
2. At the discretion of the licensee, the dealer may deal the first card face downward and place it in the discard rack which must be located on the table immediately in front or to the right of the dealer. A new dealer who comes to the table may also bum one card before the new dealer deals the cards to the players. At the discretion of a licensee, the bum card may also be disclosed upon request.

F. THE DEAL; THE PLAY; THE PICKUP

1. At the beginning of a round of play, the dealer must, starting on his left and continuing clockwise around the table, deal the cards in the following order:
 - a. One card face downward or upward to each box on the layout in which a wager is contained;
 - b. One card face upward to himself;
 - c. A second card, face downward or upward to each box in which a wager is contained; and
 - d. One card face downward to himself.
2. After two cards have been dealt, each player must double down, surrender, split pairs, stand, draw or make an insurance wager. As each layer indicates his decision, the dealer must deal face upward whatever additional cards are necessary.

3. At the conclusion of a round of play, all cards on the layout must be picked up by the dealer from right to left, so that they can be readily arranged to indicate each player's hand in case of question or dispute. After the players' cards have been collected, the dealer must pick up his cards in a manner that the dealer's cards are positioned on top when placed in the discard rack. When the value of a player's cards exceeds 21, that player's cards shall be revealed and placed in the discard rack.

G. DEALER'S HOLE CARD; DEALING AFTER CUTTING CARD REACHED

1. The dealer may not look at the face of his hole card until after all cards requested by the players are dealt to them unless the dealer's first card is an ace or has the value of ten.
2. If the cutting card is reached during the deal of the cards, the dealer must continue dealing until that round of play is completed.

H. PROHIBITED ACT; POINT COUNTS; INSURANCE WAGERS

1. No player or spectator may remove or alter any cards except as provided by this chapter, and no dealer or other employee of the licensee may permit a player or spectator to engage in such activity.
2. A player is responsible for correctly computing the point count of his hand, and no player may rely on the point counts announced by the dealer.
3. If the first card dealt to the dealer is an ace, a player may make an insurance bet which wins if the dealer's hole card is a king, queen, jack, or ten and loses if the dealer's hole card is an ace, two, three, four, five, six, seven, eight or nine. An insurance bet is 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. A player must bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, if because of the value of chip denominations, half the initial wager cannot be bet. Insurance wagers must be placed immediately after the second card is dealt to each player, after the dealer's card is exposed, and before any additional cards are dealt to the dealer. All winning insurance wagers must be paid at odds of two to one. All losing insurance wagers must be collected by the dealer immediately after he draws his second card or discloses his hole card and before he draws any additional cards.

I. DOUBLING DOWN; SPLITTING PAIRS

1. Except for blackjack, the licensee may allow a player to double down on his hand, which is to make an additional wager, not exceeding his original wager, on the first two cards, dealt to him or the first two cards of any split pair. One

additional card must be dealt to the hand on which the player elects to double down. If a dealer obtains blackjack after a player doubles down, the dealer must collect the amount of the original wager and may not collect the additional amount wagered doubling down.

2. If the first two cards dealt to a player are identified in value, he may split the hand into two separate hands by making a wager on the second hand equal to his original wager. If a player splits pairs, the dealer must deal a second card to the first hand so formed and must complete the player's decision on that hand before dealing cards to the second hand. After a second card is dealt to a split pair, the player must stand, surrender, draw, or double down. A player may not split pairs more than three times in a round of play on any one hand. A player splitting aces may have only one card dealt to each ace. If the dealer obtains blackjack after a player splits pairs, the dealer may only collect the amount of the original wager of the player and may not collect the additional amount wagered in splitting pairs.

**J. DRAWING OF ADDITIONAL CARDS BY PLAYERS AND DEALER;
PLAYER WAGERING ON MORE THAN ONE BOX**

1. A player may elect to draw additional cards if his point count total is less than 21. A player with blackjack or a hard or soft total of 21 may draw additional cards.

A dealer must draw additional cards to his hand until he has a hard or soft total of 17, 18, 19, 20, or 21. Thereafter, no additional cards may be drawn. A dealer may not draw additional cards to his hand, regardless of the point count, if decision have been made on all player's hands and the point count of the dealer's hand will have no effect on the outcome.

2. The licensee may permit a player to wager on more than one box or may limit multiple play during hours when there are insufficient seats in an establishment to accommodate patron demand.

K. IRREGULARITIES; SURRENDER; POSTING OF RULES

1. A card found turned face upward in the Shoe or deck may not be used in the game and must be placed in the discard rack. A card drawn in error without its face being exposed must be used. After the initial cards have been dealt to each player and a card is drawn in error and exposed to the player, the card must be dealt to the players or dealer. Any player refusing to accept such a card may not have additional cards dealt to him during the round. If the card is refused by the player and the dealer cannot use the card, the card must be burned. If the dealer misses dealing the first or second card to himself, the dealer must continue dealing the first two cards to each player, and then deal the correct number of cards to himself. If there are insufficient cards remaining in the Shoe or deck to complete a round of play, the cards in the

discard rack must be shuffled and cut; and the dealer must complete the round of play. If no cards are dealt to a player's hand, the hand is dead and he may be included in the next deal. If only one card is dealt to the player's hand, the dealer must deal the second card to the player after all other players have received a second card.

2. At the option of the licensee, a player may surrender his cards by forfeiting half of his original wager if the dealer does not have blackjack. A player must surrender before he receives additional cards to his hand.
3. The licensee shall post the rules of play and betting of blackjack in a prominent place so that they can be read by a player from the table.

L. PHYSICAL CHARACTERISTICS; TIPS

1. Blackjack shall be played at a table having on one side places for the players and on the opposite side, a place for the dealer.
2. The cloth covering the blackjack table shall have imprinted thereon the name of the casino and shall have areas for wagers, which are six or seven in number.
3. The following inscriptions shall appear on the cloth covering the blackjack table:
 - a. Blackjack pays 3 to 2;
 - b. Dealer must hit 16 and stand on soft 17;
 - c. Insurance pays 2 to 1
3. Each blackjack table shall have a drop box attached to it.
4. TIPS

The licensee shall develop written procedures for dealers to handle tips received from players.

M. SINGLE DECK BLACKJACK

Single Deck Blackjack shall follow all previously approved blackjack regulations with the following exceptions:

1. Blackjack pays 6 to 5;
2. Double-down on 10 and 11 only;

3. The dealer shall hit soft 17 and stand on hard 17 or above.

N. BLACKJACK SWITCH

Blackjack Switch shall follow all approved blackjack regulations for blackjack with the following exceptions:

1. Prior to the first card being dealt for each round of play, each player at the game of Blackjack Switch shall make two wagers against the dealer which shall win if:
 - a. The score of the player is 21 or less and the score of the dealer is in excess of 22;
 - b. The score of the player exceeds that of the dealer without either exceeding 21; or
 - c. The player has achieved a score of 21 in his/her initial two cards and the dealer has achieved a score of 23 in more than two cards.
2. After being dealt the initial cards for both hands, the player may opt to “switch” the 2nd cards of each hand.

SECTION 4 POKER

A. DEFINITIONS: The following words and terms, when used in this subsection, shall have the following meanings unless the context clearly indicates otherwise:

1. “Ante” shall mean a player’s initial bet or predetermined contribution to the pot before the first card of the game is dealt.
2. “Bet” shall mean a player’s wager to the pot on any betting round.
3. “Betting round” shall mean a complete cycle in a hand of poker after all players have called or folded.
4. “Big-Bet Poker” shall mean any betting structure where the maximum wager is unlimited or controlled by the size of the pot, such as no-limit, pot-limit or half-pot limit.
5. “Blind Bet” shall mean a bet made before the first card of the game is dealt. Its purpose is to promote betting action.
6. “Button” shall mean an object which is moved clockwise around the table to denote an imaginary dealer.
7. “Buy-In” shall mean a purchase of chips by a player prior to play.
8. “Call” shall mean a bet made equal to the immediately preceding bet.
9. “Cap the Betting” shall mean to prohibit further wagers that increase the total bet on a round. Once the betting has been capped, even all-in bets increasing the total bet are not allowed.
10. “Card Game Shill” shall mean an employee of the licensee engaged and financed by the licensee as a player for the purpose of starting and/or maintaining a sufficient number of players in a card game.
11. “Card Table Bank” shall mean an imprest inventory of cash and chips physically located in the table tray on the card table and controlled by the licensee through accountability established with the satellite cage.
12. “Ceiling Figure” shall mean a restriction on the size of the total bet on a particular betting round, or in all betting rounds for a certain game.
13. “Check” shall mean to waive the right to initiate the betting in round, but to retain the right to call.
14. “Check and raise” shall mean a raise after a player first checked in a round.

15. "Chips" shall mean tokens or 25-cent coins, 50-cent coins, or silver dollars.
16. "Community cards" shall mean in the game of Texas Hold'em, cards dealt face upward which can be used by all players to make their best hand.
17. "Dead Blind" shall mean a blind that is assigned to a seat no longer occupied by an active player and, therefore, not posted.
18. "Dead Button" shall mean a button placed in front of a seat no longer occupied by an active player.
19. "Dead Money" shall mean money that is taken into the center of the pot because it is not considered part of a particular player's bet.
20. "Deal" shall mean the distribution of playing cards among the players.
21. "Deuce" shall mean the term for the number two card of any suit.
22. "Draw" shall mean in a draw poker, the taking of additional cards by a player prior to the second round of betting.
23. "Fixed Limit" shall mean any betting structure where the betting limit on each particular round does not vary.
24. "Flexible Limit" shall mean any betting structure where there is a fixed upper limit but variable range on each betting round, such as "one to four dollar limit."
25. "Flop" shall mean in a game of Texas Hold'em, the first three community cards dealt face up, one at a time.
26. "Fold" shall mean to discard a hand during a betting round by refusing to match a bet.
27. "Hand" shall mean one game in a series, one deal, the cards held by a player, or the best five cards of a player's holding.
28. "Hole card" shall mean a card held by a player which is unseen by the other players.
29. "Misdeal" shall mean to deal a hand of poker wrongly, including dealing to at least two players more cards than those players are entitled to after the dealing of the hand is complete.
30. "Muck" shall mean the playing card discard pile. Muck may be used as a verb meaning to put a hand into the discard pile, thereby killing it.

31. “Open,” “Openers,” “To Open” shall mean a bet or a check by the required player.
32. “Opener” shall mean the player who makes the first bet in any betting round.
33. “Pat Hand” shall mean a hand which does not need another card drawn to it.
34. “Pot” shall mean a location on the poker table; the total amount anted and bet by players during a game which is awarded to the winning player or players.
35. “Proposition Player” shall mean a person paid a fixed sum by the licensee for the specific purpose of playing in a card game who uses his own funds, retains his winnings and absorbs his losses.
36. “Raise” shall mean a bet in an amount greater than the immediately preceding bet in that betting round.
37. “Rake-Off” or “Rake” shall mean the amount taken from the pot by the retail licensee.
38. “Random Card” shall mean a card selected from a group of unknown cards (card that has not yet come into play), each having an equal chance of being chosen.
39. “Random Card Concept” shall mean the idea that the substitution of a random card for a player’s proper card (because an irregularity has occurred) leaves the player with the same mathematical chances of winning the pot as before the irregularity occurred. Therefore, it is assumed that the player has not been materially injured by that irregularity.
40. “Round” shall mean a cycle of bets made by the players following the deal of the cards.
41. “Showdown” shall mean the revealing of each player’s hand by the player after the last bet to determine the winners of the pot.
42. “Split Limit” shall mean a fixed-limit betting structure where betting rounds have a higher limit than earlier rounds. Some rounds may offer an option of the lower or higher limit, as in Seven Stud high with an open pair on fourth street.
43. “Straddle Bet” shall mean an optional blind bet posted by the player on the immediate left of the big blind bet, increasing the stakes for that round. The straddle bet is normally live (receives last action) on that round of betting.
44. “Stake” shall mean the fund with which a player enters the game.

45. “Street” shall mean a round of cards or the following betting rounds: Streets are numbered at Hold ‘Em by the number of board cards at that point; at Stud, by the number of cards held by the player at that point.
46. “Substantial Action” shall mean three players acting, or two players putting money in the pot by a bet, call or raise. The dealer counts as a player (but not as one who has put money in the pot), if he has acted by dealing the bum card off the top of the deck. The dealer also counts as a player if he contributed to an error, such as failing to indicate one as the proper player as high on the board and first to act at Stud, or not attempting to stop any further action when not high on board has bet. Substantial action is not considered as having taken place on the round of starting cards while the dealer is still in the act of dealing cards on that round. Any action taken after attention has been called to an irregularity by a player or the dealer is not counted as an action toward the total number of actions needed for substantial action.
47. “Third Man Walking” shall mean that when two players are away from the table and a third person leaves, the dealer will advise that they are the “Third Man Walking” and that they will have 10 minutes to return to their seat or forfeit their seat to a waiting patron.
48. “Wild Card” shall mean a card that a player may declare to have any value in the deck.

B. TYPES OF POKER AUTHORIZED

1. The casino may conduct the following poker games:
 - a. Texas Hold'em
 - b. Five-card low draw
 - c. Five-card high draw
 - d. Five-card high-low split draw
 - e. Five-card high stud draw
 - f. Seven-card low stud
 - g. Seven-card high stud
 - h. Seven-card high-low split stud
 - i. Hitchcock Six card stud
 - j. Caribbean stud

- k. Pai Gow
- l. Red Dog
- m. Omaha Hold'em
- n. Let It Ride
- o. Three Card Poker
- p. Crazy Pineapple
- q. Chinese Poker (Pai-Gow Variant)
- r. Badugi (Lowball/5 Card Low Draw Variant)

C. RANKING OF CARDS IN HANDS

- 1. The cards are ranked ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and deuce. The ace is the highest ranked card in high poker and is ranked lower than a deuce in low poker. A poker hand in a show down consists of five cards, usually the best five selected from a greater number, ranked according to the following from highest to lowest:
 - a. Five ace — four aces of different suits and the joker;
 - b. Straight flush — five cards of the same suit in sequence; an ace-high straight flush is a “royal flush;”
 - c. Four of a kind — four cards of the same rank;
 - d. Full House — three cards of the same rank and two cards of the same rank;
 - e. Flush — five cards of the same suit;
 - f. Straight — five cards in sequence; an ace may be low in a five-high-card straight;
 - g. Three of a kind — three cards of the same rank;
 - h. Two pair — two cards of the same rank and two cards of one other rank;
 - i. One pair — two cards of the same rank; and

- j. High card — the highest ranking card in the hand.

D. USE OF JOKER; TIE; CARDS; CASINO TO PROVIDE DEALER

1. At the discretion of the licensee and with notice to all players, the joker may be used in draw poker as a wild card, an ace, or as any other card not already in the player's hand to complete a straight flush, a flush, or a straight. The joker may be used in low poker as a card of the lowest rank not already in the player's hand.
2. At a showdown, if two or more hands are tied, the hand with the highest ranked card or cards wins; otherwise, the tie must be broken by the rank of the unmatched cards in the hand. All suits are of equal value for determining hand rankings.
3. The cards in the game of poker must be one complete standard deck of 52 cards. A joker may be used. The design on the backs of the cards in the deck must be identical, and no card may contain any marking, symbol, or design that enables a player to know the identity of any element printed on the face of the card. The backs of the cards may contain a logo. The back of the cards in the deck must be designed to eliminate the ability of any person to place concealed markings on them. No cards shall be used that are taped, cut, shaved, marked, defaced, bent, crimped, or deformed.
4. The licensee must provide the dealer.

