BLACKJACK

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§1. Definitions.

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

Any 20 - Two cards of different suits with a total value of 20.

Blackjack - An ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer.

Card reader device - A device which permits the dealer to determine if the dealer has a Blackjack.

Cutting card - A card which is opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at a Blackjack table.

Hard total - The total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

Soft total - The total point count of a hand containing an ace when the ace is counted as 11 in value.

§2. Blackjack table; card reader device; physical characteristics; inspections.

(a) 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 may have the following information on it:

(1) The name or logo of the casino offering the game.

(2) No more than seven specific areas designated for the placement of wagers.

(3) Blackjack pays 3 to 2 or 6 to 5

(4) Dealer shall draw to all soft 17's, stand on all hard 17's and soft 18's. Any exceptions will be clearly marked on the gaming table in question.

(5) Insurance pays 2 to 1.

(b) Each Blackjack table shall have a drop box and a tip box attached to it.
(c) A Blackjack table may have attached to it a card reader device, which permits the dealer to determine if the dealer has a Blackjack in accordance with §7 (relating to procedure for dealing cards).
(d) To collect the cards at the conclusion of a round of play, each Blackjack table will have a discard rack securely attached to the top of the dealer's side of the table where the height of each discard rack must either be equal to or taller than the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table.

§3. Cards; number of decks; value of cards.

(a) Blackjack shall be played with at least one deck of cards. Except as otherwise provided in subsections (c) and (d), all decks of cards used for the play of Blackjack shall be identical in appearance. Blackjack shall also be played with at least one cutting card.
(b) The value of the cards contained in each deck shall be as follows:

(1) Any card from 2 to 10 shall have its face value.

(2) Any jack, queen or king shall have a value of ten.

(3) An ace shall have a value of eleven, unless that value would give a player or the dealer a score in excess of 21, in which case, the ace shall have a value of one.

(c) If a double shoe is utilized, Blackjack shall be played with at least two decks of cards that shall be dealt from separate sides of the dealing shoe with the same number of decks used in each side of the double shoe. The cards dealt from both sides of the shoe shall be identical in appearance; however, the backs of the cards being dealt from one side of the shoe, shall be of a different color than the backs of the cards being dealt from the other side of the shoe. In addition, a separate cutting card shall be used in each side of the shoe.
(d) If an automated card shuffling device is utilized, Blackjack shall be played with at least two decks of cards in accordance with the following requirements:

(1) The cards shall be separated into two batches, with an equal number of decks included in each batch.

(2) The cards in each batch must be of the same design, but the backs of the cards in one batch must be of a different color than the cards included in the other batch.

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

(4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

(5) The cards from only one batch shall be placed in the discard rack at any given time.

(e) The decks of cards opened for use at a Blackjack table shall be changed at least once every 24 hours.

§ 4. Wagers.

(a) Prior to the first card being dealt for each round of play, each player may make a wager against the dealer.

(b) A player shall win if:

(1) The total value of the player's hand is 21 or less and the total value of the dealer's hand is in excess of 21.

(2) The total value of the player's hand exceeds the total value of the dealer's hand without exceeding 21.

(3) The player has a blackjack and the dealer's hand has a total value of 21 in more than two cards.

(c) Except as otherwise provided in subsection (b) (3), a wager made in Accordance with this section shall be void and returned to the player when the total value of the player's hand is the same as the dealer's provided, however, that a player's wager shall be lost when the dealer has a Blackjack and the player's hand has a total value of 21 which is not a Blackjack.

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

(e) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. The dealer shall place any losing wagers directly into the table inventory and shall not pay off any winning wagers by using value chips collected from a losing wager.

(f) Winning wagers made in accordance with subsection (b) shall be paid at odds of 1 to 1 with the exception of Blackjack, which shall be paid at odds of 3 to 2 or 6 to 5.

(g) Once the first card of any hand has been removed from the shoe by The dealer, a player may not handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

(h) Once an Insurance Wager under §10 (relating to Insurance Wager), a Double Down Wager under §11 (relating to Double Down Wager) or a wager on split pairs has been made and confirmed by the dealer under §12 (relating to splitting pairs), a player may not handle, remove or alter the wagers until a decision has been rendered and implemented with respect to that wager.

(i) After the cards have been shuffled as required under § 5 (relating to

opening of table for gaming), the casino may prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table until either:

(1) The casino chooses to permit the player to begin wagering again.

(2) A reshuffle of the cards has occurred.

§ 5. Opening of table for gaming.

(a) After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects, with the inspection verified by a Table Games Supervisor or above. Card inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game.

(b)The cards shall be turned face downward on the table, mixed thoroughly by a washing of the cards and stacked.

(c) If a double shoe is utilized, all the decks that comprise one side of the dealing shoe shall be spread for inspection on the table separate from the decks that comprise the other side of the dealing shoe.The cards that comprise one side of the dealing shoe and the cards that comprise the other side of the dealing shoe shall separately be turned face downward on the table, mixed thoroughly by a washing of the cards and stacked.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. Each batch of cards shall separately be turned face downward on the table, mixed thoroughly by washing of the cards and stacked.

§ 6. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play after any round of play as may be determined by a Table Games Supervisor and after each shoe of cards is dealt,,the dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing upward to the players to be cut. The player to cut the cards shall be:

(1) The first player to the table if the game is just beginning.

(2) The player on whose box the cutting card appeared during the last round of play.

(3) The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.

(4) The player at the farthest point to the right of the dealer if the

reshuffle was initiated at the discretion of a Table Games Supervisor or above.

(c) If the player designated in subsection (b) refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(d) The player shall cut the cards by placing the cutting card in the stack at least 10 cards in from the top or bottom of the stack.

(e) Once the cutting card has been inserted by the player, the dealer shall take all cards above the cutting card and place them on the bottom of the stack. The dealer shall then take the entire stack of cards that was just cut and align them along the side of the dealing shoe which has a mark that will allow the dealer to insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) After the cards have been cut and before any cards have been dealt, a Table Games Supervisor or above may require the cards to be recut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by subsection (b)(4).

(g) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in §7(k) (relating to procedure for dealing cards) except that a Table Games Supervisor may determine after each round of play that the cards should be reshuffled.

(h) If there is no gaming activity at a Blackjack table which is open for Gaming, the cards may be removed from the dealing shoe and the discard rack, at the casino's discretion, and spread out on the table for inspection, either face up or face down.

(1) If there is no automated shuffling device in use, the cards shall be stacked then shuffled and cut in accordance with this section.

(2) If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed unless a player requests the cards that are out are the first cards that are used.

(i) The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner.

(ii) The shuffled cards have been secured, released and prepared for play.

§7. Procedure for dealing cards.

(a) All cards used to play Blackjack shall be dealt from a dealing shoe specifically designed for that purpose.

(b) The dealer shall remove cards from the shoe with his left hand, and then place the cards on the appropriate area of the layout with his right hand, except that the dealer shall have the option to deal cards to the first two

positions with his left hand.
(c) After each full batch of cards is placed in the shoe, the dealer shall remove the first card and place it in the discard rack. Each new dealer who comes to the table shall also remove one card and place it in the discard rack before dealing any cards to the players.
(d) If a double shoe is utilized, the following procedures shall be used in lieu of those set forth in subsection (c).