E. SHUFFLE AND CUT OF THE CARDS; ANTE; THE DEAL

1. Before the play, the dealer must, in front of the players, shuffle the cards so that they are randomly intermixed or use an approved shuffle machine. The dealer may offer the cut. If the player refuses the cut, the dealer must cut the cards. The dealer must restack the cards with the former bottom part of the deck on top. The dealer must place the cutting card on the bottom of the deck to conceal the last card which must be dealt. The licensee must have two separate decks of cards available at each table. The color of the backs of the cards of the two decks must be of a different predominant color. A player may request that the dealer change decks. If such a request is made, the dealer must switch the decks at the end of that hand.
2. An ante may be used in the game at the discretion of the licensee with notice to all players. The player must ante for each hand by placing chips equaling the ante in front of him on the table before the first card of the game is dealt. The dealer must sweep the antes and place them in the pot. Once the first card is dealt to any player, the ante may not be altered.
3. Cards must be dealt out of the hand by the dealer. A button may be moved around the table clockwise, player to player, so that the player who has the

button receives the advantage of playing and betting last. The first holder of the button must be determined at random by dealing for the high card.

F. THE PLAY — TEXAS HOLD’EM

1. Texas Hold’em must be played according to the following rules:
 - a. The dealer must deal two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive his cards is the player assigned the button. After each player has received his two cards, there is a betting round. The player to the left of the button opens and each following player may call, raise or fold.
 - b. The dealer deals three community cards from the deck and turns them face upward, in the center of the table. Community cards are common to the hand of every active player in the pot.
 - c. After the flop, the betting continues for another round. The player sitting left of the player assigned the button opens. After the opening, a player may call, raise or fold.
 - d. The dealer deals another community card face upward in the center of the table. Another betting round occurs. The dealer deals another community card face upward in the center of the table for the final betting round.
 - e. After all bets are made and if there are two or more players remaining in the game, there is a showdown with the best high hand winning the pot.

G. THE PLAY — OMAHA HOLD’EM

1. Omaha is a variation of Texas Hold’em. It is a community card game in which five community cards are used and betting is done in the same manner as Texas Hold’em.
2. All players are dealt four hole cards. The game may be designated as “Big Omaha” and include a 5th hole card. Winning hands are determined through a combination of five cards that must use two cards from the hole cards and three cards from the board or community cards.
3. The dealer uses a flat disk called a button to indicate the theoretical dealer of each hand. The player to the immediate left of the button is first to receive a card. Betting action on the initial round starts with the player on the left of the last player to post a blind bet. On subsequent rounds, the first active player clockwise from the button acts first.

4. All of the other rules and procedures of Texas Hold'em apply equally to Omaha Hold'em.

H. THE PLAY — DRAW POKER

1. The game five-card low draw poker, five-card high draw poker, and five-card high-low split draw poker must be played according to the following rules:
 - a. The dealer must deal sequentially to each player five cards face downward. The player to the immediate left of the player with the button opens. After the initial betting round, the players must either retain their pat hands or discard. The players' discards are placed in the discard pile. Players who discard are dealt a new card face downward for each card discarded. Players' newly dealt cards are received at the same time as cards are discarded. There is a betting round followed by a showdown. The game may be designated to include up to 3 draws and 4 betting rounds.

In A-5 designated games: Straights and flushes are ignored: best hand is 5-4-3-2-1 (wheel).

In 2-7 designated games: Straights and flushes are ranked hands: best hand is 7-5-4-3-2-1.
 - b. In the game five-card low draw poker, the lowest ranking hand wins the pot.
 - c. In the game five-card high draw poker, the highest ranking hand wins the pot. If a joker is used, it must be used as an ace, or used to complete a straight flush, a flush or a straight.
 - d. In the game five-card high-low split draw poker, the player with the best high hand and the player with the best low hand split the pot. A player who wins high or low and ties a player for the other receives three-quarters of the pot. A player may win both high and low at the same time. If the chips contained in the pot are not divisible by two, the player with the high hand must be awarded the off chip after the remaining pot is split equally.

I. THE PLAY — FIVE-CARD STUD POKER

1. In five-card stud poker, the player must receive one card face downward and one card face upward to form his initial hand. The player must receive three more cards dealt face upward, one at a time. There must be a total of four betting rounds, one after each new card has been dealt face upward. After the initial deal, the player with the high card opens. If two or more players have

an opening card of the same value, the opener must be determined by the rank of the suits of the cards as follows: spades, hearts, diamonds and clubs. On all subsequent rounds, the player with the best hand showing opens. Five-card stud poker is only played at high poker.

J. THE PLAY — SEVEN-CARD STUD POKER AND SEVEN-CARD HIGH STUD POKER

1. In seven-card low stud poker and seven-card high stud poker, the player receives two cards dealt face downward and one card dealt face upward. At the licensee's discretion, the player with the high or low card opens. If two or more players have a card of the same value, the low or high card must be determined by the rank of the suits of cards as follow: spades, hearts, diamonds, and clubs from highest to lowest. On all subsequent rounds, the player with the best hand showing opens. The players receive three additional cards dealt face upward and a final card dealt face downward, with a betting round after each card. In seven-card stud high, the highest hand wins the pot. In seven-card stud low, the lowest hand wins the pot.

K. THE PLAY — SEVEN-CARD HIGH-LOW SPLIT STUD POKER

1. In seven-card high-low split stud poker, the highest hand and the lowest hand split the pot. A player who wins in one direction and ties a player for the other direction receives three-quarters of the pot. A player who wins both directions without a tie receives all of the pot. Aces may be used for either high or low. The betting is the same as in seven-card stud poker.

L. THE PLAY — CRAZY PINEAPPLE

Crazy Pineapple is a version of Texas Hold'em. Crazy Pineapple shall follow all approved Texas Hold'em regulations with the following exceptions:

1. In Crazy Pineapple all players are initially dealt 3 hole cards; in Texas Hold'em they are initially dealt 2 hole cards.
2. After the flop is dealt in Crazy Pineapple the players remaining in the hand will return one of their 3 hole cards to the dealer to be placed in the muck. From this time on the game is played exactly like Texas Hold'em.

M. THE PLAY — CHINESE POKER

Chinese poker is a game similar to Pai Gow poker where players assemble 3 hands out of a total of 13 cards. The 3 hands are compared, and each player wins or loses a "point" for each hand. Each point is worth a predetermined dollar value.

1. The dealer will deal 4 hands face down of 13 cards each.

2. Each player will select one of the four hands.
3. The players will assemble the hands in the following manner.
 - a. A 3-card hand on top (straights and flushes do not count in 3-card hand).
 - b. A 5-card hand in the middle.
 - c. A 5-card hand on the bottom.
 - d. The bottom 5-card hand must be higher ranking than the middle hand, and the middle hand must be higher ranking than the top 3-card hand.
4. Players will occasionally change hand, making the middle or bottom hand a “lowball hand” as covered in the rules of A-5 or 2-7 lowball. A Shift Supervisor must be notified prior to any changes in the game.
5. Each player will compare hands with every other player. After points are determined, the players will pay all bets. All bets must be made prior to the start of the next hand.
6. Players may award bonus points based on specific hands, such as an extra point from each player for a royal flush.
7. Any player who wins the top, middle, and bottom hands from another player will receive another point.

N. THE PLAY —BADUGI

1. Badugi is a four-card Triple Draw low game. It is a seven (7) handed button game with a maximum of six (6) players. Current Triple Draw rules apply.
2. The best hand consists of four low cards of different rank and suit. Pairs count against the hand. No ranking suits, EXAMPLE: <Ac 2d 3h 4s> is a Badugi.
3. In a full game, each player is dealt four (4) down cards except the player in front of the big blind. There are four (4) betting rounds, one after the initial deal and one after each of the three (3) draws. Player may draw zero to four cards.
4. In Badugi the aim of the game is to hold a lower off-suited hand than your opponent. Aces are the lowest cards in the deck. Suits have no ranking.

5. A Badugi is a 4-card hand with no pairs and not the same suit. EXAMPLE <2s 3h 4d 5c> <2d 4c 6s 7h>. The best possible Badugi hand is <A 2 3 4 off-suit>.
6. In a paired hand such as <Ac 2d 4h 4s>, the hand value is <A 2 4> and is known as a three card had. Only one of the paired cards may be used. A Badugi hand beats any three-card hand. Similarly, a hand such as <A 2 2 2 off-suit> holds a value of <A 2> and is known as a two-card hand. A Three card hand beats any two-card hand. A hand such as <4c 4d 4h 4s> hold a value of <4> and is known as a one-card hand. A two-card hand beats any one-card hand.
7. Suited hands work similarly to paired hands. EXAMPLE: <Ad 4s 5h 6h> hold a value of a three card hand. The <5h> is counterfeited.
8. The final hand value of suited and paired hands is usually weak. EXAMPLE: <Kh Kc 9c 8s> holds the value of a three-card hand. The <Kc> is counterfeited by the <Kh> paired and <9c> (suited).
9. An exposed card on the initial deal must be kept if it is a wheel card. Any other exposed card will be replaced after all players have received their cards. The exposed card will be placed on the top of the deck and used as the burn card. The player will receive what was to be the burn card.
10. In less than a full game, a new or return player may enter in any position by posting the Big Blind. In a full game, the new or returning player can post only in the Big Blind position.
11. The last card of the deck is never to be used. In the event there are not enough cards for a drawing round, the cards will be dealt down to the last card. All cards, except the discards of the current round, including the burn cards will be hand-shuffled and dealt.

O. RAKE-OFFS; OPERATION OF THE GAME PROTECTION OF HANDS

1. Rake-offs may not exceed 10% of all sums wagers in the hand. Rake-offs may only be pulled from the pot by the dealer in an obvious manner after each wager and call or at the competition of the hand. The rake-off must be placed and remain in a designated rake circle until a winner is declared and paid. The rake-off must then be dropped into the drop box. The designated rake circle must be clearly visible to all players.
2. Play must proceed in a clockwise direction with each player's turn following the person's immediate right.
3. A player must protect his hand by holding onto it above the table or by placing one or more chips on it. The player who fails to protect his hand has

no relief if his hand becomes dead by contact with discarded cards or is accidentally taken in by the dealer. Contact of an unprotected hand with a discarded card makes it dead. A protected hand may not be ruled dead by accidental contact with discards unless it is impossible to reconstruct completely. A player who has a protected hand taken in by the dealer or fouled by discards through no fault of the player is entitled to a refund of all the chips he put in the pot in that game.

P. DEALING; MISDEAL; TABLE STACKS; BYPASSED BETTING

1. A card dealt must be the top card on the deck. After the first card of the hand has been dealt to a player, the deal continues in a clockwise direction. The order of cards in the deck may not be disturbed during the deal of a round.

A card that is meant to be dealt face downward but is dealt face upward or flashed as it is dealt so that a player might know its identity or a card that is meant to be dealt face downward but it dealt off the table is considered an exposed card and is dead. A card exposed by a player is not an exposed card. An exposed card meant to be dealt face downward may or may not be replaced, depending on the rules for the type of poker being played. The replacement of an exposed card must be done after all players have received their cards in that round. The dealer must determine whether a card has been exposed.

2. A misdeal causes all of the cards to be returned to the dealer for a redeal. A misdeal may not be called once substantial action has occurred. "Substantial action" is defined as either three players acting by betting or folding or two players acting, if one of them has raised the pot.
3. A player confronted by a bet larger than his stack of chips may call "all in" and place his chips into the pot as a call. The excess part of the bet is either returned to the bettor or used to form a side pot with another player or players by matching the amount called. There is no limit on the number of side pots. Play must continue and the player who is "all in" must receive cards as do other active players. The remaining players must place their bets into the side pot or pots. At the showdown, if the player who is "all in" has the high hand, he wins the pot. If the player who is "all in" does not have the highest hand, the player with the highest hand wins both pots.

In a high-low game, a similar procedure must be used to award the pots to the highest and lowest hand.

A player who is "all in" and loses must leave the game or buy more chips.

4. A player must act on his hand. He must notify the other players that he has not yet acted if the betting action inadvertently bypasses him.

Q. BURNED CARDS; FOLDING; CALL OR RAISE; REQUIRED STATEMENTS

1. Burn cards shall be kept separate from the discards throughout the hand until the last card has been dealt. If nothing abnormal has happened, the dealer should drop the deck stub and put the burn cards into the discards if there is any question of whether the dealer burned a card before dealing from the new deck.
2. If a player bets but announces a fold, he has a dead hand. In stud poker, the dealer must decide whether the act by a player of taking his cards and removing them from the table is a fold if the next player takes action.
3. A statement by a player of “call” or “raise” or of a specific bet is binding. A player who states a certain amount but puts a different value of chips into the pot must correct his bet to the stated amount if the next player has not acted. The dealer must correct all bets.
4. The substitution of any irregular statement or gesture for “check,” “call,” “raise,” or “fold” is as binding as the regular statement would be in that situation, provided the intent is obvious or it could be easily and justifiably be construed as having that meaning.

A player who makes a bet, decides incorrectly that he has no live hand against the play, and throws away his hand into the discard pile loses the pot unless his hand is declared retrievable by the dealer.

R. PROCEDURE FOR CALLS; APPARENT CALL; FOULED HAND-SHORT HANDS

1. A player who unintentionally puts fewer chips into the pot than are needed to call must complete the call or withdraw his partial bet in full. A player who shows that he is unaware of the raise by calling only the amount of the bet before the raise may withdraw his chips and fold. An illegal bet must stand once three players have called, player has raised, or all players in the pot have acted; otherwise, the action must back up to the player making the illegal bet and any other action is nullified. A player may assemble chips in front of him before acting. A player makes a bet if he pushes assembled chips forward or releases chips into the pot at a sufficient distance from the player to make it obvious that he intends to bet or the motion causes another player to act. If the situation is unclear and a player allows the dealer to pull his chips into the pot without making an immediate objection, it is a bet. A player must place his entire bet in front of him at one time. Unless a player has placed the amount of chips required to call a bet and to signify a raise, he may not place additional chips for a raise.

2. If a player calls but places a value of chips into the pot that is larger than the bet, the player may clarify his apparent call as a raise only if no other player behind him has placed chips into the pot or announced a call or raise. If the next player has acted, the wager is treated as the action it most closely resembles as determined by its amount. The dealer must provide the player with change of chips, if necessary, at the time the bet is placed.
3. A fouled hand is a hand that either has an improper number of cards unless that player is short a card and due to get the top card of the deck, or has a card that has come into contact with discards. If a player has a fouled hand by having too many cards, that hand is dead and cannot win any part of the pot. Except for games of low draw and high-low split draw, a player may play with too few cards as long as he can make a hand. If a player discovers that his hand is fouled, the player cannot recover any chips he placed into the pot unless a misdeal can be called. If a player with a fouled hand makes a bet or raise and the next player has not yet acted, the next player may call attention to the fact that the hand is fouled. The dealer must return the player's bet to the player with the fouled hand and betting may resume. No player may deliberately foul his hand to recover a bet or make an attempt to win the pot by betting or raising after he has discovered that his hand is fouled. If the dealer determines that a player has intentionally bet a fouled hand, the dealer must rule that the player's chips remain in the pot.

S. SHOWDOWN

1. If two or more players remain in the pot after all of the cards have been dealt and the betting is over for that hand, the remaining players show their cards to determine which player has the best hand and wins the pot. A player may discard a hand without showing it. The following provisions govern showdown:
 - a. A hand with too many cards for that game is dead.
 - b. A hand is ranked according to the actual cards it contains. The cards speak for themselves.
 - c. A hand that is prematurely discarded by a player and touches the discarded card is dead.
 - d. A verbal concession is not binding unless it is within appropriate parameter of the game being played and another player has been induced to discard or show their hand.
 - e. A player who leaves the table conceding the pot must discard his hand.
 - f. A hand discarded face upward is a live hand if it has not become irretrievably mixed with the discards.

- g. A hand discarded face downward may be retrieved if the following conditions are met: (1) the player retrieves it or requests the dealer to turn it face up; (2) the hand has not touched any discards; and (3) another player has not been induced to discard his hand.
- h. A hand discarded face downward that is not retrievable is dead even if it had been shown being discarded.
- i. A hand discarded by the dealer with the player's approval is dead.
- j. If the dealer discards the winning hand without the player's approval, the player is entitled to the pot if it is claimed before being taken in by another player.
- k. A player who remains silent has not given approval for the dealer to discard his hand. The player must positively approve the dealer's action.

T. REVIEW OF HAND; AWARD POT; ODD CHIPS IN TIES

1. At the conclusion of the betting round, a player must place his hand face upward on the table at the showdown as follows:
 - a. If there has been a bet on the final round, the player who made the bet must show first;
 - b. If there have been one or more raises on the final round, the player who last raised must show first;
 - c. If the final round has been checked by all the players, the player who acted first must show first;
 - d. The subsequent order of showing hands is clockwise around the table from the player who must show first; and
 - e. Suits of cards do not count in the ranking of hands at the showdown.
2. Pots must be awarded by the dealer. When the dealer has awarded a pot and it has been taken in by a player and the time limit for a ruling request has been observed without a claim against it, the award stands. No player may make an agreement with any other player regarding the pot. A game must be played to conclusion and the pot awarded to the winning player.
3. If a pot that is split by having tied hands at the showdown has an odd chip, the chip is awarded to the player with the highest ranking card in his hand. In a button game, the first hand clockwise from the button gets the odd chip. This

section does not apply to splits between the high and low hands in high-low poker. If the lowest denomination chips in the pot are unable to be used to split the pot evenly, the dealer must exchange the chips in order to divide the split pot as evenly as possible.

U. USE OF DEFECTIVE DECK; FACED CARD; TIME LIMIT; POSTING OF RULES

1. If a defective deck is used, all chips in the pot must be returned to the players in the amount each contributed, if discovered during the hand and before the pot has been awarded. A player who knows the deck was defective and attempts to win the pot by a bet is not entitled to his chips in the pot. Such chips must remain in the pot as forfeited money for the next game. A player who won a pot is entitled to keep it, even though the deck is subsequently found to be defective.
2. If a card is improperly faced in the deck, it must be treated as a dead card and replaced by the next card below it in the deck. A joker dealt face upward when the joker is not being use in the game is a dead card. A joker dealt face downward to a player when the joker is not used in the game must be replaced by the top card of the deck after all of the other players have received cards for that round.
3. The licensee with notice to all players, may place a maximum time limit for a player to act on his hand. At the end of the time limit, if the player has not bet, he must check. If there has been a bet to the player, his hand is dead. The dealer must provide warning to the player before the expiration of the time limit.
4. Posted rules must be clear and legible and placed at each poker table or in a conspicuous location so that a player at a poker table may easily read the rules.

V. HOUSE GAME RULES; MAXIMUM NUMBER OF PLAYERS

1. The casino must post house games rules that include at least the following rules:
 - a. It must use one deck of 52 cards, except when a joker is used.
 - b. It must use a cutting card to conceal the bottom card of the deck.
 - c. It will deal out of the hand.
 - d. It will allow blind bets or not allow blind bets.
 - e. It will use or not use bet-or-check policy.

- f. It will use or not use check-or-raise policy.
 - g. The maximum amount of rake-off must not exceed 10 percent.
 - h. It will use an ante or not ante.
 - i. It will set the number of raises allowed per round.
2. The maximum number of players in five-card high stud, Omaha Hold'em, and Texas Hold'em is ten. The maximum number of players in the remaining games is eight. If the dealer runs out of cards in the games of seven-card low stud poker, seven-card high stud poker, and seven-card high-low split stud poker, the dealer must burn a card and then deal a seventh card face up as a community card, or shuffle and deal the burn cards and discards.
 3. If requested by the player, an "absent" button may be placed to hold their spot/position, for a house designated time period. In the event that two players are absent from the table and a third person decides to leave the table, the "Third Man Walking" rule will be implemented. The dealer must notify the patron of the rule.

W. TIPS

1. The licensee shall develop written procedures for the handling of tips. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 5 CARIBBEAN STUD POKER

- A.** The game is played as a five-card stud poker game and offers patrons an option to participate in a progressive pot.
- B.** Rules concerning the operation of the game, i.e, minimum and maximum wagers, payoffs, and winning hands that qualify for a portion of the progressive pot are posted at the table for public inspection.
- C.** The player can make three wagers at this game:
1. Players must ante to get in the game.
 2. Players can participate in a progressive pot by placing a token in a designated slot in front of the betting area. Once a token passes through the slot, a light will come on above the slot indicating that the player is participating in the progressive pot. The progressive meter will advance by a predetermined amount for each token accepted by the coin receiver slot.
 3. If the player elects to play his/her hand against the dealer the player must place exactly double the amount of the ante in a designated betting area located directly behind their ante.
- D.** If the dealer does not have a hand of ace/king or better, the dealer pays the players' ante bets. Then, any hand that qualifies for the progressive pot is paid accordingly.
- E.** Operation of the progressive pot is as follows:
1. The dealer operates a key pad that locks out the hand after all progressive wagers have been taken. This key pad is also used to enter the hands winning the progressive pot.
 2. All progressive payouts are documented on a Caribbean Stud progressive payout log. The information recorded is: (1) amount of payout both numeric and written out; (2) date; (3) time; (4) winning hand (cards); (5) dealer's signature; (6) casino Floorperson signature; (7) pit manager signature (for straight flush and royal flush only); and (8) table games manager (for royal flush only).

Also recorded on this log are the progressive meter reading at the beginning of the shift and the coin-in meter at the beginning of the shift; and the progressive meter reading at the end of the shift. This log is forwarded to the accounting department where it is used for drop and progressive meter reconciliation.
 3. If the winning hand is a flush, full house, or four of a kind, the dealer enters it into the computer via the key pad and requests a casino supervisor to verify

the hand. After verifying the hand, the casino supervisor completes the entry in the progressive payout log. The supervisor then inserts a key in the lower level progressive lock which causes the progressive meter to automatically be reduced by the amount of the pay-out.

4. If the winning hand is a straight flush or a royal flush, both the casino supervisor (Floorperson) and the pit manager must verify the winning hand. After the progressive payout information is recorded, the pit manager must insert his/her key into the higher level progressive lock which causes the progressive meter to automatically be reduced by the amount of the payout.
5. If the winning hand is a royal flush, the table games manager must also verify the winning hand and observe the payout procedure. The pit manager or table games manager inserts the key into the higher level progressive lock (in the event of a royal flush) and resets the progressive meter to the “seed” amount.

F. Payout Schedule and Meter Progression

1. The Caribbean stud progressive meter will be set and/or reset to a \$10,000 “seed” amount.

The meter will progress at the rate of fifty (\$.50) cents for each coin dropped. The bonus payout schedule and the progressive jackpot are as follows:

BONUS PAYOUT SCHEDULE

HAND	PAYOUT
One Pair	Even money
Two Pairs	2 to 1
3 of a Kind	3 to 1*
Straight	4 to 1*
Flush	5 to 1*
Full House	7 to 1*
4 of a Kind	20 to 1*
Straight Flush	50 to 1*
Royal Flush	100 to 1*

*May not exceed table’s maximum payout. These payoffs are in addition to the progressive payoff. Remember, the dealer must have a hand of at least ace/king to qualify for bonus payout schedule.

2. **PROGRESSIVE JACKPOT BET:** No matter what the dealer’s hand is, the player’s hand qualifies for the jackpot, he must inform the dealer and he will win the amount appropriate to his hand. If two or more players qualify for the jackpot during the same hand, it will be shared based upon the percentage listed below, and where the player is seated at the table (Jackpots are paid to the right of the dealer.)

HAND	PAYOFF
Royal Flush	100%
Straight Flush	10%
4 of a Kind	\$500.00
Full House	\$100.00
Flush	\$50.00

G. TIPS

1. The licensee shall develop written procedures for the handling of tips given to the dealer. These procedures shall be implemented upon the Gaming Commission’s approval.

SECTION 6 BACCARAT-CHEMIN DE FER

A. CARDS; NUMBER OF DECKS; VALUE; POINT COUNT OF HAND

1. Baccarat-Chemin de Fer shall be played with at least six decks of cards having backs of the same color and design and two additional yellow or green cutting cards.
2. The value of the cards in each deck shall be as follows:
 - a. Any card from 2 to 9 shall have its face value;
 - b. Any ten, jack, queen or king shall have a value of zero;
 - c. Any ace shall have a value of one.
3. The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand. Examples of this rule are as follows:
 - a. A hand composed of an ace, a 2 and 4 has a point count of 7;
 - b. A hand composed of an ace, a 2 and a 9 has a total of 12 but only a point count of 2 since the digit 1 in the number 12 is discarded.

B. MINIMUM AND MAXIMUM WAGERS

1. The minimum and maximum wagers permitted at each Baccarat-Chemin de Fer table shall be and remain conspicuously posted at each table.
2. Management must set the wagering minimum and maximums, provided such limits or changes thereto are provided to the Gaming Commission in writing and prior to the implementation of the new limits.

C. OPENING OF TABLE FOR GAMING

1. After receiving the six or more decks of cards at the table, the dealer calling the game shall sort and inspect the cards.
2. 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 upwards on the table for visual inspection by the first participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

3. After the first participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked.

D. SHUFFLE AND CUT OF THE CARDS

1. Immediately prior to the commencement of play and after each shoe of cards is completed, the dealers shall shuffle the cards so that they are randomly intermixed.
2. After the cards have been shuffled, the dealer shall lace approximately one deck of cards so that they are evenly dispersed into the remaining stack. After lacing the cards, the dealer calling the game shall offer the stack of cards, with the backs facing away from him, to the players to be cut. The dealer shall begin with the player seated in the highest numbered position at the table, or, in the case of a reshuffle, the player seated to the left of the player responsible for dealing the cards, and working clockwise around the table, shall offer the stack to each player until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.
3. The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.
4. Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket after all cards have been show to the players. Face cards and tens count as ten. Aces count as one.

E. DEALING SHOE; SELECTION OF BANKER

1. All cards used to game at Baccarat-Chemin de Fer shall be dealt from a dealing shoe specifically designed for such purpose.
2. After the cards have been shuffled and placed in the shoe, the dealer calling the game shall offer the shoe to the participants to be dealt. The player offering to wager the highest amount on the first hand shall become the “Banker” and shall be responsible for dealing the cards from the shoe in accordance with these regulations and the instructions offer to wager an equal amount on the first hand, the player making such wager that is closest to the dealer moving counterclockwise around the table shall become the “Banker.”

F. WAGERS PLACED BY THE BANKER

1. Immediately prior to dealing the cards, the Banker shall place a wager in support of the “Banker’s Hand” which shall conform to the requirements of subsection (d) of this part. The wager placed by the Banker shall:
 - a. Win if the “Banker’s Hand” has a point count higher than that of the Player’s Hand;
 - b. Lose if the “Banker’s Hand” has a point count lower than that of the “Player’s Hand;”
 - c. Be void if the point counts of the “Banker’s Hand” and the “Player’s Hand” are equal;
 - d. The wager placed by the Banker immediately after accepting the shoe shall not be less than the amount of such participant offered in bidding to become the Banker. The amount of all subsequent wagers placed by the banker as such shall be at least equal to, but no more than twice, the amount of this immediately preceding wager. An example of this rule is as follows: If Player A becomes the Banker for a high bid of \$1,000, he must place a wager of at least \$1,000 on the first hand dealt. If he continues as the Banker, his wager on the second hand must be at least \$1,000 but not more than \$2,000. Assuming he wagers \$2,000 on the second hand, his wager on the third hand (if he continues as the Banker) must be at least \$2,000 but not more than \$4,000.
 - e. Any wager placed by the Banker in cash shall be exchanged immediately by the dealer for gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

G. WAGERS MADE AGAINST THE BANKER

1. After the Banker has placed a wager in support of the “Banker’s Hand,” the remaining participants at the table shall be given the opportunity of wagering against all or a part of the wager made by the Banker provided, however, that such wagers shall not exceed, either individually or in the aggregate, the amount wagered by the Banker.
2. Any player who equaled and lost the immediately preceding wager of the Banker shall have the first option of making a wager against the Banker in an amount equal to the amount being wagered by the Banker. Said player shall exercise this option by announcing “Banco Suivi” or “Suivi” and by placing the requisite wager on the appropriate area of the layout. A “stand-off” shall not be counted for the purpose of determining the immediately preceding wager under this subsection.

3. If no qualified player announces “Banco Suivi” or “Suivi,” the next preference shall be given to any player placing a wager against the Banker equal in amount to that wagered by the Banker. This option shall be exercised by a player announcing “Banco Seul” or “Banco” and by placing the requisite wager on the appropriate area of the layout. Whenever more than one participant announces “Banco Seul” or “Banco,” preference shall be given to the participant making such announcement who is seated nearest to the Banker in a counterclockwise direction around the table.
4. If the options granted by paragraphs 2 and 3 of this subsection (G) are not exercised, each participant, beginning with the one seated to the immediate right of the Banker and moving counterclockwise around the table, shall have the right to make a wager against a part of the wager made by the Banker. Such wagers shall be accepted until the amount of the partial wagers, taken in aggregate, equals the amount of the wager made by the Banker or until, the dealer announces “No More Bet.”
5. No wager at Baccarat-Chemin de Fer shall be made, increased or withdrawn after the dealer has announced “No More Bets” except that the Banker shall withdraw any part of his initial wager that was not covered by the wagers of the other players.
6. Any wager placed by the players in cash shall be exchanged immediately by the dealer for gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.
7. The wager(s) placed by the participants shall:
 - a. Win if the “Player’s Hand” has a point count higher than that of the “Banker’s Hand;”
 - b. Lose if the “Player’s Hand” has a point count lower than that of the “Banker’s Hand;”
 - c. Be void if the point counts of the “Banker’s Hand” and the “Player’s Hand” are equal.