(1) Prior to commencement of each round of play, the dealer shall draw a determinate card from either side of the double shoe. The suit of that card shall determine from which side of the shoe that round of play will be dealt. The casino shall designate that the suits of hearts and diamonds shall correspond to the color of the backs of the cards being dealt from one side of the shoe, and that the suits of spades and clubs shall correspond to the color of the backs of the cards being dealt from the other side of the shoe.
(2) A determinant card corresponding to the side of the shoe from which it was drawn shall become the player's first card. A determinant card that does not correspond to the side of the shoe from which it was dealt shall be placed in a segregated area of the dealing shoe.

(e) At the commencement of each round of play, or immediately after the determinant card has been drawn and either removed or used as the player's first card, the dealer shall, starting on his left and continuing around the table, deal the cards in the following order:

(1) One card face upwards to each box on the layout in which a wager is contained.
(2) One card face downwards to the dealer.
(3) A second card face upwards to each box in which a wager is contained.
(4) A second card face downwards to himself, at which time his first card is exposed.

(f) If the dealer's first card is an ace, king, queen, jack or 10 of any suit, the dealer shall determine whether the hole card will give the dealer a Blackjack prior to dealing any additional cards to the players at the table. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table.

(g) After the cards have been dealt, and if necessary, the procedure in subsection (f) has been executed, the dealer shall, beginning from his left, announce the point total of each player. As each player's point total is announced, the player shall indicate whether he wishes to double down as permitted under §11 (relating to doubling down), split pairs as permitted under §12 (relating to splitting pairs), stand or draw as permitted under §13 (relating to drawing of additional cards by players and the dealer).
(h) As each player indicates his decision(s), the dealer shall deal face upwards whatever additional cards are necessary to effectuate the player's decision consistent with this chapter and shall announce the new point total of the player after each additional card is dealt. The casino may

offer the option for a player to request for a card to be dealt face down in instances of “doubling down”. The dealer will deal the card face down during these instances.

(i) After the decisions of each player have been implemented and all additional cards have been dealt; the dealer shall turn the second card that was dealt to the dealer face upwards. Any additional cards required to be dealt to the hand of the dealer under §12(b) shall be dealt face upwards at this time. The dealer shall announce the dealer’s total point count after each additional card is dealt.

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

(k) Whenever the cutting card is the first card in the dealing show at the beginning of a round of play or is reached in the deal of the cards, the dealer may continue dealing the cards until that round of play is completed after which the dealer shall:

(1) Collect the cards as provided in subsection (j).

(2) Prepare to shuffle the cards, as follows:

(i) Whenever a single dealing shoe is used, the dealer shall remove the cards remaining in the shoe and place them in the discard rack to ensure that no cards are missing.

(ii) Whenever a double shoe is used, the dealer shall remove the cards remaining in the side of the shoe from which the cutting card was drawn and the cards, if any, that were put in a separate segregated area for the discards from that side of the double shoe, after which the dealer shall place those cards face down in the discard rack in order to ensure that no cards are missing.

(3) Shuffle the cards so that they are randomly intermixed. If a double shoe is utilized; the shuffle of the cards shall be limited to the side of the shoe from which the cutting card was drawn.

(l) Players and spectators may not handle, remove or alter any cards used to play Blackjack.

(m) Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts announced by the dealer.

§8. Payment of Blackjack.

(a) Payment of blackjacks will transpire during normal sequenced play of

the game.

For example if the player with a black jack is in seat three, it will be paid after action to seats one and two. If the first face up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8, or 9 and a player has Blackjack, the dealer shall announce and pay the Blackjack at odds of 3 to 2 or 6 to 5 and shall remove the player's cards after their Blackjack has been paid..

(b) If the first face up card dealt to the dealer is an ace, king, queen, jack or 10 and a player has a Blackjack; the dealer shall announce the player's Blackjack but shall make no payment nor remove any cards until the dealer's second card is known not to give the dealer Blackjack. If the dealer's second card does not give the dealer Blackjack, play will continue and the player having Blackjack shall be paid at odds of 3 to 2 or 6 to 5. If the dealer's second card gives him Blackjack, the wager of the player having Blackjack shall be void and returned to the player.

§ 9. Insurance Wager.

(a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an Insurance Wager which shall win if the dealer's second card is a king, queen, jack or 10 and shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8, or 9.

(b) An Insurance Wager may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager. A player may wager an amount in excess of half of the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations; half the initial wager cannot be bet. Insurance Wagers shall be placed prior to the dealer inserting his hole card into the card reader device.

(c) Winning Insurance Wagers shall be paid at odds of 2 to 1.

(d) Losing Insurance Wagers shall be collected by the dealer immediately after the dealer inserts his hole card into the card reader device and determines that he does not have a Blackjack and before he draws any additional cards.

§10. Double Down Wager.

(a) A player may elect to make a Double Down Wager, which may not exceed the amount of his original wager on the first two cards dealt to him or the first two cards of any split pair except aces, on the condition that one and only one additional card shall be dealt to the hand on which the player has elected to double down. Players will not have an option to double down when they have Blackjack.

(b) If a dealer obtains Blackjack after a player makes a Double Down Wager, the dealer shall only collect the amount of the original wager of the player and shall not collect the additional Double Down Wager.

(c) Upon a player's election to make a Double Down Wager, the dealer shall deal the one additional card face upwards, and placed sideways on the layout. Players may request the double down card to be dealt face down. When the hand is over the dealer will turn-over the card dealt face down revealing the value and pay and take according to round of play

rules.

§11. Splitting pairs.

(a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager. For example, if a player has two 7's or a king and a 10, the player may elect to split the hand.

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

(c) After a second card is dealt to each split pair hand, the dealer shall announce the point total of the hand and the player shall indicate his decision to stand, draw or double down with respect that hand except that:

(1) A player may split two more pair if the second card dealt is identical in value to a card of the split pair, for a total of four hands.

(2) A player splitting aces may only have one card dealt to each ace. Aces may be split only once for a total of two hands.

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

§12. Drawing of additional cards by players and the dealer.

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

(1) A player having a hard total of 21 may not draw additional cards.

(2) A player electing to make a Double Down Wager may draw only one additional card.

(3) A player splitting aces may only have one card dealt to each ace.

(b) Except as provided in subsection (c), the dealer shall draw additional cards until he has a hard total of 17 or above or soft total of 18 or above.

(c) A dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all player's hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

§13. Player wagering on more than one box.

The casino has the right to allow a single patron to play up to "3" number of adjacent boxes during one round of play.

§14. Continuous shuffling shoe or device.

In lieu of the dealing and shuffling requirements set forth in §§6 and 7 (relating to shuffle and cut of the cards; and procedure for dealing cards), the casino may utilize a dealing shoe or other device designed to automatically reshuffle the cards.

§15. Optional Side bets.

"Bet the Set"

Bet the Set "21" is an optional side bet for blackjack that considers the first two cards a player receives. If the player's first two cards are a pair or suited pair, the player wins. The player's hand is independent of the dealer's hand and is unaffected by the dealer's blackjack. *Bet the Set "21"* uses a standard 52-card deck. Follow standard house procedures for the total number of decks to be used.

Dealing Procedures

1. The dealer follows procedures for dealing blackjack.

2. Once each player has received two cards, the dealer settles all *Bet the Set* wagers according to house procedures. If a player's first two cards are a pair or suited pair, they win according to the posted paytable. If the player's first two cards are not a pair, they lose their *Bet the Set* wager.