H. TIPS

1. The licensee shall develop written procedures for the handling of tips given to the dealer. These procedures shall be implemented upon the Gaming Commission’s approval.

I. HANDS OF PLAYER AND BANKER; PERSONS CONTROLLING EACH HAND; PROCEDURE FOR DEALING INITIAL TWO CARDS TO EACH HAND

1. There shall be two hands dealt in the game of Baccarat-Chemin de fer, one of which shall be denominated the “Banker’s Hand.”
2. The participant selected as the Banker shall have exclusive control of the “Banker’s Hand” and shall make all decisions permitted by these regulations with respect to such hand.
3. Exclusive control of the “Player’s Hand” and the right to make all decisions permitted by these regulations with respect to such hand shall reside in the player who made a wager in accordance with subsection G of this Section. If no such wager has been made, this right shall reside in the player making the highest wager against the banker. If two or more equally high wagers have been made, this right shall reside in the player making such wager that is nearest to the Banker moving counterclockwise around the table. The player possessing exclusive control of the “Player’s Hand” under this subsection shall hereinafter be referred to as the “Dominant Player.”
4. After the dealer announces “Card,” the Banker shall deal an initial four cards from the shoe. The first and third card dealt shall be placed face downwards in front of the Dominant Player and shall constitute the first and second card of the “Player’s Hand.” The second and fourth card dealt shall be placed face downward in front of the Banker and shall constitute the first and second card of the “Banker’s Hand.”

J. PROCEURE FOR DEALING OF ADDITIONAL CARDS

1. After the initial four cards have been dealt, the Dominant Player shall look at the two cards dealt to the “Player’s Hand” without disclosing them to the Banker. If the point count of the “Player’s Hand: is:
 - a. A zero, one, two, three, or four, the Dominant Player shall request one additional card by announcing “Card.”
 - b. A five, the Dominant Player shall exercise the option of requesting one additional card by announcing “Card” or not requesting one additional card by announcing “Stay.”
 - c. A six or seven, the Dominant Player shall not draw an additional card and shall announce “Stay.”
2. If the Dominant Player has announced “Card” in accordance with paragraph (a) of this subsection (1), an additional card shall not be dealt to the “Player’s Hand” until the Banker first looks at the two cards dealt to the “Banker’s

Hand.” If the point count of the “Banker’s hand” is 8 or 9, the banker shall announce “Natural” and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand. If the point count of the “Banker’s Hand” is less than 8, the Banker shall announce “Under eight” and shall deal a third card face upwards to the ‘Player’s Hand” in accordance with the request of the Dominant Player.

3. After the “Player’s Hand” stays or receives a third card in accordance with the above subsections, the Banker shall turn the cards in the “Banker’s Hand” face upwards on the table and shall deal or not deal a third card to the “Banker’s Hand” in accordance with the requirements of the printed Table.
4. The first vertical column at the top of Table 2, Section 7, labeled “Point Count of Banker’s Hand” shall refer to the Point Count of the “Banker’s Hand” after the first two cards have been dealt to it.
5. The first horizontal column at the top of Table 2, Section 7, labeled “Third Card Drawn by Player’s Hand” shall refer to the third card drawn by the “Player’s Hand” as distinguished from the Point Count of the “Player’s Hand.”
6. As used in the Table, the letter “D” shall mean that the “Banker’s Hand” must draw a third card, the letter “S” shall mean that the “Banker’s hand” shall stay (*i.e.* not draw a third card) and the abbreviation “Op.” shall mean that the Banker may draw a third card or stay within his discretion.
7. The method of using the Table shall be to find the point count of the “Banker’s Hand” in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the “Player’s Hand.” The box at which such intersection takes place will show whether the “Banker’s Hand” shall draw a third card or stay. For example, if the point count of the “Banker’s Hand” after two cards is 3 and the value of the third card drawn by the “Player’s hand” is 9, the Table shows that the Banker has the option of drawing a third card or staying.
8. Any announcement required to be made by the Dominant Player or Banker by this section shall be immediately repeated by the dealer at the table to assure the clarity and understanding of such statements.

K. ANNOUNCEMENT OF RESULT OF ROUND; PAYMENT AND COLLECTION OF WAGERS; CASINO FEE

1. After each hand has received all the cards it is entitled to by these regulations, the dealer calling the game shall announce the point count of each hand indicating which hand has won the round. If the two hands have equal point counts, the dealer shall announce “Stand Off” or “Tie Hand.”

2. After the result of the round is announced, the dealer or dealers responsible for the wagers at the table shall collect and pay off the wagers made. Winning wages made against the “Banker’s Hand” shall be paid off from the amount wagered by the Banker at odds of 1 to 1 from the amount(s) wagered by the other participants.
3. As its fee in housing the game, the licensee may extract a charge (to be known as “vigorish” or “commission”) of not more than 5 percent of the amount won by the Banker on each round of play provided, however, the licensee may round off the commission or vigorish to twenty-five cents or the next highest multiple of twenty-five cents when the commission or vigorish is not exactly twenty-five cents or a multiple thereof. Such a fee shall be collected immediately after each round won by the Banker.

L. CONTINUATION OF BANKER AS SUCH; SELECTION OF NEW BANKER

1. It shall be the option of the Banker, after any round of play, either to pass the shoe or remain as Banker, after any round of play, either to pass the shoe or remain as Banker except that:
 - a. Banker shall pass the shoe whenever the “Banker’s Hand” loses, and
 - b. The dealer or Floorperson assigned to the table may order the Banker to pass the shoe if the Banker unreasonably delays the game, repeatedly makes invalid deals or violates any applicable statute or regulation governing play of the game.
2. Whenever a mandatory relinquishment of the Bank occurs, it shall be offered to the seated player to the right of the previous Banker and then to each other seated player moving counterclockwise around the table, until a player accepts it and becomes the new Banker.
3. Whenever a voluntary relinquishment of the Bank occurs, each seated player shall be offered it, beginning with the player to the right of the previous Banker and moving counterclockwise around the table. The first player willing to accept the Bank and to wager an amount on the next hand equal to, but not more than twice, the amount of the previous Banker’s last wager, shall become the next Banker. If no player offers to meet this condition, the participant offering to wager the highest amount on the next hand shall become the new Banker provided however, that the player who passed the Bank shall not be permitted to take part in the first round of such bidding.
4. When a passed bank is defeated in any hand, it shall be transferred as it would have been in accordance with subsection (2) had it not been voluntarily passed.

5. A player, by moving to another seat at the table shall miss a turn to become the Banker in the next seat where such a move would otherwise give the player promotion in turn to become the Banker.

M. IRREGULARITIES

1. If the Banker, by taking cards for his hand in the wrong order in the initial deal, makes an error which cannot be rectified, the hand shall be annulled and the Bank may be transferred counterclockwise to the next player seated at a numbered place.
2. If the Banker, during the initial deal, takes more than two cards for his hand and the deal cannot be rectified, the point count of his hand shall be regarded as zero and the play shall proceed in accordance with paragraph I of this Section (6).
3. If the Banker, during the initial deal, gives three cards to the Dominant Player and it is not possible to determine which card has been dealt in excess, the point count of the "Player's Hand" shall be the highest that can be made with two or all three of the cards.
4. If the Banker, subsequent to the initial deal, takes two cards for his hand instead of one and the deal cannot be rectified, the point count of his hand shall be the lowest that can be made with two of the cards.
5. A card dealt face upwards to the Dominant Player after he has said "Stay" shall become the Banker's card in the event the Banker is obliged to draw or has the option of drawing a third card in accordance with these regulations. If the Banker is required to stay under these regulations, the card dealt in excess and an additional number of cards equal to the amount on the card drawn in error shall be drawn face upwards from the shoe and placed in the discard bucket at the table.
6. A card dealt face upwards to the Dominant Player after he has said "Stay" and the dealer has mistakenly said "Card" shall become the Banker's Card in the event the Banker is obligated to draw a third card under these regulations. If the Banker is not obligated to draw third card, the card dealt in excess and an additional number of cards equal to the amount on the card drawn in error shall be drawn face upwards from the shoe and placed in the discard bucket at the table.
7. There shall be no penalty for a card drawn in excess from the shoe if it remains undisclosed. A card so drawn shall be used as the first card of the next hand providing that the cutting card has not been exposed in the shoe or drawn therefrom. In the course of play, cards once drawn from the shoe shall not be replaced.

8. If the Banker, subsequent to the initial deal, draws a card from the shoe for his hand after the Dominant Player has said "Card," and the dealer has repeated "Card," the Banker must give such card to the Dominant Player and thereafter either draw or not draw a third card for his hand as may be required by these regulations.
9. Cards found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard bucket, along with an additional amount of cards, drawn face upwards, which agrees with the number on the cards found face upwards in the shoe.
10. If there are found to be insufficient cards in the shoe to complete a hand when the cutting card is drawn, that hand shall be void.

SECTION 7 MINI-BACCARAT

A. CARDS; NUMBER OF DECKS; VALUE AND POINT COUNT OF HAND

1. Mini-Baccarat shall be played with six (6) or eight (8) decks of cards with backs of the same color and design and two additional solid colored cutting cards.
2. The “Value” of the cards in each deck shall be as follows:
 - a. Any card from 2 to 9 shall have its face value.
 - b. Any 10, jack, queen or king shall have a value of zero.
 - c. Any ace shall have a value of one.
3. The “Point Count” of a hand shall be a single digit number zero (0) to 9 inclusively, and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand. Examples of this rule are as follows:
 - a. A hand composed of an ace, a 2 and a 4 has a point count of 7.
 - b. A hand composed of an ace, a 2 and a 9 has a total of 12 but only a point count of 2 since the digit 1 in the number 12 is discarded.

B. WAGERS

1. Wager limits: Minimum and maximum wagers will be posted at the table. Management may alter the minimum and maximum wager limits provided these limits are given in writing to the Gaming Commission prior to implementing the changes.
2. The following wagers shall be permitted to be made by a player at the game of Mini-Baccarat:
 - a. A wager on the “Banker’s Hand” which shall:
 - i. Win if the “Banker’s Hand” has a point count higher than that of the “Player’s Hand.”
 - ii. Lose if the “Banker’s Hand” has a point count lower than that of the “Player’s Hand.”
 - iii. Be void if the point count on the “Banker’s Hand” and the “Player’s Hand” are equal.

- b. A wager on the “Player’s Hand” which shall:
 - i. Win if the “Player’s Hand” has a point count higher than that of the “Banker’s Hand.”
 - ii. Lose if the “Player’s Hand” has a point count lower than that of the “Banker’s Hand.”
 - iii. Be void if the point count of the “Player’s Hand” and the “Banker’s Hand” are equal.
 - c. A “Tie Bet” which shall win if the point count of the “Player’s Hand” and the “Banker’s Hand” are equal and shall lose if such point counts are not equal.
3. The House shall not accept any wager at the game of Mini-Baccarat other than those specified in Subsection B (2) above.
 4. All wagers at Mini-Baccarat shall be made by placing gaming chips, tokens or cash on the appropriate areas of the Mini-Baccarat layout. A player may wager cash if he/she chooses to, and a supervisor approves.
 5. No wager at Mini-Baccarat shall be made, increased or withdrawn after the dealer has announced “No More Bets.”
 6. The House shall conspicuously post the table minimum and maximum at each table.
 7. 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 the wager.
 8. Players who are high-limit players and are known by a Floorperson or Pit Boss may make wagers which exceed the stated table limit with the approval of the Table Game Manager, but not to exceed the maximum limit in the casino. Only the Casino Manager, the Assistant Casino Manager, or the General Manager can authorize a player to exceed the maximum casino limit.
 9. Any wager made by a patron that is less than the posted table minimum and is not rejected by either the dealer or a Floorperson, Pit Boss, Table Game Manager or Casino Manager prior to the commencement of play shall be treated as a valid wager. Any wager will only be valid up to the posted table maximum. The excess shall be returned to the player and not considered part of a valid wager.

C. PAYOUT ODDS AND VIGORISH; OPENING OF TABLE FOR GAMING

1. A winning wager made on the “Player’s Hand” shall be paid off by the House at odds of 1 to 1.
2. A winning wager made on the “Banker’s Hand” shall be paid off by the House at odds of 1 to 1 except that the House shall extract a charge (to be known as “commission” or “vigorish”) on the amount won not to exceed five percent (5%) of such amount (provided, however, the House may round off the commission or vigorish to twenty-five cents, or the next highest multiple of twenty-five cents, or multiple thereof). The House may collect the vigorish from a player at the time the winning payoff is made or may defer it to a later time provided, however, that all outstanding vigorish shall be collected prior to reshuffling the cards in a shoe and in no event shall the collection of any vigorish be deferred beyond such point.

The amount of any vigorish not collected at the time of the winning payout shall be evidenced by laying of a token or marker button containing the amount of the vigorish owned in a rectangular space in front of the dealer on the layout imprinted with the number of the participant owing such vigorish.

3. A winning tie bet shall be paid off by the House at odds of at least 8 to 1.
4. After receiving the decks of cards at the table, the dealer calling the game shall Sort and inspect the card, and the Floorperson, Pit Boss or Table Game Manager assigned to the table shall verify the inspection.
5. Following the inspection of the cards by the dealer and the verification by the Floorperson, Pit Boss or Table Game Manager assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in rows by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within suit.
6. After the first player or players are afforded an opportunity to visually inspect the cards, the card shall be turned face downward on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked and riffled. However, the House may wash and/or shuffle the cards after the supervisor has inspected the cards and before a player sits at the table.
7. When the table has no action, the dealer will spread the cards, face down, in front of the dealer until a player arrives at the table for play.

D. SHUFFLE AND CUT OF THE CARDS

1. Immediately prior to the commencement of play and after each shoe of cards is completed, the dealer shall shuffle the cards so they are randomly intermixed.
2. After the cards have been shuffled, the dealer may lace approximately one deck of cards so they are evenly dispersed into the remaining stack. After lacing of the cards, the dealer shall offer the stack of cards facing away from him/her, to the player to be cut. The dealer shall begin with the player seated in the highest position at the table and, working clockwise around the table, shall offer the stack to each player until a player accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.
3. The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.
4. Once the cutting card has been inserted into the stack, the dealer shall take all the cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least fourteen cards in from the back of the stack, and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard rack after all cards have been shown to the player.

Face cards and ten count as tens. Aces count as one.

E. DEALING SHOE; HAND OF PLAYER AND BANKER AND PROCEDURE FOR DEALING INITIAL TWO CARDS TO EACH HAND

1. All cards used to game at Mini Baccarat shall be backs of the same color and design and shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer (the shoe may be the same as a Blackjack shoe).
2. There shall be two hands dealt in the game of Mini-Baccarat, one which shall be designated the "Player's Hand" and the other designated the "Banker's Hand." The "Banker's Hand" shall be controlled by the dealer; there is no rotation of the deal.
3. The dealer shall deal an initial four cards from the shoe face down. The first and third cards dealt shall be placed face down in the area on the layout designated for the "Player's Hand." The second and fourth cards dealt shall be placed face down underneath the right corner of the dealing shoe until the "Player's Hand" is called as provided for in subsection (F)(1), at which time

the second and forth cards shall be placed face up in the area on the layout designated for the “Banker’s Hand.”