3. All bonus payouts apply to the player's first two cards only.

4. Winning *Bet the Set* wagers will be paid in front of the Pair Square and pushed off toward the player.

Pay and Take

When the cards are dealt face up, the *Bet the Set* wagers will be settled immediately after everyone receives their first two (2) cards. Winners will be paid and losing bets will be picked up in order of placement from the dealer's right to left. Then, normal blackjack play will resume.

When the cards are dealt face down, the *Bet the Set* wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.

Paytable

Single Deck
Pair..... 15 to 1

Double Deck
Pair..... 10 to 1
Suited Pair..... 25 to 1

Four/Six/Eight Decks
Pair..... 10 to 1
Suited Pair..... 15 to 1

"Royal Match"

1. Royal Match is an optional bonus bet for blackjack.

2. Royal Match considers the first two cards the player receives. If they are the King and Queen suited or two cards same suit, the player wins. A paytable is below.

Paytable 4	Pays
Royal Match KQ Suited	25 to 1
Two Suited Cards	2.5 to 1
Crown Treasure KQ Suited	$1,000

*Crown Treasure = player and dealer Royal Match

3. To begin each round, players must make their standard blackjack wagers and, if they like, the Royal Match wager.

4. The dealer then follows house procedures for blackjack

5. Once players have two cards, the dealer settles Royal Match wagers. If players have two suited cards, they win according to the paytable. If their first two cards are not suited, players lose their Royal Match wager.

§16. Single Deck, Double Deck Blackjack.

(a) The casino may offer a version of blackjack where one or two decks of cards are used for gaming purposes. Should the casino elect to do so, the casino may allow the following forms of blackjack to be played:

(1) Dealer deals out of hand in a pitching motion, allowing players to touch cards.

(2) Dealer deals from a dealing shoe

(3) Cards will be changed on games in which players touch cards at least every 8 hours.

(b) After shuffling the cards, the dealer shall place the deck or decks of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand when holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(c) The dealer shall deal each card by holding the deck of cards in the use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(d) Prior to the commencement of each round of play, the dealer shall remove the top card and place it in the discard rack. The dealer shall then, starting with the player farthest to the dealer's left and continuing around the table in a clockwise direction, deal the cards as follows:

(1) First card face down to each box on the layout in which a Blackjack Wager is contained.

(2) First card face down to the dealer.

(3) A second card face down to each box in which a Blackjack Wager is contained.

(4) A second card face down to the dealer, followed immediately by the dealer exposing the first hold card.

(e) After two cards have been dealt to each player, the dealer, shall, with one hand, examine his cards. All players shall keep their cards in full view of the dealer at all times.

(1) Each player, starting with the player farthest to the dealer's left and continuing around the table in a clockwise direction, shall then indicate whether he wishes to double down, split pairs, stand or draw additional cards.

(i) If a player indicates that he wishes to double down or split his pair, the player will turn over the player's two cards and complete the dealing.

(ii) If a player draws additional cards which cause the point total to exceed 21, the player shall immediately discard his first two cards face down.

(iii) If a player indicates his decision to draw additional

cards, the dealer shall deal face up additional cards are necessary to effectuate the player's decision.

(f) Once all decisions of each player have been implemented and all have been dealt, the dealer shall turn over the hole card and follow dealing procedures outlined in §12(b) or (c) . The dealer shall announce the dealer's total point count after each additional card is dealt.

(g) After the dealer concludes their hand, the dealer shall turn over both guests cards and settle all remaining wagers as outlined above.

§17. Irregularities.

(a) A card found turned face upwards in the shoe may not be used in the game and shall be placed in the discard rack or in a segregated area of the double shoe.

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

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

(d) If the dealer accidentally draws a card for himself, the card shall be placed in the discard rack.

(e) If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each player, and then deal the appropriate number of cards to himself.

(f) If there are insufficient cards remaining in theshoe to complete a round of play, all of the cards in the discard rack or in a segregated area of the double shoe shall be shuffled and cut according to the procedures outlined in §6 (relating to shuffle and cut of the cards), the first card shall be drawn face down and placed in the discard rack, and the dealer shall complete the round of play.

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

(h) Any round of play drawn from the inappropriate side of a double shoe shall be treated as if it were drawn from the appropriate side of the shoe and concluded.
(i) If after receiving the first two cards, the dealer fails to deal an additional card to a player who has requested a card, then, at the player's option, the dealer shall either deal the additional card after all other players have received their additional cards but prior to the dealer revealing his hole card, or call the player's hand dead and return the player's original wager.

(j) If the dealer inserts his hole card into a card reader device when the value of his first card is an ace, king, queen, jack or 10 and

(1) Incorrectly reveals his second card when he does not have a Blackjack: the hand shall proceed as normal with both dealers cards exposed after notification to a Table Games Supervisor.

(2) Fails to reveal Blackjack and proceeds with the hand as if he did not have a Blackjack; the dealer will collect all losing bets leaving on the table all double downs and splits bets after notification to the Table Games Supervisor.

Horseshoe Casino Cleveland

Internal Control Standards

Section G: Table Games, Appendix A2: Craps

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Horseshoe Casino Cleveland

Internal Control Standards Section G, A2

1. Definitions

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

Boxperson - An employee of the casino whose primary function is to participate in and supervise the conduct of gaming at a single Craps table.

Buy Bet – A Place Bet to Win which offers a payout of true odds.

Call Bet – A wager made without cash or chips for a known customer.

Come out point - A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

Come out roll - 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 a Pass Bet and Don't Pass Bet has been affected.

Come point - 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.

Lay Bet – A Place Bet to Lose which offers a payout of true odds.

Stickperson - An employee of the casino whose primary function is to control the selection and use of the dice at a Craps table.

2. Craps tables; physical characteristics.

(a) Craps shall be played on an oblong table with rounded corners and high walled sides.

(b) A Craps table shall not be larger than 14 feet in length.

(c) The layout for a Craps table may contain the following:

(1) The name or logo of the casino offering the game.

(2) Specific areas designated for the placement of wagers permitted under § 3 (relating to permissible wagers).

(3) The words “no call bets.”

(d) Each Craps table may have a drop box and tip box attached to the table.

(e) In addition to the requirements in subsection (c), if the Fire Bet in the game of Craps is offered by the casino, the Craps table may include:

(1) No more than 16 designated areas for the placement of Fire Bets in locations. The Fire Bet areas must be located around the perimeter of the layout, corresponding to player positions at the table, and be sequentially numbered in a clockwise direction, with the area numbered 1 being located immediately to the left of the boxperson or dealer.

(2) A designated area of the layout for the relocation and identification of all Fire Bets placed by players prior to the come out roll of a shooter. The designated area may be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in paragraph (1).

(3) The following information, visible to all player positions:

(i) The payout odds for four, five and six different unique points made.

(ii) That Fire Bets shall only be accepted prior to a shooter’s initial come out roll.

(iii) The wager limitations applicable to the Fire Bet.

3. Permissible wagers.

(a) The following wagers, or combination of wagers wager, may be used in the games of Craps:

(1) A Pass Bet placed on the Pass Line of the layout immediately prior to the come out roll. A winning or losing Pass Bet shall be determined as follows:

(i) A Pass Bet shall win if, on the come out roll, either:

(A) A total of 7 or 11 is thrown.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a 7 is thrown.

(ii) A Pass Bet shall lose if, on the come out roll, either:

(A) A total of 2, 3, or 12 is thrown.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently thrown before that total is thrown again.

(2) A Don't Pass Bet placed on the Don't Pass Line of the layout immediately prior to the come out roll. A winning or losing Don’t Pass Bet shall be determined as follows:

(i) A Don't Pass Bet shall win if, on the come out roll, either:

(A) A total of 2 or 3 is thrown.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently thrown before that total is thrown again.

(ii) A Don't Pass Bet shall lose if, on the come out roll, either:

(A) A total of 7 or 11 is thrown.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a 7 is thrown.

(iii) If a total of 12 is thrown on the come out roll, a Don't Pass Bet shall be void and any Don’t Pass Bets shall be returned to the players.

(3) A Come Bet placed on the Come Line of the layout at any time after the come out roll. If a 4, 5, 6, 8, 9 or 10 is thrown after the placement of a Come Bet, the dealer shall move the Come Bet into the numbered box corresponding to the number that was thrown. A winning or losing Come Bet shall be determined as follows:

(i) A Come Bet shall win if either:

(A) A total of 7 or 11 is thrown on the roll immediately following placement of the Come Bet.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Come Bet and that total is thrown again before a 7 is thrown.

(ii) A Come Bet shall lose if either:

(A) A total of 2, 3, or 12 is thrown on the roll immediately following placement of the Come Bet.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Come Bet and a 7 is subsequently thrown before that total is thrown again.

(4) A Player may bypass the Come and have a flat bet (with or without a supplemental wager in support of the Put Bet) PUT on a number (4, 5, 6, 8, 9, and/or 10) as if it had gone through the come. A PUT bet is treated the same as a Come bet and cannot be removed or reduced once the dice have rolled. Once on the number, a supplemental wager in support of the Put Bet may be placed or removed prior to a decision.

(i) A Put Bet shall win if the number in which the bet is placed is thrown before a 7 is thrown.

(ii) A Put Bet shall lose if a 7 is thrown before the number in which the bet is placed is thrown.

(5) A Don't Come Bet placed on the Don't Come Line of the layout at any time after the come out roll. If a 4, 5, 6, 8, 9 or 10 is thrown after the placement of a Don't Come Bet, the dealer shall move the Don't Come Bet into a box adjacent to the numbered box corresponding to the number that was thrown. A winning or losing Don't Come Bet shall be determined as follows:

(i) A Don't Come Bet shall win if either:

(A) A total of 2 or 3 is thrown on the roll immediately following placement of the Don't Come Bet.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Don't Come Bet and a 7 is subsequently thrown before that total is thrown again.

(ii) A Don't Come Bet shall lose if either:

(A) A total of 7 or 11 is thrown on the roll immediately following placement of the Don't Come Bet.

(B) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Don't Come Bet and that total is thrown again before a 7 is thrown.

(iii) If a total of 12 is thrown on the roll immediately following placement of a Don't Come Bet, the Don't Come Bet shall be void and any Don't Come Bets shall be returned to the players.

(6) A Place Bet to Win on any of the numbers 4, 5, 6, 8, 9 or 10 that may be made at any time. A Place Bet to Win shall be inactive on a come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager. A winning or losing Place Bet to Win shall be determined as follows:

(i) A Place Bet to Win shall win if the number on which the wager was placed is thrown before a 7 is thrown.

(ii) A Place Bet to Win shall lose if a 7 is thrown before the number on which the wager was placed is thrown.

(7) A Four the Hardway Bet placed in a box which shows two dice, each of which displays a value of 2, that may be made at any time. A Four the Hardway Bet shall be inactive on the come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager. A winning or losing Four the Hardway Bet shall be determined as follows:

(i) A Four the Hardway Bet shall win if a total of 4 is thrown with a 2 appearing on each die before a 4 is thrown in any other way or before a 7 is thrown.

(ii) A Four the Hardway Bet shall lose if a total of 4 is thrown without a 2 appearing on each die or a 7 is thrown before a total of 4 is thrown with a 2 appearing on each die.

(8) A Six the Hardway Bet placed in a box which shows two dice, each of which displays a value of 3, that may be made at any time. A Six the Hardway Bet shall be inactive on the come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager. A winning or losing Six the Hardway Bet shall be determined as follows:

(i) A Six the Hardway Bet shall win if a total of 6 is thrown with a 3 appearing on each die before a 6 is thrown in any other way or before a 7 is thrown.

(ii) A Six the Hardway Bet shall lose if a total of 6 is thrown without a 3 appearing on each die or a 7 is thrown before a total of 6 is thrown with a 3 appearing on each die.

(9) An Eight the Hardway Bet placed in a box which shows two dice, each of which displays a value of 4, that may be made at any time. An Eight the Hardway Bet shall be inactive on the come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager. A winning or losing Eight the Hardway Bet shall be determined as follows:

(i) An Eight the Hardway Bet shall win if a total of 8 is thrown with a 4 appearing on each die before an 8 is thrown in any other way or before a 7 is thrown.

(ii) An Eight the Hardway Bet shall lose if a total of 8 is thrown without a 4 appearing on each die or a 7 is thrown before a total of 8 is thrown with a 4 appearing on each die.

(10) A Ten the Hardway Bet placed in a box which shows two dice, each of which displays a value of 5, that may be made at any time. A Ten the Hardway Bet shall be inactive on the come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager. A winning or losing Ten the Hardway Bet shall be determined as follows:

(i) A Ten the Hardway Bet shall win if a total of 10 is thrown with a 5 appearing on each die before a 10 is thrown in any other way or before a 7 is thrown.

(ii) A Ten the Hardway Bet shall lose if a total of 10 is thrown without a 5 appearing on each die or a 7 is thrown before a total of 10 is thrown with a 5 appearing on each die.

(11) A Field Bet placed in a box which shows the numbers 2, 3, 4, 9, 10, 11 and 12 that may be made at any time. A winning or losing Field Bet shall be determined as follows:

(i) A Field Bet shall win if a 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Field bet.

(ii) A Field Bet shall lose if a 5, 6, 7 or 8 is thrown on the roll immediately following placement of the Field bet.