F. PROCEDURE FOR DEALING OF ADDITIONAL CARDS; RULES FOR DETERMINING WHETHER A THIRD CARD SHALL BE DEALT

1. After the cards are dealt to each hand, the dealer shall turn the “Player’s Hand” face upwards and announce the point count of the “Player’s Hand.” The dealer shall turn the “Banker’s Hand” face upwards, and announce the point count of the “Banker’s Hand.”
2. Following the announcement of the point counts of each hand, the dealer shall determine whether to deal a third card to each hand; the determination of which shall be in conformity with the requirements of subsection 6 of this Subsection (F).
3. Any third card required to be dealt shall be first dealt face upwards to the “Player’s Hand” and then to the “Banker’s Hand” by the dealer.
4. In no event shall more than one additional card be dealt to either hand.
5. Whenever the cutting card appears during the play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce “Last Hand.” At the completion of one more hand, no more cards will be dealt until the reshuffle occurs.
6. If the point count of either the “Player’s Hand” or the “Banker’s Hand” after the initial two cards are dealt to each is an 8 or 9 (which shall be called a “natural”), no more cards shall be dealt to either hand.
7. If the point count of the “Banker’s Hand” on the first two cards is zero (0) to 7 inclusive, the “Player’s Hand” shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the following requirements of Table 1.

TABLE 1	
PLAYER HAVING POINT COUNT	THIRD CARD DETERMINATION
0 to 5	Player Hand must draw a third card.
6 & 7	Player Hand must stand (not draw a third card).
8 & 9	Natural: Both Player Hand and Bank Hand stand.

8. The “Banker’s Hand” shall draw (*i.e.*, take a third card) or stay (*i.e.*, not take a third card) in accordance with the requirements of Table 2.

TABLE 2												
Third Card Drawn by Player’s Hand												
Point Count of Banker’s Hand		If no Third Card Drawn	0	1	2	3	4	5	6	7	8	9
	(0)	Banker’s Hand Draws										
	(1)	Banker’s Hand Draws										
	(2)											
	(3)	D	D	D	D	D	D	D	D	D	S	D
	(4)	D	S	S	D	D	D	D	D	D	S	S
	(5)	D	S	S	S	S	D	D	D	D	S	S
	(6)	S	S	S	S	S	S	S	D	D	S	S
	(7)	Banker’s Hand Stays										
	(8)	Banker’s Hand Stays										
(9)	Banker’s Hand Stays											

9. The first vertical column in Table 2 labeled “Point Count of Banker’s Hand” shall refer to the point count of the “Banker’s Hand” after the first two cards have been dealt to it.
10. The first horizontal column at the top of Table 2 labeled “Third Card Drawn by Player’s Hand” shall refer to the value of the third card drawn by the “Player’s Hand” and distinguished from the point count of the “Player’s Hand.”
11. The letter “D” used in Table 2 shall mean that the “Banker’s Hand” must draw a third card and the letter “S” used in Table 2 shall mean that the “Banker’s Hand must stay (*i.e.*, not a draw a third card).

12. The method of using Table 2 shall be to find the point count of the “Banker’s Hand” in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the “Player’s Hand.” The box at which such intersection takes place will show whether the “Banker’s Hand” shall draw a third card or stay. For example, if the point count of the “Banker’s Hand” after two cards is 5 and the value of the third card drawn by the “Player’s Hand” is 4, the table shows that the “Banker’s Hand” shall draw a third card.

G. ANNOUNCEMENT OF RESULTS OF ROUND AND PAYMENT AND COLLECTION OF WAGER; IRREGULARITIES

1. After each hand has received all the cards it is entitled to by these regulations, the dealer shall announce the final point count of each hand indicating which hand has won the round. If the two hands have equal point counts, the dealer shall announce “Tie Hand.”
2. After the result of the round is announced, the dealer responsible for the wagers on the table shall collect all losing wagers, pay off all winning wagers and either collect or mark up any vigorish or commission owed in accordance with this submission.
3. At the conclusion of the round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the “Player’s Hand” and the “Banker’s Hand” in case of question or dispute.
4. No participant or spectator shall handle, remove or alter any cards used to game at Mini-Baccarat, and no dealer or other casino employee shall permit a participant or spectator to engage in such activity.
5. A third card dealt to the “Player’s Hand” when no third card is authorized by these regulation shall become the third card of the “Banker’s Hand” if the “Banker’s Hand” is required to draw by Table 2. If, in such circumstances, the “Banker’s Hand” is required to stay, the card dealt in error shall become the first card of the next hand unless it has been disclosed. In such case, the disclosed card shall be included in a “Phantom Hand” (Deal Hand). A “Phantom Hand” is a hand which is dealt when any card(s) has been disclosed in error which was not usable according to the rules of Mini Baccarat. A “Phantom Hand” is utilized to maintain the consistency of the shoe being dealt. Players will not be allowed to place any wagers when a “Phantom Hand” is being dealt. A “Phantom Hand” shall be dealt in accordance with card drawing rules of Mini Baccarat.
6. A card drawn in error from the shoe, if not disclosed, shall be used as the first card of the next hand of play. If the card has been disclosed, a “Phantom Hand” as described in 1 above shall be implemented.

7. If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards is reshuffled and placed in the shoe.

H. PHYSICAL CHARACTERISTICS

1. Mini-Baccarat shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.
 - a. The cloth covering the Mini-Baccarat table shall have imprinted thereon the name of the casino.
 - b. Unless authorized by the Gaming Commission, the Mini-Baccarat layout shall have a rectangular, circular, or oval betting areas for the wagers on the “Banker’s Hand.” Such areas shall not exceed nine in number.
 - c. The following inscriptions shall appear on the cloth covering of the Mini-Baccarat table:
 - i. Tie bets pay 8 to 1, and an area for wagers to be placed;
 - ii. Boxes numbered one to nine (depending on the maximum number used) that correspond to the seat numbers for the purpose of marking “vigorish” or “commission;” and
 - iii. An area designated for the placement of cards for the “Players” and “Banker’s Hands.”
 - d. If marker buttons are used for the purpose of marking “vigorish” or “commission,” these marker buttons may be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons and such rack be placed in front of the table inventory float container.
 - e. Each Mini-Baccarat table shall have a metal drop box.

I. TIPS

1. The licensee shall develop written procedures for the handling of tips given to the dealer. These procedures shall be implemented upon the Gaming Commission’s approval.

SECTION 8 BIG SIX

A. PAYOUT ODDS; WAGERS ANND ROTATION OF THE WHEEL

1. The House shall pay off winning wagers at Big Six at the odds listed below; except that the House may change the odds provided they send the changes and reasons in writing to the Gaming Commission at least 48 hours prior to the implementation of the revised odds. The revised odds must be clearly posted for the public review at the Big Six Wheel prior to play under them:

BET	PAYOUT ODDS
\$1 Insignia	1 to 1
\$2 Insignia	2 to 1
\$5 Insignia	5 to 1
\$10 Insignia	10 to 1
\$20 Insignia	20 to 1
Joker	40 to 1
“Name of Casino”	40 to 1

2. Wager Limits: The minimum wager at a table will be \$1.00 and the maximum wager shall be at least:
 - a. Four hundred dollars (\$400) where the odds are one to one or even money;
 - b. Two hundred dollars (\$200) where the odds are two to one;
 - c. Eighty dollars (\$80) where the odds are five to one;
 - d. Fifty dollars (\$50) where the odds are ten to one;
 - e. Twenty-five dollars (\$25) where the odds are twenty to one;
 - f. Fifty dollars (\$50) where the odds are forty to one.

These odds may be revised by the House provided written notification and reason is given to the Gaming Commission at least 48 hours prior to implementation, and the new odds are posted at the table prior to their application.

3. The minimum wagers and the maximum wagers established by the House shall be and remain conspicuously posted at each Big Six Table.

- a. Players who are high limit players and are known by a Floorperson or Pit Boss may make wagers which exceed the stated table limit with the approval of the Table Game Manager, but not to exceed the maximum limit in the casino. Only the Casino Manager, the Assistant General Manager of the General Manager can authorize a player to exceed to maximum casino limit. The exception must be noted in writing (date, time, player name, authorized signature) and maintained by the casino for review as requested by the Gaming Commission.
 - b. Any wager made by a patron that is less than the posted table minimum and is not rejected by either a dealer or a Floorperson, Pit Boss, Table Game Manager or Director of Casino Operation prior to commencement of play shall be treated as a valid wager. Any wager made by a patron that is in excess of the posted table maximum and is not rejected prior will only be valid up to the posted table maximum. The excess shall be returned to the player and not considered part of a valid wager.
4. The dealer will spin the wheel without gripping the pegs. Before the dealer releases the wheel, he/she will call “No More Bets.”
 5. The Big Six Wheel will be spun by the Dealer in alternating directions and shall complete at least four revolutions to constitute a valid spin.
 6. If the clapper comes to rest between two numbers upon completion of the spin of the Big Six Wheel, it will constitute a “no spin” and will be spun again.
 7. Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off all winning wagers. A player may wager cash if approved by a pit supervisor, provided Title 31 regulations are followed.
 8. All wagers at Big Six shall be made by placing gaming chips or tokens on the appropriate areas of the Big Six layout.

B. PHYSICAL CHARACTERISTICS

1. Gaming at Big Six shall be concluded at a wheel circular in the shape not less than 48 inches or more than 66 inches in diameter. The rim of the wheel shall be divided into 54 equally spaced sections with 24 sections containing a \$1.00 bill; 15 sections containing a \$2.00 bill; 7 sections containing a \$5.00 bill; 4 sections containing a \$10.00 bill; 2 sections containing a \$20.00 bill; 1 section containing the name of the casino and 1 section containing a picture of the Joker. Each section shall be arranged around the rim of the wheel.
2. Each Big Six Wheel table shall have a drop box attached.

3. The cloth covering each Bog Six table shall be marked with insignias of a \$1.00 bill, a \$2.00 bill, a \$5.00 bill, a \$10.00 bill, a \$20.00 bill, a casino logo and a Joker, which shall be used by patrons in placing bets at this game.

C. TIPS

1. The licensee shall develop written procedures for the handling of tips given to the dealer. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 9 LET IT RIDE

A. OPENING THE TABLE; USE OF SHUFFLE MACHINE

1. Let It Ride shall be played with alternating single decks of cards of the same design, but different in color on the back.
2. A shuffle machine, approved by the Gaming Commission, will be used for the random mixing and dispensing of the hands.
3. The dealer will inspect the fronts and backs of the cards, and when advised by the floor supervisor, the cards shall be turned face down on the table and mixed thoroughly by a “washing” or “chemmy shuffle” and stacked.
4. The dealer will place the first deck of cards in the shuffle machine to be shuffled. When the random mixing is complete, the dealer will press the green button to move the deck forward for dispensing.
5. The dealer will then place the second deck into the shuffle machine for shuffling.
6. The shuffle machine will dispense each hand by counting the consecutive cards into the tray.
7. As the dealer moves and distributes the hand from the tray, the shuffle machine will automatically count three more cards.
8. When all hands are distributed, the dealer will press the green button again to dispense the remainder of the cards into the tray. The dealer will remove these cards from the tray and place them in all the discard rack.
9. The shuffle machine will be positioned to the right of the dealer.
10. The green button at the top of the shuffle machine is used to commence the operation of the shuffle.
11. Malfunction of the shuffle machine may void the hand.

B. PROCEDURES FOR EACH ROUND OF PLAY, WAGER AND PAYOUTS

1. All machine wagers are to be made prior to the card being dispensed from the shuffle machine.
2. All wagers at Let It Ride shall be made by placing gaming chips on the appropriate betting areas of the table.

3. Three equal bets must be placed by each player in the designated betting areas.
4. The shuffle machine will dispense three cards and the dealer will place them face down to each player.
5. After each player has received their cards, the dealer will place three cards (dispensed from the shuffle machines) face down in front of him. Two of the three cards are known as community cards and will be used by all players in combination with their own cards to make a five card poker hand.
6. After all cards are dealt, each player will be asked if they want to let the last bet “ride,” or take it back. The player must use hand signals (waving side to side horizontal) or “scratching” up and down (vertically) to indicate their decision. The dealer will push any bets back to the player wishing to take their bet down. (The players are not allowed to change or touch their bets, once the first cards are dealt.)
7. After each player makes a decision regarding the first bet, the bottom card of the dealer’s three cards is “burned” (discarded), and the next card is turned face up (first community card). Each player must then decide to let the second bet “ride” or take it down (hand signals are again required from each player). The second decision can be made regardless of the players’ decision regarding the first bet.
8. After each player’s decision regarding their second bet, the final card (second community card) in front of the dealer is turned face up. Regardless of the decisions by the players on the first and second bets, the player may not take back the third bet.
9. After the dealer has exposed the second community card, the player places his or her three cards face down next to their third bet.
10. The dealer will turn over each player’s cards, from the dealer’s right to left and determines and makes any payout for the wagers. Payouts on winning hands of four of a kind, straight flush or royal flush must be verified by a casino supervisor, and may be delayed until verified by a review of the surveillance tape.

11. Payout schedule for Let It Ride:

Royal Flush	1,000 to 1	up to maximum payoff
Straight Flush	200 to 1	up to maximum payoff
4 of a Kind	50 to 1	up to maximum payoff
Full House	11 to 1	up to maximum payoff
Flush	8 to 1	up to maximum payoff
Straight	5 to 1	up to maximum payoff
3 of a Kind	3 to 1	up to maximum payoff
Two Pair	2 to 1	up to maximum payoff
Pair of 10s or better	1 to 1	up to maximum payoff

This payout schedule may be modified by the licensee provided it presents any changes in writing to the Gaming Commission prior to implementation of the changes and provided the new limits are appropriately posted at the table at the time they take effect.

C. MAXIMUM AGGREGATE PAYOUT

1. Maximum aggregate payout is \$25,000.00 per hand. This aggregate may be changed by the licensee provided the Gaming Commission is presented with the change in writing prior to implementation and the changes are appropriately posted at the table(s) prior to their taking effect.
2. The following mathematical solution will be used on any hand exceeding the allowable aggregate payout on an individual hand:
 - a. The individual awards each be determined (A1, A2 ...)
 - b. The sum total of these awards would be determined (SUM)
 - c. The ratio of LIMIT/SUM would be determined as a percentage
 - d. Each player would be paid the product of A1, A2, etc., times the percentage.