(12) An Any Seven Bet placed in a box which contains the phrase "Any Seven" that may be made at any time. A winning or losing Any Seven Bet shall be determined as follows:

(i) An Any Seven Bet shall win if a 7 is thrown on the roll immediately following placement of the Any Seven Bet.
(ii) An Any Seven Bet shall lose if any total other than a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(13) An Any Craps Bet placed in a box which contains the phrase "Any Craps" that may be made at any time. A winning or losing Any Craps Bet shall be determined as follows:

(i) An Any Craps Bet shall win if a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.
(ii) An Any Craps Bet shall lose if any total other than a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(14) A Craps Two Bet placed in a box which shows two dice, each of which displays a value of 1, that may be made at any time. A winning or losing Craps Two Bet shall be determined as follows:

(i) A Craps Two Bet shall win if a 2 is thrown on the roll immediately following placement of the Craps Two Bet.
(ii) A Craps Two Bet shall lose if any total other than a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

(15) A Craps Three Bet placed in a box which shows two dice, one of which displays a value of 1 and the other of which displays a value of 2, that may be made at any time. A winning or losing Craps Three Bet shall be determined as follows:

(i) A Craps Three Bet shall win if a 3 is thrown on the roll immediately following placement of the Craps Three Bet.
(ii) A Craps Three Bet shall lose if any total other than a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

(16) A Craps Twelve Bet placed in a box which shows two dice, each of which displays a value of 6, that may be made at any time. A winning or losing Craps Twelve Bet shall be determined as follows:

(i) A Craps Twelve Bet shall win if a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.
(ii) A Craps Twelve Bet shall lose if any total other than a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

(17) An 11 in One Roll Bet placed in a box which shows two dice, one of which displays a value of 5 and the other of which displays a value of 6, that may be made at any time. A winning or losing 11 in One Roll Bet shall be determined as follows:

(i) An 11 in One Roll Bet shall win if an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.
(ii) An 11 in One Roll Bet shall lose if any total other than an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

(18) A Craps-Eleven or C and E Bet placed in a area on the table layout that contains the letters "C" and "E" that may be made at any time. A winning or losing Craps-Eleven or C and E Bet shall be determined as follows:

(i) A Craps-Eleven or C and E Bet shall win if a 2, 3, 11 or 12 is rolled immediately following placement of the Craps-Eleven or C and E Bet.
(ii) A Craps-Eleven or C and E Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Craps-Eleven or C and E Bet.

(19) A Horn Bet placed in a box which contains the words "Horn Bet" that may be made at any time. A Horn Bet is a four number bet which consists of wagering an equal amount on the 2, 3, 11 and 12. A winning or losing Horn Bet shall be determined as follows:

(i) A Horn Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.
(ii) A Horn Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

(20) A Horn High Bet placed in a box which contains the words "Horn High Bet" and two dice with a total value of 2, 3, 11 or 12 that may be made at any time. A Horn High Bet shall be placed in units of five. The casino that does not have a designated area on its layout for the acceptance of a Horn High Bet shall break down a Horn High Bet into two separate wagers of four units on the Horn Bet and one unit on one of the boxes which contain two dice with a total value of 2, 3, 11 or 12. A winning or losing Horn High Bet shall be determined as follows:

(i) A Horn High Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.
(ii) A Horn High Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.

(21) A World Bet placed in a box which contains the words "World bet" that may be made at any time. A World Bet shall be placed in units of five. If the casino does not have a designated area on its layout for the acceptance of a World Bet, it may elect to break down a World Bet into two separate wagers of four units on the Horn Bet and one unit on the Any Seven Bet. A winning or losing World Bet shall be determined as follows:

(i) A World Bet shall win if a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the World Bet.
(ii) A World Bet shall lose if any total other than a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.

(22) A Four The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four The Hardway on the Hop Bet shall be determined as follows:

(i) A Four The Hardway on the Hop Bet shall win if a total of 4 is thrown with a 2 appearing on each die on the roll immediately following placement of the Four The Hardway on the Hop Bet.
(ii) A Four The Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four The Hardway on The Hop Bet.

(23) A Six The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Six The Hardway on the Hop Bet shall be determined as follows:

(i) A Six The Hardway on the Hop Bet shall win if a total of 6 is thrown with a 3 appearing on each die on the roll immediately following placement of the Six The Hardway on the Hop Bet.

(ii) A Six The Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Six The Hardway on the Hop Bet.

(24) An Eight The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Eight The Hardway on the Hop Bet shall be determined as follows:

(i) An Eight The Hardway on the Hop Bet shall win if a total of 8 is thrown with a 4 appearing on each die on the roll immediately following placement of the Eight The Hardway on the Hop Bet.

(ii) An Eight the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Eight The Hardway on the Hop Bet.

(25) A Ten The Hardway on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Ten The Hardway on the Hop Bet shall be determined as follows:

(i) A Ten The Hardway on the Hop Bet shall win if a total of 10 is thrown with a 5 appearing on each die on the roll immediately following placement of the Ten The Hardway on the Hop Bet.

(ii) A Ten the Hardway on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Ten The Hardway on the Hop Bet.

(26) A One-Three or Ace-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Three or Ace-Trey on the Hop Bet shall be determined as follows:

(i) A One-Three or Ace-Trey on the Hop Bet shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

(ii) A One-Three or Ace-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

(27) A One-Four or Ace-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Four or Ace-Four on the Hop Bet shall be determined as follows:

(i) A One-Four or Ace-Four on the Hop Bet shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(ii) A One-Four or Ace-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(28) A Two-Three or Deuce-Trey on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Three or Deuce-Trey on the Hop Bet shall be determined as follows:

(i) A Two-Three or Deuce-Trey on the Hop Bet shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(ii) A Two-Three or Deuce-Trey on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(29) A One-Five or Ace-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Five or Ace-Five on the Hop Bet shall be determined as follows:

(i) A One-Five or Ace-Five on the Hop Bet shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(ii) A One-Five or Ace-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(30) A Two-Four or Deuce-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Four or Deuce-Four on the Hop Bet shall be determined as follows:

(i) A Two-Four or Deuce-Four on the Hop Bet shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Two-Four or Deuce-Four on the Hop Bet.

(ii) A Two-Four or Deuce-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(31) A One-Six or Ace-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing One-Six or Ace-Six on the Hop Bet shall be determined as follows:

(i) A One-Six or Ace-Six on the Hop Bet shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(ii) A One-Six or Ace-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(32) A Two-Five or Deuce-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Five or Deuce-Five on the Hop Bet shall be determined as follows:

(i) A Two-Five or Deuce-Five on the Hop Bet shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(ii) A Two-Five or Deuce-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(33) A Three-Four or Trey-Four on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Four or Trey-Four on the Hop Bet shall be determined as follows:

(i) A Three-Four or Trey-Four on the Hop Bet shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(ii) A Three-Four or Trey-Four on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(34) A Two-Six or Deuce-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Two-Six or Deuce-Six on the Hop Bet shall be determined as follows:

(i) A Two-Six or Deuce-Six on the Hop Bet shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(ii) A Two-Six or Deuce-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(35) A Three-Five or Trey-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Three-Five or Trey-Five on the Hop Bet shall be determined as follows:

(i) A Three-Five or Trey-Five on the Hop Bet shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(ii) A Three-Five or Trey-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(36) A Three-Six or Trey-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Bet shall be determined as follows:

(i) A Three-Six or Trey-Six on the Hop Bet shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(ii) A Three-Six or Trey-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(37) A Four-Five on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Four-Five on the Hop Bet shall be determined as follows:

(i) A Four-Five on the Hop Bet shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Four-Five on the Hop Bet.
(ii) A Four-Five on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Five on the Hop Bet.

(38) A Four-Six on the Hop Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing Bet shall be determined as follows:

(i) A Four-Six on the Hop Bet shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Four-Six on the Hop Bet.
(ii) A Four-Six on the Hop Bet shall lose if any other combination is thrown on the roll immediately following placement of the Four-Six on the Hop Bet.

(39) A 6-7-8 Bet placed in an area on the layout for this bet that may be made at any time. A winning or losing 6-7-8 Bet shall be determined as follows:

(i) A 6-7-8 Bet shall win if a total of 6, 7 or 8 is thrown on the roll immediately following placement of the 6-7-8 Bet.
(ii) A 6-7-8 Bet shall lose if a 2, 3, 4, 5, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the 6-7-8 Bet.