Example: Limit+ \$25,000.00

Player 1 has a royal flush with \$24.00 up on 3 bets
(A1 = \$75,000.00)

Player 2 has a straight flush with \$10.00 up on 2 bets
(A2 = \$4,000.00)

Player 3 has 4 of a kind with \$15.00 up on 3 bets
(A3 = \$2,250.00)

SUM = \$81,250.00

Percentage = $\$25,000 / \$81,250.00 = .3077$

Player 1 gets \$75,000.00 times .3077 = \$23,077.00

Player 2 gets \$4,000.00 times .3077 = \$1,231.00

Player 3 gets \$2,250.00 times .3077 = \$692.00

Total Payout: \$25,000.00

**D. TABLE MINIMUM AND MAXIMUM WAGERS; IRREGULARITIES;
GAME EQUIPMENT**

1. Minimum and maximum wagers will be posted at the table. The casino may post a minimum wager of not less than \$1.00 and a maximum wager of not more than \$2,000.00, except the general manager may approve a higher maximum after notifying in writing the Gaming Commission of the new limit.
2. Players may not exchange or communicate information regarding his/her hand. Any violation may result in a dead hand and forfeiture of all remaining bets.
3. Incorrect amount of cards to any player or the dealer, constitutes a “void” hand for the entire table.
4. An exposed card does not constitute a “dead hand” unless two or more of the dealer cards are dispensed exposed from the shuffle machine. If one card of the dealer’s is dealt exposed, it shall become the dealer’s “burn” card and the remaining two cards shall become the community cards.
5. Before paying a royal or straight flush, the remaining cards will be counted down and sorted into their suits and verified by the casino supervisor.
6. New cards are placed on the table when cards are dirty or hard to handle, or if management determines a need to change decks.
7. “Let It Ride” is played on a blackjack type table and is equipped with the following:
 - a. Drop box attached to the table;
 - b. Chip tray;

- c. Single deck discard rack;
- d. Minimum and maximum wager sign;
- e. Sign stating payout schedule and the maximum aggregate amounts;
- f. Shuffle machine.

E. TIPS

1. The licensee shall develop written procedures for the handling of tips given to the dealer. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 10 KENO

A. OPERATION OF PROGRESSIVE KENO GAMES

1. Prior to operating a progressive keno game, the licensee must have systems of record keeping, surveillance and internal controls relative to the operation of the progressive keno game approved by the Commission.
2. A licensee may impose a limit on a progressive keno game provided the limit imposed by the licensee is greater than the amount showing on the payoff indicator at the time the limit is imposed.
3. Notice of the progressive keno game payoff limit must be prominently posted at the location of the progressive keno game, and information as to how and in what amount the payoff amount is advanced until the limit is reached shall be readily available to the public in the vicinity of the progressive keno game.
4. A payoff indicator on a progressive keno game shall not be turned to a lesser amount unless:
 - a. A player wins the amount displayed on the payoff indicator;
 - b. An adjustment becomes necessary to prevent the payoff indicator from showing a payoff greater than the limit; or
 - c. There is a malfunction, in which case an explanation must be entered as part of the system of records required by section (1) of this section; or
 - d. There is a dispute, as governed by subsections (6) and (7) of this section.
5. Once a payoff amount appears on the payoff indicator, that amount may not be decreased except as allowed by this section and must be permitted to remain until won by a player. Except as may be otherwise approved by this section, the amount appearing on the payoff indicator is an obligation to the licensee's patrons and it shall be the responsibility of the licensee, if he shall cease operation of the progressive keno game for any reason, including a transfer of ownership of the license, to arrange for satisfaction of that obligation in a manner approved by the Commission.
6. In the event of a patron dispute over a payoff of a progressive keno game, the licensee shall:
 - a. Unless the Commission orders otherwise, deposit the total progressive payoff amount in an escrow account approved by the Commission

until an investigation into the dispute has been completed and a decision regarding payment has been rendered; and

- b. Set the progressive keno meter to its base amount and continue operating the game.
7. If a patron dispute is resolved in favor of the licensee, the progressive keno payout must be returned to the meter, less the base figure amount.
8. Video progressive keno is subject to the provisions of Chapter 5, Section 10 (B) governing progressive slot machines.
9. A licensee who operates a progressive keno game must at all times maintain a sufficient cash reserve or minimum bankroll to ensure that all obligations to patrons are met.

B. TIPS

1. The licensee shall develop procedures for the handling of tips given to the Keno employee. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 11 PAI GOW POKER

A. DEFINITIONS

1. Bank – Shall mean the player who elects to have the other players and the dealer play against him/her and accepts the responsibility to pay all winnings.
2. Chung – Marker shall mean an object or objects used to designate the bank and the cobank.
3. Copy Hand – Shall mean either a two-card hand or a five-card hand of a player which is identical in rank to the corresponding two-card hand or five-card hand of the dealer or bank.
4. Foul or Fouled Hand – Shall mean when the two-card low hand is higher in rank than the five-card high hand. The banker cannot foul his/her hand; the cards must be reset.
5. High Hand – Shall mean the five-card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank equal to or higher than the two-card low hand.
6. Second Highest or Low Hand – Shall mean the two-card hand which is formed from the seven cards dealt at the game of Pai Gow Poker so as to rank equal to or lower than the five-card hand.
7. Rank or Ranking – Shall mean the relative position of a card or group of cards in descending order.
8. Set or Setting the Hands – Shall mean the process of forming a high hand and low hand from the seven cards dealt.
9. Suit – Shall mean one of the four categories of cards, *i.e.*, diamond, spade, club or heart.

B. GAME EQUIPMENT; PAI GOW RANKING

1. Cards, Number of Decks, Dealing Shoe:
 - a. Pai Gow Poker shall be played with a deck of cards with backs of the same color and design and one additional solid red cut card. The deck of cards to play Pai Gow Poker shall include one joker.
 - b. All cards to be used in Pai Gow Poker shall be dealt out of the hand or the shuffle machine.

2. Dice, Number of Dice, Pai Gow Poker Shaker:
 - a. Pai Gow Poker shall be played with three dice which shall be maintained at all times inside a Pai Gow Poker Shaker.
 - b. The Pai Gow Poker Shaker and dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.
3. The rank of the cards used in Pai Gow Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two.

An ace may be used to complete a “straight flush” or a “straight” formed with a 2, 3, 4 and 5. Except as otherwise provided in part 5 of this Subsection (b), the joker shall be used and ranked as an ace.

4. The permissible poker hands at the game of Pai Gow Poker, in order of highest to lowest rank, shall be:
 - a. “Five Aces” is a high and consisting of four aces and a joker;
 - b. “Royal Flush” is a high hand consisting of an ace, king, queen, jack and ten of the same suit;
 - c. “Straight Flush” is a high hand consisting of five cards of the same suit in consecutive ranking, with an ace, 2, 3, 4 and 5 being the highest ranking straight flush; king, queen, jack, 10 and 9 being the second highest ranking straight flush; and 6, 5, 4, 3 and 2 being the lowest ranking straight flush;
 - d. “Four-of-a-kind” is a high hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - e. “Full House” is a high 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;
 - f. “Flush” is a high hand consisting of five cards of the same suit, regardless of rank;
 - g. “Straight” is a high hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight; an ace, 2, 3, 4 and 5 being the second highest

ranking straight, and a 6, 5, 4, 3 and 2 being the lowest ranking straight;

- h. “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;
 - i. “Two Pairs” is a high hand containing two “pair,” with two aces and two kings being the highest ranking two pair hand and two threes and two twos being the lowest ranking two pair hand; and
 - j. “Pair” is either a high hand or low 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.
5. For purposes of setting the hands, a joker may be used as any cards to complete a “straight,” a “flush,” or a “royal flush.”
6. When comparing two high hands or two low hands which are of identical poker hand rank or which contain none of the poker hands authorized herein, the hand which contains the highest ranking card, which is not contained in the other hand, shall be considered the higher ranking hand.

If the two hands are of identical rank, the hands shall be considered a copy hand. The banker wins all copy hands.

C. OPENING OF THE TABLE FOR GAMING

1. After receiving one deck of cards at the table, the dealer shall sort and inspect the cards and the Floorperson assigned to the table shall verify the inspection. If the deck of cards contains two jokers, the dealer and a casino supervisor shall ensure that one joker is utilized and that the other joker is not used and returned to the card box.
2. 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.
3. 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 “washing” of the cards on the table and stacked. Once the cards have been stacked, they shall be shuffled. (See Shuffle). However, Management may wash and/or shuffle the cards after all cards are inspected by the Floorperson, Pit Boss or Table Game Manager and before a player sits at the table.

4. All cards opened for use on a Pai Gow Poker table shall be changed at least every eight hours, or at the discretion of the Pit Boss or Shift Manager.

D. SHUFFLE AND CUT OF THE CARDS

1. Immediately prior to commencement of play and after each round of play has been completed, the dealer shall remove the cards from the discard rack, spread the cards once to locate the joker, then shuffle the cards so they are randomly intermixed.
2. After the cards have been shuffled, the dealer shall offer the stack of cards to be cut, with the backs facing up and faces facing the layout, no more than an inch above the layout.
3. The cut of the cards shall be offered to players in the following order:
 - a. The first player to the table, if the game is just beginning;
 - b. The player who accepts the bank 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 a cut; or
 - c. 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;
 - d. If no player accepts the cut, the dealer shall cut the cards.

E. WAGERS

1. All wagers at Pai Gow Poker shall be made by placing gaming chips in \$5.00 increments on the appropriate betting area of the Pai Gow Poker Layout. A cash wager shall be accepted at the gam of Pai Gow Poker with a supervisor's approval.
2. Only players who are seated at the Pai Gow 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.
3. Once the cards have been shuffled, cut and ready to deal, the dealer will determine who the bank is.

4. The minimum and maximum wagers will be posted. The casino may post a minimum wager of \$5.00 and a maximum wager of \$10,000.00 which must be observed when a player is banking or co-banking.

F. DEALING THE HANDS

1. The hands will be dealt into seven (7), seven-card hands across the front of the table rack starting from left to right. Seven hands will always be dealt regardless of the number of players. After dealing the first seven cards, the deal will alternate from right to left and left to right while dealing two cards on the extreme left and right hand before continuing back across the table. The deck is dealt until there are only four (4) playing cards and the cut card remaining. The dealer will fan out the remaining cards face down in order that the players may see there are four playing cards left. The remaining cards and the cut card are then placed into the discard holder.

Once the cards are dealt, the hand on the extreme right will be pushed forward approximately two inches indicating the first hand dealt. The hand on the extreme left will be turned sideways indicating the last hand.

If the remaining cards do not total four, an error has been made in the dealing procedure. The dealer must notify the pit supervisor, and, upon confirmation from the supervisor, reshuffle.

2. Playing positions and the house dealer are assigned numbers to determine how the hands will be distributed, but those numbers will always change as the Banker changes positions. The Bank is always counted as 1, 8, or 15, and the rotation is always from right to left (counterclockwise).
3. The position designated for the first hand is determined by the roll of three (3) dice shaken inside of a dice cup. The Banker (house dealer or player) will shake the dice. The dealer, when banking, will shake the dice cup after the seven hands have been dealt in front of the table rack. When there is a player/banker, the dealer will hand the dice cup to that player after all bets are made. ALL BETS MUST BE PLACED BEFORE OPENING THE DICE CUP UP. The dice cup is opened by the house dealer. The total of the three dice will determine the table position which will receive the first hand.

When shaking the dice, the dealer will use one hand to shake the dice cup at least three (3) times and no more than five (5) times. The dealer, in a regular speaking voice, will also announce the total of the dice when they are uncovered. If a dice has landed on top of another die, or if a die is cocked, there will be "No Dice." The Banker must shake the dice again.

If the player/banker inadvertently uncovers the cup, the dealer will ask for another shake.

The dice will remain uncovered and unmoved until the player's hands are distributed and the unseen hands (hands designated for empty player positions) are discarded. The dealer will then recover the dice, shake the cup, and place the cup to the left side of the chip rack.

4. The hands (1 through 7) are distributed face down and from right to left by the house dealer beginning with the position determined by the dice. (Example: If the total of the three dice is 10, the first hand will be given to the position which is two places counterclockwise of the Bank who is 1, 8 or 15.) If the house dealer is banking, the dealer's hand is designated by placing the Bank marker (chung) on top of those cards. If a player is banking, his/her hand will be placed face down in his/her position with the marker placed on top of his/her cards by the dealer, so he cannot set his hand until after the other players are finished. In either case, the house will set its hand last.

If a position is not occupied by a player, the hand belonging to that position is burned (discarded) without being exposed.

If a player receives any amount of cards other than seven (7), that hand is declared dead and will be discarded. If a player/banker or dealer/banker receives any amount of cards other than seven, all hands are dead.

G. SETTING OF HANDS; PAYMENT AND COLLECTION OF WAGERS; PAYOUT, ODDS, VIGORISH AND SURRENDER

1. 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 a low hand. When setting two hands, the five-card high must be higher in rank than the two-card low hand. For example: If the two-card hand contains a pair of sevens, the five-card hand must contain at least a pair of sevens and the three remaining cards.
2. Each player at the table shall be responsible for setting his/her hands and no other person except the dealer may touch the cards of that player. 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 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.
3. After all players have set their hands and placed the cards on the table, the dealer may assist a player in instructing them in House ways. Then 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 and low hand. The dealer shall then place the two hands face up on the appropriate area of the layout.
4. The dealer will always set their cards House ways.

5. A player may surrender his/her wager after the hands of the dealer have been set. The player must announce his/her intention to surrender prior to the dealer exposing either of the two hands of that player pursuant to subpart 6 of this Subsection (G). Once the player has announced his or her intention to surrender, the dealer shall:
 - a. Immediately collect the entire wager from the player; and
 - b. 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.
6. Once the dealer has set a high and low hand, the dealer shall expose both hands of each player, starting from the first 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 dealer and shall announce if the wager of that player shall win, lose, or be considered a tie (“push”).
7. All losing wagers shall be immediately collected by the dealer. The cards will then be placed in the discard rack. A wager made by a player shall lose if:
 - a. The high hand of the player is lower in rank than the high hand of the dealer and the low hand of the player is lower in rank than the low hand of the dealer;
 - b. The high hand of the player is identical in rank to the high hand of the dealer or the low hand of the player is identical in rank to the low hand of the dealer (a “copy hand”) and the other hand of the player is identical in rank or lower in rank than the other hand of the dealer;
 - c. The high hand of the player was not set so as to rank higher than or equal to the low hand of that player’s (fouled hand); or
 - d. The two hands of the players were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a three-card low hand and a four-card high hand).
8. If a wager is a push, the dealer shall not collect or pay the wager, but shall immediately collect the cards of that player. A wager made by a player shall be a push if:
 - a. The high hand of the player is higher in rank than the high hand of the dealer, but the low hand of the player is identical in rank to the low hand of the dealer (“copy hand”) or lower in rank than the low hand of the dealer; or

- b. The high hand of the player is identical in rank to the high hand of the dealer (“copy hand”) or lower in rank than the high hand of the dealer, but the low hand of the player is higher in rank than the low hand of the dealer.
9. All winning hands shall remain face up on the layout. Winning wagers shall be paid after all hands have been exposed. The dealer shall pay winning wagers, beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. A wager made by a player shall win if the high hand of the player is higher in rank than the high hand of the dealer and the low hand of the player is higher in rank than the low hand of the dealer.
10. A winning Pai Gow Poker wager shall be paid off at odds of 1 to 1 (even money), except that the dealer 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 dealer shall round off the vigorish to twenty-five cents or the next highest multiple of twenty-five cents. The dealer shall collect the vigorish from a player at the time the winning payout is made. After a winning wager has been paid and the vigorish collected, the dealer shall then collect the cards from the player. The House may defer the vigorish collection until a later time.
11. 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: Two-card hands first, placed on top of the five-card hand, then pick up all seven cards.

H. SELECTION OF BANK; PROCEDURES FOR DEALING; PLAYER/BANK

1. As either the House dealer or a player can hold the Bank, the Banker must be determined before the hands are dealt. A player who wishes to bank must have enough money to wager to cover (equal) the other players’ and the House’s bets and must have played the previous hand. When a player banks, the other players may wager as they wish, but the House dealer can only make a wager equal to the player/banker’s bet against the House. The play/banker may not increase his wager against the House over the amount he bet on the previous hand, but he may bet less.
2. The Banker is determined by alternating between the House dealer and the player positions. When a new game begins (the table has just been opened or players have sat down on a dead game), the House will be the first bank. The bank will then be offered to the playing positions from right to left (counterclockwise). If a player offered the bank accepts, he will be the Banker for that hand only. For the following hand, the bank will revert back to the House dealer. If a player offered the bank refuses to take it or does not have enough money to cover all wagers, the bank automatically goes back to

the House dealer without being offered to another player until the next hand. If the bank is offered to an empty player position, the dealer will bank.

3. To keep track of which position will be offered the next banking opportunity when the House is banking, the Bank marker (chung) is placed in front of the commission box corresponding with that position.
4. When a player elects to bank, the Bank marker (chung) will be placed to the right of his betting circle.
5. During the course of the game, every player is offered the opportunity to bank his own hand against the House and the other players. Even though a player may be banking, the House dealer will handle all action with the cards and the wagers.
6. All currency risked as the bank must be counted and verified by the dealer. When there is a question about the player/banker's ability to cover the necessary bets, regardless of his type of wager (cash and/or chips), the supervisor must be notified and will make the final determination whether or not to proceed with the game with that individual as the Banker.
7. Once a player takes the Bank, the marker (chung) will be placed to the right of his betting circle, thereby designating that player as the Bank. The total bank bet against the other players will be placed on the marker and the bet against the House placed in the betting circle. The player/banker's wager against the House may not be larger than his bet on the previous hand, but it may be less.
8. After all of the player's hands have been set, the player/banker will set his/her hand. The House will set its hand last, after which the dealer will expose the player/banker's hand. Since the House hand is the first to be exposed, the player/banker's hand may not be reset if it was originally set as an automatic loser. In this case, the player/banker would have to pay the table.
9. If the player/banker's hand loses against the House, the dealer will take the losing bet and place it into the chip rack. If the player/banker's hand wins, the dealer will pay the bet out of the table rack. The House bet is never marked separately before the decision.
10. If the player/banker's bet wins, the House bet is sized into the banker's bet, commission calculated and marked, and both bets are then pushed toward the player out of and away from the betting area.

When the player/banker wins against the House, commission will be charged at that time, independently from any "net win" resulting from the Banker's winnings later accumulated from the other players.

11. The house hand is now discarded, and the player/banker's hand is moved into it place. Regardless if the player/banker's hand won or lost against the House hand, it is now the one which all of the other players are wagering against. The House dealer now takes control of the game, starting with the #1 (third base) player and moving in a counterclockwise direction:
 - a. If the player/banker wins against another player's hand, the House dealer will take the losing wager and place it in the Bank's betting circle. (The dealer must take great care that the Banker's marker and the Bank on it have been placed far enough to the right of the circle to prevent confusion in case the Bank is knocked over.) The losing hand will then be discarded.
 - b. If the player/banker pushes with any hand, there is no action taken and the player's hand is discarded.
 - c. If the player/banker loses to another player's hand, the winning hand will remain exposed with bet in place. The player's bet will be paid, in the proper order, after all losing and pushing hands have been determined and discarded.
12. Winning bets will be paid in a counterclockwise manner (#1 player to #6). Winning bets will be paid from the player/banker's winnings, if any, which were accumulated from the prior losers. If there are no player/banker winnings or if the winnings were depleted before all winners are paid, the remaining winners will be paid from the wagered Bank.

Players are not allowed to be paid with currency. If the player/banker used currency to wager as the Bank, any cash must be changed into house chips by the dealer before paying winning bets.

I. ADDITIONAL PROCEDURES

1. The dealer will never tell or suggest to a player how to set his/her hand. If asked for advice, the dealer will simply tell the player how the House would set the hand. The dealer does not contradict or discuss the manner in which a player has set the hand.
2. A player requesting assistance from another player is permitted. However, the player that is assisting must first set his/her own hand before assisting any other player. Only the original player may touch the cards.
3. Players may play one hand only.
4. The dealer should be sure to determine that a player's hand is set properly – high hand higher than low hand. If not set this way, it is considered a fouled hand and an automatic loser for the player.

5. If any player is dealt an incorrect number of cards, only the player's hand will be void. If the dealer's hand contains an incorrect number of cards, all hands are void.
6. Normal pit procedure will be followed relating to openers, closures, table fills or credits and markers.
7. House/Banker cannot foul his/her hand. If the hand is set incorrectly, a supervisor should be called and the hand reset the House way.
8. Player/Banker's hand will not be reset if set as automatic loser – he/she must pay the entire table. (The player is not forced to set hands specifically.) Therefore, by setting the hand incorrectly, he/she would have the advantage of setting the hand of choice after seeing the House hand.
9. The dealer should watch the player's hands and listen to their conversations. The dealer should be alert for irregular play. If the dealer is suspicious, a floor supervisor should be called.
10. Normal pit procedure will be followed relating to openers, closures, table fills or credits and markers.

J. IRREGULARITIES

1. If the dealer uncovers the Pai Gow Poker shaker and all three dice do not lay flat on the bottom of the shaker, the dealer shall call "No Roll" and reshake the dice.
2. 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.
3. If the dealer incorrectly totals the dice and deals the first card to the wrong position, all hands shall be called dead and the dealer shall reshuffle the cards.
4. 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 void the hand.
5. If a card or cards in the hand of the dealer is exposed, all hands shall be void and the cards shall be reshuffled.
6. A card found turned 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.

7. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe
8. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.
9. If the dealer does not set his/her hands in the manner of House ways, the hands must be reset in accordance with the House ways and the round of play completed, as long as no player's hand has been acted upon. If any player's hands have been acted upon, the House hand cannot be changed.

K. TIPS

1. The Licensee shall develop written procedures for the handling of tips given to the dealer. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 12 RED DOG POKER

A. CARDS; NUMBER OF DECKS; VALUE OF CARDS; DEALING SHOE; OPENING OF TABLE FOR GAMING

1. Red Dog Poker shall be played with at least one deck of cards with backs of the same color and design and two additional solid red cutting cards.
2. The “value” of the cards in each deck shall be as follows:
 - a. Any card from 2 to 10 shall have its face value;
 - b. Any Jack shall have a value of eleven;
 - c. Any Queen shall have a value of twelve;
 - d. Any King shall have a value of thirteen;
 - e. Any Ace shall have a value of fourteen.
3. All cards used to game at Red Dog Poker shall be dealt by the dealer, who may use a dealing shoe.
4. After receiving the deck(s) of cards at the table, the dealer inspects the cards. When the casino supervisor advises the dealer, the cards shall be turned face down on the table and mixed thoroughly by a “washing” or “chemmy shuffle” and stacked.

B. SHUFFLE AND CUT OF THE CARDS; DEALING PROCEDURES

1. Immediately prior to commencement of play and after the hand in progress is completed and after the cut card come out, the dealer shall shuffle the cards so they are randomly mixed.
2. After the cards have been shuffled, the dealer shall offer the stack of cards to be cut with the backs facing away from the dealer to a player at the table.
 - a. The person 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 all the cards in front of the cutting card and place them on the back of the stack. The dealer shall then insert the cutting card in a position approximately one-quarter of the way from the back of the stack. The cards are now ready for commencement of play.

3. After each full set of cards is ready to be dealt, the dealer shall deal the first card there from face down and place it in the discard rack which shall be located on the table immediately in front of or to the right of the dealer. The dealer shall deal the first card face up, and then place it on the appropriate area of the layout.

C. PROCEDURES FOR ROUND OF PLAY; WAGERS AND PAYOUTS

1. All wagers shall be made prior to the first card being dealt for each round of play.
2. All wagers at Red Dog Poker shall be made by placing gaming chips on the appropriate area of the Red Dog layout.
3. To begin each round of play, the dealer shall place the first card face upon the box farthest to the dealer's left. The dealer shall then place the second card face up on the box farthest to the dealer's right.
4. Once the first card of each round has been delivered by the dealer, no participant in the game shall handle, remove or alter any wager until a decision has been rendered and implemented with respect to that wager.
5. If the initial two cards dealt have values that are consecutive the dealer shall announce, "The hands are consecutive – tie hand." All wagers shall be void and the round of play shall be concluded.
6. If the initial two cards dealt are of identical value, the dealer shall announce, "We have a pair," and shall immediately draw a third card and place it face up in the middle box.
 - a. If the third card dealt is identical in value to the initial cards, the dealer shall announce, "Three of a kind." The players shall win and all wagers shall be paid at odds of 11 to 1.
 - b. If the third card dealt is not identical in value to the initial two cards, the dealer shall announce, "No three of a kind – tie hand." All wagers shall be void and the round of play concluded.
7. If the initial two cards dealt are neither consecutive nor a pair, the dealer shall announce the "spread" and place a marker on the corresponding spread on the layout. The spread for each round of play shall be a number from 1 to 11, inclusive, and shall be determined by the number of cards whose value can fall between the values of the initial two cards dealt.

Example of these rules are as follows:

- a. If the initial two cards are a 4 and a 7, then the spread shall be 2 (*i.e.*, two cards, the 5 and 6, have a value that falls between 4 and 7);
 - b. If the initial two cards dealt are a 9 and a king, then the spread shall be 3 (*i.e.*, three cards, the ten, jack and queen, have a value that falls between the 9 and king).
8. If there is a spread after the initial two cards are dealt, a player shall have the option to make a raise wager in support of the player's original wager by placing on the designated raise area of the layout an amount not in excess of the player's original wager. All raise wagers shall be made immediately after the initial two cards have been dealt and prior to the third card being dealt.
9. After all raise wagers have been made and prior to dealing the third card, the dealer shall announce "Raises closed." The dealer shall then draw a third card, place it face up on the box between the initial two cards and announce the value of the third card. The dealer shall then collect all losing wagers and pay all winning wagers as follows:
- a. The player shall win if the value of the third card dealt is between the value of the initial two cards dealt (a third card which has the same value as the first or second card dealt is not deemed to be between the value of the initial two cards);
 - b. All winning wagers and raise wagers shall be paid at payout odds determined by the spread for the round of play as listed below:

SPREAD	PAYOUT ODDS
1	5 to 1
2	4 to 1
3	2 to 1
4 through 11	1 to 1

10. At the conclusion of each round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack in order and in such a way that they can readily be arranged to reconstruct the hand in case of a question or dispute.
11. 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. The dealer shall then reshuffle the cards.

D. IRREGULARITIES; WAGERING ON MORE THAN ONE BETTING AREA; MINIMUM AND MAXIMUM WAGER

1. A card found face up in the shoe shall not be used in the game and shall be placed in the discard rack.
2. A card drawn in error without its face being exposed shall not be used as though it were the next card from the shoe.
3. If a third card is drawn and exposed to the players prior to the dealer announcing "Raises closed," the card shall be discarded and each player shall be given the option of playing out the round or voiding the round of play. Prior to dealing another third card, the dealer shall return the original wager and any raise wager to each player who has chosen to void the round of play.
4. A player may not wager on more than one betting area at a Red Dog Poker table.
5. Minimum and maximum wager limits will be posted. The casino may post a minimum wager at the Red Dog table of \$1.00 and a maximum wager of \$1,000.00.

E. TABLE AND PHYSICAL CHARACTERISTICS

1. Red Dog Poker shall be played at a table having on one side, places for the players and on the opposite side, a place for the dealer.
2. The cloth covering the Red Dog table shall have imprinted thereon the name of the casino and shall have areas for wagers, which are seven in number.
3. The Red Dog Poker layout shall have imprinted upon it the following:
 - a. Seven (7) separate player betting areas, each divided and imprinted with the words "Bet" and "Raise;"
 - b. A long rectangular box imprinted and subdivided to show the fourteen (14) possible hands of Red Dog Poker, along with the corresponding odds to be paid for winning hands;
 - c. Three (3) imprinted boxes designating proper hand placement of the Red Dog Poker hand are positioned in front of the float tray.
4. Each Red Dog Poker table shall have a drop box attached to it.
5. The Red Dog Poker layout may have printed upon it the Red Dog emblem and the words "Red Dog."

F. TIPS

1. The licensee shall develop written procedures for the handling of tips given to the dealer. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 13 THREE CARD POKER

A. OPEN THE TABLE

1. Three Card Poker shall be played with a single deck of cards.
2. After receiving the deck of cards at the table, the dealer shall inspect the cards. When the casino supervisor advises the dealer, the cards shall be turned face down, mixed thoroughly by “wash,” and stacked.
3. The cards are then shuffled and cut.

B. PROCEDURES FOR EACH ROUND OF PLAY

1. All wagers shall be made by placing gaming chips on the appropriate betting area of the layout.
2. All wagers are to be made prior to the cards being dealt.
3. Once all wagers have been made, the dealer shall then deal the hand, one card, face down from left to right, in rotation.
4. After dealing two cards, the dealer will take the third card, slide it underneath the other two cards and pass the hand forward over the bets unto the play area.
5. The dealer hand shall be placed on the logo area and checked for three cards. The dealer’s hand shall then be placed on top of each other close to the chip tray.
6. After all hands have been dealt, the dealer shall place the unused cards into the card rack.
7. Once losing hands are returned to the card rack and wagers are made, the dealer shall turn their hand over.
8. The dealer’s hand is spread out onto the layout and ranked in order from the dealer’s left to right, high to low.
9. Dealer plays with a Queen high or better.
10. The dealer will turn over each player’s cards from left to right, determine and make appropriate payout for the wagers.
11. The player(s) may see the dealer’s hand if nobody plays.
12. Incorrect number of cards to the player(s) is rendered a misdeal.

13. Incorrect number of cards to the dealer is rendered a total misdeal. All cards will then be returned for a redeal.

C. WAGER AND PAYOFFS

1. Player must have bet ANTE in order to bet PLAY.
2. Player places cards on the PLAY bet area and places an additional bet on the top of these cards.
5. Player with only a PAIR PLUS bet, places the cards in the PLAY area, if a winner.
6. Player with only a PAIR PLUS bet, pushes the folded cards forward, if a losing hand.
5. Dealer plays with a Queen high or better.
6. Player with ANTE will either:
 - a. Fold and forfeit ANTE, or
 - b. Place PLAY bet EQUAL to the ANTE.
7. Both ANTE and PLAY are bets against the dealer.
8. STRAIGHT ranks higher than a FLUSH. THREE-OF-A-KIND ranks higher than a STRAIGHT.
9. When a player has a winning PAIR PLUS bet and bets the ANTE, a PLAY bet must be placed to stay in the game.
10. Payout schedule for Three Card Poker:

All payout schedules are to be posted at the table.