(40) A Fire Bet that may only be made prior to the come out roll of a new shooter.

(i) A Fire Bet shall win if at least four different unique point totals of either 4, 5, 6, 8, 9 or 10 are made by the shooter before a 7 is thrown.
(ii) A Fire Bet shall lose if less than four different unique point totals of either 4, 5, 6, 8, 9 or 10 are made by the shooter before a 7 is thrown.

(b) Except as permitted under § 6(e) (relating to supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come and Don't Come bets (taking and laying odds)), the amount of a Craps:

(1) May not be less than the minimum wager.
(2) May not be more than the maximum wager.

(c) The amounts of the minimum and maximum Craps wagers shall be posted at each Craps table.

4. Making and removal of wagers.

(a) Wagers shall be made before the dice are thrown.
(b) Wagers shall be made by placing gaming chips or plaques on the appropriate areas of the layout. Verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques.
(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of the wager except that:

(1) A Pass Bet may not be removed or reduced after a come out point is established with respect to the Pass Bet. The Pass Bet may be placed or increased after a point is established.

(2) A Come Bet may not be removed or reduced after a come point is established with respect to the Come Bet.
(3) A Fire Bet may not be reduced or increased at any time, and may not be removed prior to the throwing of a loser 7.
(4) A PUT bet is treated the same as a Come bet and cannot be removed or reduced once the dice have rolled.

(d) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after the bet has been removed or reduced.

5. Payout odds.

(a) All odds stated on a table layout or in any brochure or other publication distributed by the casino shall be stated through use of the word "to" and payout odds may not be stated through use of the word "for".
(b) The payout odds for winning wagers at the game of Craps may not be less than the following payout odds:

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
Place Bet to Win on 4	9 to 5
Place Bet to Win on 5	7 to 5
Place Bet to Win on 6	7 to 6
Place Bet to Win on 8	7 to 6
Place Bet to Win on 9	7 to 5
Place Bet to Win on 10	9 to 5
Four The Hardway Bet	7 to 1
Six The Hardway Bet	9 to 1
Eight The Hardway Bet	9 to 1
Ten The Hardway Bet	7 to 1
Field Bet:	
On a 3, 4, 9, 10 or 11	1 to 1
On a 2 or 12	2 to 1

Any Seven Bet	4 to 1
Any Craps Bet	7 to 1
Craps 2 Bet	30 to 1
Craps 3 Bet	15 to 1
Craps 12 Bet	30 to 1
11 in One Roll	15 to 1
Four The Hardway on the Hop Bet	30 to 1
Six The Hardway on the Hop Bet	30 to 1
Eight The Hardway on the Hop Bet	30 to 1
Ten The Hardway on the Hop Bet	30 to 1
One-Three or Ace-Trey on the Hop Bet	15 to 1
One-Four or Ace-Four on the Hop Bet	15 to 1
One-Five or Ace-Five on the Hop Bet	15 to 1
One-Six or Ace-Six on the Hop Bet	15 to 1
Two-Three or Deuce-Trey on the Hop Bet	15 to 1
Two-Four or Deuce-Four on the Hop Bet	15 to 1
Two-Five or Deuce-Five on the Hop Bet	15 to 1
Two-Six or Deuce-Six on the Hop Bet	15 to 1
Three-Four or Trey-Four on the Hop Bet	15 to 1
Three-Five or Trey-Five on the Hop Bet	15 to 1
Three-Six or Trey-Six on the Hop Bet	15 to 1
Four-Five on the Hop Bet	15 to 1
Four-Six on the Hop Bet	15 to 1

(c) A Craps-Eleven or C and E Bet shall be paid as if one half of the Craps-Eleven or C and E Bet had been placed as an Any Craps Bet (7 to 1) and one half as an 11 in One Roll (15 to 1), and shall be paid as if two separate wagers were made for the one roll.
(d) A Horn Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and 12, each of which equaling 25% of the Horn Bet.
(e) A Horn High Bet shall be paid as if it was four separate wagers on the 2, 3 ,11 and 12, each of which equaling 20% of the Horn High Bet and a fifth wager on the 2, 3 ,11 or 12, equaling 20% of the Horn High Bet.
(f) A World Bet may be paid as if it was two separate wagers with four units wagered as a Horn Bet and one unit wagered as an Any Seven Bet.
(g) A winning Fire Bet shall be paid once for the highest number of different unique points made at no less than the odds set forth in Table A or Table B preselected by the casino:

Individual Unique Points Made	Payout/Odds
	Table A
4 Points	24 to 1
5 Points	249 to 1
6 or More Points	999 to 1

(h) Except as permitted under § 6(e) (relating to supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come and Don't Come bets (taking and laying odds)), a casino may not accept any wager in excess of the maximum bet posted at the table.

5a. Buy and Lay Bets.

(a) In addition to Place Bets to Win on 4, 5, 6, 8, 9 and 10 the casino may offer players the option of placing a Buy Bet. The casino may collect a vigorish of up to 5% of the amount wagered on Buy Bets. The casino shall pay winning Buy Bet wagers as follows:

Wager	Payout/Odds
Place Bet to Win on 4	2 to 1
Place Bet to Win on 5	3 to 2
Place Bet to Win on 6	6 to 5
Place Bet to Win on 8	6 to 5
Place Bet to Win on 9	3 to 2
Place Bet to Win on 10	2 to 1

(b) On the 4, 5, 6, 8, 9 and 10 players have the option of placing a Lay Bet. The casino may collect a vigorish of up to 5% of the potential payoff of Lay Bets. The casino shall pay winning Lay Bet wagers as follows:

Wager	Payout/Odds
Lay bet on 4	1 to 2
Lay bet on 5	2 to 3
Lay bet on 6	5 to 6
Lay bet on 8	5 to 6
Lay bet on 9	2 to 3
Lay bet on 10	1 to 2

6. Supplemental wagers made after the come out roll in support of Pass, Don't Pass, Come and Don't Come bets (taking and laying odds).

(a) 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, the player may make a supplemental wager in support of the Pass Bet which may be limited by the casino to an amount that is equal to the amount of the original Pass Bet. If the Pass Bet wins after a supplemental wager is made:

(1) The original Pass Bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

(i) 2 to 1 if the come out point was 4 or 10.

(ii) 3 to 2 if the come out point was 5 or 9.

(iii) 6 to 5 if the come out point was 6 or 8.

(b) 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, the player may make a supplemental wager in support of the Don't Pass Bet which may be limited by the casino to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If the Don't Pass Bet wins after a supplemental wager is made:

(1) The original Don't Pass Bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

(i) 1 to 2 if the come out point was 4 or 10.

(ii) 2 to 3 if the come out point was 5 or 9.

(iii) 5 to 6 if the come out point was 6 or 8.

(c) 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 the Come Bet, the player may make a supplemental wager in support of the Come Bet which may be limited by the casino to an amount that is equal to the amount of the original Come Bet. If the Come Bet wins after a supplemental wager is made:

(1) The original Come Bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

(i) 2 to 1 if the come point was 4 or 10.

(ii) 3 to 2 if the come point was 5 or 9.

(iii) 6 to 5 if the come point was 6 or 8.

(d) 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 the Don’t Come Bet, the player may make a supplemental wager in support of the Don't Come Bet which may be limited by the casino to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If the Don't Come Bet wins after a supplemental wager is made:

(1) The original Don't Come Bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

(i) 1 to 2 if the come point was a 4 or 10.

(ii) 2 to 3 if the come point was 5 or 9.

(iii) 5 to 6 if the come point was 6 or 8.

(e) Except as permitted under subsection

The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed in accordance with this subsection shall be paid at the same odds as the original and supplemental wagers are paid under subsections (a) - (d).

(f) The casino may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted if the

excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section.

7. Dice retention and selection.

(a) A set of five dice shall be present at the Craps table during gaming. Control of the dice at a Craps table shall be the responsibility of the stickperson at the table.
(b) At the commencement of play:
(1) For Craps, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
(c) 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:
(1) For Craps, be placed immediately in front of the Craps stickperson.

8. Throw of the dice.

The shooter shall make a Pass Bet or Don't Pass Bet after which the shooter shall throw the two selected dice so that they leave the shooter's hand simultaneously and in a manner which causes the dice to strike the end of the table farthest from the shooter.

9. Point throw; settlement of wagers.

(a) When the dice come to rest from a valid throw, the Craps stickperson or the boxperson shall call out the sum of the numbers on the uppermost or skyward sides of the two dice. Only one face on each die shall be considered uppermost or skyward.
(b) In the event either or both of the dice do not land flat on the table (for example, 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 or 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.
(c) In the event of a dispute as to which face is uppermost:
(1) In Craps, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.
(d) In Craps, after calling the throw, the stickperson shall collect the dice and bring them to the center of the table between himself and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

10. Continuation of shooter; selection of new shooter.

(a) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:
(1) The shooter shall pass the dice upon throwing a loser 7.
(2) The Craps boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the act or this part.

(b) If a shooter, after making the come out point, elects not to place another Pass Bet or Don't Pass Bet, and other Come Bets or Don't Come Bets remain on the table, the Craps stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in subsection (c). If there are no other players at the table, or if no other players at the table elect to make a Pass Bet or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without making a Pass Bet or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come Bets or Don't Come Bets. The on/off marker shall be placed on the Don't Pass Line in the off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for the Come Bets or Don’t Come Bets remaining on the layout. Once the remaining Come Bets or Don't Come Bets have been decided or a player wishes to place a Pass Bet or Don't Pass Bet, the game shall proceed in accordance with § 8 (relating to throw of the dice).
(c) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the Craps stickperson shall offer the complete set of five 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.
(d) 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 Craps stickperson.

11. Additional procedures and rules for the Fire Bet.

(a) If the casino elects to offer the Fire Bet in the game of Craps as permitted under § 3 (relating to permissible wagers), the following additional procedures must be observed:

(1) Each player shall, prior to a new shooter’s initial come out roll, place his or her Fire Bet on the numbered designated area for the placement of Fire Bets that is closest to his or her position at the Craps table.
(2) Whenever there is a voluntary or compulsory surrender of the dice by a shooter under § 11 (relating to continuation of shooter; selection of new shooter) prior to the throwing of a loser 7, any pending Fire Bet shall be settled upon the successor shooter throwing a loser 7.
(3) Once all Fire Bets are placed, the dealer shall bring in each Fire Bet in numerical order and place it on the corresponding number of the designated area in front of the boxperson, where the Fire Bets shall remain until they are either lost or paid.
(4) With each individual point made by a shooter, the dealer shall place a Fire Bet point marker inscribed with the total number of different unique points made by the shooter in the area of the table layout containing the number of the point (4, 5, 6, 8, 9 or 10) which was just made. Each Fire Bet point marker shall be visually distinguishable from and have a diameter larger than any authorized gaming chip. Fire Bet point markers shall be maintained by the boxperson or dealers at the Craps table.
(5) Fire bets shall be collected or paid, as applicable, upon a shooter throwing a loser 7.
(6) Once four different unique points are made, the surveillance department may be notified for the purpose of confirming all Fire Bets and payouts.

(b) If the casino elects to offer the fire bet in the game of Craps under § 3, the following additional rules shall apply:

(1) The minimum wager shall be $1 and the maximum wager shall be $5 and all wagers shall be made in increments of one dollar.

(2) When a shooter makes the same point total more than once, the total number of different unique points made for purposes of settling a Fire Bet shall not increment.

(3) The four or more different unique points required to win a Fire Bet are not required to be made in any specific order or combination.

12. Invalid roll of the dice/Irregularities

(a) 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.

(b) The persons listed in subsection (d) shall have the authority to invalidate a roll of the dice by calling “no roll” for any of the following reasons:

(1) The dice do not leave the shooter's hand simultaneously.

(2) Either or both of the dice fail to strike the end of the table farthest from the shooter.

(3) Either or both of the dice come to rest on the chips constituting the Craps bank of chips located in front of the boxperson.

(4) Either or both of the dice come to rest in or pass through the dice cup in front of the Craps stickperson or on one of the rails surrounding the table.

(5) The use of a cheating, crooked or fixed device or technique in the roll of the dice.

(6) The Craps boxperson or stickperson considers the throw to be improper.

(c) A throw of the dice which results in the dice coming into contact with any chips or plaques on the table, other than the Craps bank of chips located in front of the Boxman, will not be a cause for a call of “no roll.”

(d) “No roll” may be called by a boxperson or stickperson or above.

Table Games Rules- Crapless

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1. Definitions

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

Boxperson - An employee of the casino whose primary function is to participate in and supervise the conduct of gaming at a single Crapless table.

Buy Bet – A Place Bet which offers a payout of true odds.

Call Bet – A wager made without cash or chips for a known customer.

Come out point - A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 thrown by the shooter on the come out roll.

Come out roll - 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 a Pass Bet has been affected.

Come point - A total of 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 thrown by the shooter on the next roll following placement of a Come Bet.

Stickperson - An employee of the casino whose primary function is to control the selection and use of the dice at a Crapless table.

2. Crapless tables; physical characteristics.

(a) Crapless shall be played on an oblong table with rounded corners and high walled sides.

(b) A Crapless table shall not be larger than 14 feet in length.

(c) The layout for a Crapless table may contain the following:

(1) The name or logo of the casino offering the game.

(2) Specific areas designated for the placement of wagers permitted under §3 (relating to permissible wagers).

(d) Each Crapless table may have a drop box and tip box attached to the table.

3. Permissible wagers.

(a) The following wagers, or combination of wagers wager, may be used in the games of Crapless:

(1) A Pass bet placed on the Pass Line of the layout immediately prior to the come out roll. A winning or losing Pass bet shall be determined as follows:

(i) A Pass bet shall win if, on the come out roll, either:
(A) A total of 7 is thrown.

(B) Any other total is thrown and that total is thrown again before a 7 is thrown.

(ii) A Pass bet shall lose if:
(A) Any total other than 7 is thrown and a 7 is subsequently thrown before that total is thrown again.

(2) A Come bet placed on the Come Line of the layout at any time after the come out roll. Any total thrown other than a 7, after the placement of a Come bet, the dealer shall move the Come bet into the numbered box corresponding to the number that was thrown. A winning or losing Come bet shall be determined as follows:
(i) A Come bet shall win if either:
(A) A total of 7 is thrown on the roll immediately following placement of the Come bet.