When dealer does not play:

Play – Push * Ante – 1 to 1

When dealer plays and the player beats the dealer:

Play – Push * Ante – 1 to 1

When dealer plays and ties with the player:

Play – Push * Ante – Push

PAIR PLUS PAYS	
Pair	1 to 1
Flush	4 to 1
Straight	6 to 1
3-of-a-Kind	30 to 1
Straight Flush	40 to 1

ANTE BONUS PAYS	
Straight	1 X 1
3-of-a-Kind	4 X 1
Straight Flush	5 X 1

*The ANTE and PAIR PLUS bets may be different amounts.

The payout schedules may be modified by the licensee provided it presents any changes, in writing, to the Gaming Commission prior to implementation of the changes. The new limits should be posted at the tables prior to the time the change takes effect.

D. TABLE MINIMUM AND MAXIMUM WAGERS; IRREGULARITIES; GAME EQUIPMENT

1. Minimum and maximum wagers will be posted at the table. The casino may post a minimum wager of not less than \$1.00 and a maximum wager of not more than \$100.00 on the PAIR PLUS and \$500.00 on the ANTE. The general manager may approve a higher maximum after notifying, in writing, the Gaming Commission of the new limit.
2. An incorrect amount of cards to any player constitutes a “void” hand for the player.
3. An incorrect amount of cards to the dealer constitutes a “void” hand for the table.
4. New cards are placed on the table when the cards are dirty or hard to handle, or if management determines a need to change cards.

E. TIPS

1. The licensee shall develop written procedures for the handling of tips. These procedures shall be implemented upon the Gaming Commission’s approval.

SECTION 14 CASINO WAR

A. OPENING OF THE TABLE GAME

1. Casino War shall be played with a least one deck of cards with backs of the same color and design and two additional solid red cutting cards.
2. The decks shall be inspected by a dealer and confirmed by a Floor Supervisor or higher.
3. After the inspection, the cards shall be spread out, face upward on the table, sorted into sequence and into suit by deck for a visual inspection by the player(s).
4. The cards shall then be stacked, and placed on the layout, downward and mixed thoroughly by a “washing” or a “chemmy shuffle” and stacked.

B. DEALING THE HAND

1. At the start of each new hand, the player must make an initial wager.
2. The player has an option of making a Tie wager.
3. The dealer shall give each player one card face up, directly in front of their betting position. The cards will be dealt in a manner of left to right.
4. The dealer shall place one card directly in front of the chip rack, which will serve as the “house card.”

C. RANKING OF HAND; PAYOUTS AND TIE WAGERS

1. The rank of hands is as follows:

Ace (high)
King
Queen
Jack
Ten
Nine
Eight
Seven
Six
Five
Four
Three
Two (lowest)

2. Payouts:

The dealer compares the rank of each player's card with the rank of the "house card."

- a. If the player's card has a high value (rank) than the dealer's card, the player wins even money on the initial bet.
- b. If the player's card has a lesser value (rank) than the dealer's card, the player's initial wager loses.
- c. If the player's card is of equal value (rank) to the dealer's card, the player has two options:
 - i. The player may surrender 50% of their initial wager and the hand is over.
 - ii. The player may go to "War."

If the player chooses to "War" with the dealer, both the dealer and player will place an amount exactly equal to the player's initial wager on the player's betting spot. Three cards will then be burned and placed on the player's original card, turning the next card, face up. The dealer will then burn three cards and place them on the dealer's original card. The cards will then be compared by value (rank).

If the player's card out ranks the dealer's card, the player wins all the money on their betting position.

If the dealer's card out ranks the player's card, the house wins all the money placed on that betting position.

If the dealer and player tie, the player wins the money on the betting spot and an additional amount equal to their initial bet.

3. Tie Wagers:

- a. A player may make a tie wager prior to the cards being dealt.
- b. The player must make the initial wager to be eligible to bet on the tie wager.
- c. The player will win this wager if the dealer and player's cards are identical in value.
- d. The wager will pay at 10 to 1, as the dealer acts on the hand.

D. MINIMUM AND MAXIMUM

1. All minimum and maximum wagers will be posted at the table.
2. The casino may post a minimum wager of \$1.00 and a maximum wager of \$5,000. The general manager may approve a higher maximum and will notify the Gaming Commission in writing.
3. Before the implementation of a change in the maximum wager, signs will be posted at the table.
4. Minimum and maximum wagers for the Tie Wager shall also be posted.

E. PHYSICAL CHARACTERISTICS

1. Casino War shall be played at a table having on one side, places for the players and on the opposite side, a place for the dealer.
2. The cloth covering the table shall have imprinted on there: the name of the casino and shall have areas for wagers, which are six or seven.
3. Each Casino War table shall have a drop box attached to it.

F. TIPS

1. The licensee shall develop written procedures for the handling of Tips. These procedures shall be implemented upon the Gaming Commission's approval.

SECTION 15 THE USE OF SHUFFLE MACHINES ON APPLICABLE TABLE GAMES

A. INSTALLATION OF THE SHUFFLE MACHINE

1. A shuffle machine, approved by the Gaming Commission, may be used for the random mixing and dispensing of the hands.
2. Upon installation, the Gaming Commission shall affix or cause to be affixed to the computer chip (used to randomly mix or shuffle the cards) a strip of security tape, capable of evidencing the removal of the chip if removed from the board. The security tape shall be secured and available only to the authorized personnel of the Gaming Commission.
3. The Gaming Commission shall maintain accurate and complete records of the identification number of each chip installed into each shuffle machine.
4. Any deviations should be reported to the Gaming Commission, immediately.

B. INSPECTION AND SHUFFLING OF THE CARDS

1. Applicable card games should be played with alternating single decks of cards (decks, if more than one) of the same design on the back but, different in color on the back.
2. The dealer will inspect the fronts and backs of the cards.
3. The cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle", and stacked.
4. The dealer will then, place the cards into the shuffle machine for shuffling.
5. The green button on the top of the shuffle machine is used to commence the operation of the shuffle.
6. During the shuffle, the dealer will inspect the other deck (decks, if more than one) of cards.
7. The cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle", and stacked.
8. Once the shuffle machine has stopped, the cards will be removed and second deck (decks, if more than one) of cards will be placed in the shuffle machine for shuffling.
9. The green button on the top of the shuffle machine is used to commence the operation of the shuffle machine.

10. The shuffle machine will be positioned to the right of the dealer.

C. MALFUNCTION OF THE SHUFFLE MACHINE

1. Malfunction of the shuffle machine may void the hand, if applicable.
2. In the event of a long term malfunction of the shuffle machine, the cards will be dealt in the following manner.
 - a. Cards used to game at "applicable games" may be dealt by the dealer holding the shuffled cards in his left hand and pitching the cards or laying the cards, face downwardly, with his right. These cards should be pitched or placed on the players spot on the table (his left hand may be used if the dealer is consistently on the appropriate areas of the layout).
 - b. The casino reserves the right to shuffle the cards at their discretion.

SECTION 16 MISSISSIPPI STUD POKER

A. DEFINITIONS

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

1. “Ante wager” means an initial wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.
2. “Bet wager” means a 3rd street, 4th street or 5th street wager made by a player.
3. “Community card” is any of the three cards that are initially dealt face down in the designated area in front of the table inventory container and once revealed are used by each player to form a five-card hand.
4. “5th Street Wager” is an additional wager made by a player, in an amount equal to one, two or three the player’s Ante Wager, after the second community card is revealed by the dealer.
5. “Fold” means the withdrawal of a player from a round of play by discarding the player’s two cards prior to placing a bet wager.
6. “4th Street Wager” is an additional wager made by a player, in an amount equal to one, two or three times the player’s Ante Wager, after the first community card is revealed by the dealer.
7. “Push” is a player's hand that results in neither payment on nor collection of the player's wagers.
8. “Rank” or “ranking” means the relative position of a card or group of cards.
9. “Round of play” or “round” is one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon their hand, and have had their wagers paid or collected or returned in accordance with the rules of this chapter.
10. “3rd Street Wager” is an additional wager made by a player, in an amount equal to one, two or three times the player's Ante Wager, after the player has been dealt the initial two cards.

B. MISSISSIPPI STUD TABLE PHYSICAL CHARACTERISTICS

1. Mississippi Stud shall be played on a table having betting positions for six players on one side of the table and a place for the dealer on the opposite side.
2. The layout for a Mississippi Stud table shall be approved by the Choctaw Gaming Commission and shall contain, at a minimum:
 - a. The name or logo of the Casino.
 - b. Four separate designed betting areas at each player position for the placement of:
 - i. The Ante Wager;
 - ii. The 3rd Street, 4th Street and 5th Street Wagers.
 - c. Separate designated areas located in front of the table inventory container for the placement of the three community cards, with one area inscribed 3rd Street, a second inscribed 4th Street and a third area inscribed 5th Street.
 - d. Except as permitted under subsection 3, an inscription at each player position describing the following:
 - i. The payout odds for all authorized wagers.
 - ii. The rules governing the required amount of the 3rd Street, 4th Street or 5th Street Wager as a multiple of the player's Ante Wager.
3. If the information required under subsection 2 is not inscribed on the layout, a sign shall be posted at each Mississippi Stud table that sets forth the required information.
4. Each Mississippi Stud table shall have a drop box attached to it.
5. Each Mississippi Stud table shall have a discard rack attached.

C. CARDS; NUMBER OF DECKS

1. Except as provided in subsection 2, Mississippi Stud shall be played with one deck of 52 cards and one additional cover card.

2. If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:
 - a. The backs of the cards in the two decks are different colors.
 - b. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.
 - c. Both decks are continually alternated in and out of play, with each deck being used for every other round of play.
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

D. OPENING OF THE TABLE FOR GAMING

1. Except as provided in subsection I, after receiving the cards at the table, the dealer shall inspect the cards for any defects.
2. Following the inspection of the cards by the dealer and the verification by the Floorperson assigned to the table, the cards may 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.
3. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled.
4. If the licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted, each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with subsections 1, 2, and 3.

E. SHUFFLE AND CUT OF THE CARDS

1. Immediately prior to the beginning 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 prohibits 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.

2. If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present is being used and reveals that an incorrect number of cards are present, the deck shall be removed from the table.
3. After the cards have shuffled and stacked, the dealer shall do the following:
 - a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with approved dealing procedures.
 - b. If the cards were shuffled manually, cut the cards in accordance with subsection 4.
4. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 - i. Placing a cover card on the table in front of the deck of cards.
 - ii. Taking a stack of at least ten 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.
5. If there is no gaming activity at a Mississippi Stud table that is open for gaming, the cards shall be removed from dealing shoe and the discard rack, and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures (relating to opening of the table for gaming) and this section shall be completed.

F. MISSISSIPPI STUD HAND RANKINGS

1. The rank of the cards used in Mississippi Stud, for the determination of winning hands, in order of highest to lowest rank, must be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a 1, 3, 4, and 5.
2. The permissible five-card poker hands at the game of Mississippi Stud, in order of highest to lowest rank, must be:
 - a. A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

- b. A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking, except for a royal flush. An ace may be used to complete a straight flush formed with a 2, 3, 4 and 5.
- c. A four-of-a-kind, which is a hand consisting of four cards of the same rank.
- d. A full house, which is a hand consisting of a three-of-a-kind and a pair.
- e. A flush, which is a hand consisting of five cards of the same suit, not in consecutive order.
- f. A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank. An ace may be used to complete a straight formed with a 2, 3, 4 and 5; 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).
- g. A three-of-a-kind, which is a hand consisting of three cards of the same rank.
- h. Two pairs, which is a hand consisting of two pairs.
- i. One pair, which is a hand consisting of two cards on the same rank.

G. WAGERS

1. Wagers at Mississippi Stud shall be made by placing value chips or plaques on the appropriate betting areas of the table layout.
2. Ante Wagers, 3rd Street, 4th Street and 5th Street Wagers shall be placed prior to the dealer announcing "no more bets".
3. To participate in a round of play, a player shall place an Ante Wager. A 3rd Street, 4th Street and 5th Street Wager.
4. Only players who are seated at the Mississippi Stud table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.
5. A player may not simultaneously play and wager on more than one player position at a Mississippi Stud table.

H. PROCEDURE FOR DEALING THE CARDS FROM THE HAND

1. If the cards are dealt from the dealer's hand, the following requirements shall be observed:
 - a. After the dealer has chosen the hand in which he will hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play.
 - b. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall announce "no more bets" and then 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.
2. The dealer shall, starting with the player farthest to his left who has placed an Ante Wager and continuing around the table in a clockwise manner, deal the cards as follows:
 - a. Two cards face down to each player.
 - b. Three community cards face down in the designated areas.
3. After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall place the stub in the discard rack without exposing the cards.
4. 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 but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, all hands shall be considered void, all wagers shall be returned to the players and the entire deck at cards shall be removed from the table.

I. PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY; COLLECTION AND PAYMENT OF WAGERS

1. After the dealing procedures required (relating to procedure for dealing the cards from the hand; and procedure of dealing the cards from an shuffling device have been completed, each player shall examine his cards without exposing them to any other person and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to his left and proceeding in clockwise manner around the table, ask each player if the player

wishes to place a 3rd Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designated 3rd Street betting area or fold. If a player folds, the Ante Wager shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack.

2. Once all players have either placed a 3rd Street Wager or folded, the dealer shall turn over and reveal the first community card.
3. Each player shall then either place a 4th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designated 4th Street betting area or fold. If a player folds, the Ante Wager and 3rd Street Wager shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack.
4. Once all remaining players have either placed a 4th Street Wager or folded, the dealer shall turn over and reveal the second community card.
5. Each player shall then either place a 5th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designated 5th Street betting area or fold. If a player folds, the Ante Wager and the 3rd Street and 4th Street Wagers shall be immediately collected and placed in the table inventory container and the folded hand shall be collected and placed in the discard rack.
6. Once all remaining players have either placed a 5th Street Wager or folded, the dealer shall turn over and reveal the third community card.
7. Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall turn over and reveal the two player cards. The dealer shall then evaluate and announce the best possible five card poker hand that can be formed using the two player cards and three community cards. The wagers of each remaining player shall be resolved one player at a time regardless of outcome.

All wagers shall be settled as follows:

- a. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container and the player's cards shall be collected and placed in the discard rack.
- b. If the player's five-card hand is a pair of 6s, 7s, 8s, 9s or 10s, the player's hand is a push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.

- c. All winning wagers shall be paid in accordance with the payout odds. A player's winning hand shall remain face up on the layout until the winning wagers are paid. After paying the winning wagers, the dealer shall immediately collect the cards of all winning players.
8. All cards collected by the dealer shall be picked up in order and placed in the discard rack in a way the cards can be readily arranged to reconstruct each hand in the event of a question or dispute.
 9. Each player shall be responsible for his own hand and no other individual, 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.
 10. No player may exchange or communicate information regarding his hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by such person.

J. PAYOUT ODDS

1. A certificate holder shall pay each winning wager in accordance with the following odds:

HAND	PAYOUT
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	1 to 1
Pair of 6s to 10s	Push

2. Notwithstanding the payout odds in subsection (1), the aggregate payout limit for any hand may not exceed \$25,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

K. IRREGULARITIES

1. If a community card is exposed prior to the dealer announcing “no more bets,” all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.
2. A card that is found face up in the shoe or the deck while the cards are being dealt may 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 hand shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.
3. A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.
4. If a player or the dealer is dealt an incorrect number of cards, the round of play shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.