(B) Any total other than 7 is thrown on the roll immediately following placement of the Come bet and that total is thrown again before a 7 is thrown.

(ii) A Come bet shall lose when any total other than 7 thrown on the roll immediately following placement of the Come bet and a 7 is subsequently thrown before that total is thrown again.

(3) A Player may bypass the Come and have a flat bet (with or without a supplemental wager in support of the Put Bet) PUT on a number (2, 3, 4, 5, 6, 8, 9, 10, 11, and/or 12) as if it had gone through the come. A PUT bet is treated the same as a Come bet and cannot be removed or reduced once the dice have rolled. Once on the number, a supplemental wager in support of the Put bet may be placed or removed prior to a decision.
(i) A Put bet shall win if the number in which the bet is placed is thrown before a 7 is thrown.

(ii) A Put bet shall lose if a 7 is thrown before the number in which the bet is placed is thrown.

(4) A Place bet on any of the numbers may be made at any time. A Place bet shall be inactive on a come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager. A winning or losing Place bet shall be determined as follows:

(i) A Place bet shall win if the number on which the wager was placed is thrown before a 7 is thrown.

(ii) A Place bet shall lose if a 7 is thrown before the number on which the wager was placed is thrown.

(5) A Four the Hardway bet placed in a box which shows two dice, each of which displays a value of 2, may be made at any time. A Four the Hardway bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer. A winning or losing Four the Hardway bet shall be determined as follows:

(i) A Four the Hardway bet shall win if a total of 4 is thrown with a 2 appearing on each die before a 4 is thrown in any other way or before a 7 is thrown.

(ii) A Four the Hardway bet shall lose if a total of 4 is thrown without a 2 appearing on each die or a 7 is thrown before a total of 4 is thrown with a 2 appearing on each die.

(6) A Six the Hardway bet placed in a box which shows two dice, each of which displays a value of 3, may be made at any time. A Six the Hardway bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer. A winning or losing Six the Hardway bet shall be determined as follows:

(i) A Six the Hardway bet shall win if a total of 6 is thrown with a 3 appearing on each die before a 6 is thrown in any other way or before a 7 is thrown.

(ii) A Six the Hardway Bet shall lose if a total of 6 is thrown without a 3 appearing on each die or a 7 is thrown before a total of 6 is thrown with a 3 appearing on each die.

(7) An Eight the Hardway bet placed in a box which shows two dice, each of which displays a value of 4, may be made at any time. An Eight the Hardway bet shall be inactive on the come out roll unless called “on” by the player and confirmed by the dealer. A winning or losing Eight the Hardway bet shall be determined as follows:

(i) An Eight the Hardway bet shall win if a total of 8 is thrown with a 4 appearing on each die before an 8 is thrown in any other way or before a 7 is thrown.

(ii) An Eight the Hardway bet shall lose if a total of 8 is thrown without a 4 appearing on each die or a 7 is thrown before a total of 8 is thrown with a 4 appearing on each die.

(8) A Ten the Hardway bet placed in a box which shows two dice, each of which displays a value of 5, may be made at any time. A Ten the Hardway bet shall be inactive on the come out roll unless called "on" by the player and confirmed by the dealer. A winning or losing ten the Hardway bet shall be determined as follows:

(i) A Ten the Hardway bet shall win if a total of 10 is thrown with a 5 appearing on each die before a 10 is thrown in any other way or before a 7 is thrown.

(ii) A Ten the Hardway bet shall lose if a total of 10 is thrown without a 5 appearing on each die or a 7 is thrown before a total of 10 is thrown with a 5 appearing on each die.

(9) A Field bet placed in a box which shows the numbers 2, 3, 4, 9, 10, 11 and 12 that may be made at any time. A winning or losing Field bet shall be determined as follows:

(i) A Field bet shall win if a 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the Field bet.

(ii) A Field bet shall lose if a 5, 6, 7 or 8 is thrown on the roll immediately following placement of the Field bet.

(10) An Any Seven bet placed in a box which contains the phrase "Any Seven" that may be made at any time. A winning or losing Any Seven bet shall be determined as follows:

(i) An Any Seven bet shall win if a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(ii) An Any Seven bet shall lose if any total other than a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(11) An Any Craps bet placed in a box which contains the phrase "Any Craps" or marked as a "C" that may be made at any time. A winning or losing Any Craps bet shall be determined as follows:

(i) An Any Craps bet shall win if a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(ii) An Any Craps bet shall lose if any total other than a 2, 3 or 12 is thrown on the roll immediately following placement of the Any Craps bet.

(12) A Craps Two bet placed in a box which shows two dice, each of which displays a value of 1, which may be made at any time. A winning or losing Craps Two bet shall be determined as follows:

(i) A Craps Two bet shall win if a 2 is thrown on the roll immediately following placement of the Craps Two bet.

(ii) A Craps Two bet shall lose if any total other than a 2 is thrown on the roll immediately following placement of the Craps Two bet.

(13) A Craps Three bet placed in a box which shows two dice, one of which displays a value of 1 and the other of which displays a value of 2, which may be made at any time. A winning or losing Craps Three bet shall be determined as follows:

(i) A Craps Three bet shall win if a 3 is thrown on the roll immediately following placement of the Craps Three bet.

(ii) A Craps Three bet shall lose if any total other than a 3 is thrown on the roll immediately following placement of the Craps Three bet.

(14) A Craps Twelve bet placed in a box which shows two dice, each of which displays a value of 6, which may be made at any time. A winning or losing Craps Twelve bet shall be determined as follows:

(i) A Craps Twelve bet shall win if a 12 is thrown on the roll immediately following placement of the Craps Twelve bet.

(ii) A Craps Twelve bet shall lose if any total other than a 12 is thrown on the roll immediately following placement of the Craps Twelve bet.

(15) An 11 in one roll bet placed in a box which shows two dice, one of which displays a value of 5 and the other of which displays a value of 6, or in a designated area labeled “E”. A winning or losing 11 in one roll bet shall be determined as follows:

(i) An 11 in one roll bet shall win if an 11 is thrown on the roll immediately following placement of the 11 in one roll bet.

(ii) An 11 in one roll bet shall lose if any total other than an 11 is thrown on the roll immediately following placement of the 11 in one roll bet.

(16) A Horn bet placed in a box which contains the words “Horn Bet” that may be made at any time. A Horn bet shall be placed in units of four. A winning or losing Horn bet shall be determined as follows:

(i) A Horn bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn bet.

(ii) A Horn bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn bet.

(17) A Horn High bet placed in a box which contains the words “Horn High bet” and two dice with a total value of 2, 3, 11 or 12 that may be made at any time. A Horn High bet shall be placed in units of five. The casino that does not have a designated area on its layout for the acceptance of a Horn High bet shall break down a Horn High bet into two separate wagers of four units on the Horn Bet and one unit on one of the boxes which contain two dice with a total value of 2, 3, 11 or 12. A winning or losing Horn High bet shall be determined as follows:

(i) A Horn High bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.

(ii) A Horn High bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High bet.

(18) A World bet placed in a box which contains the words “World Bet” that may be made at any time. If the casino does not have a designated area on its layout for the acceptance of a World Bet, it may elect to break down a World Bet into two separate wagers of four units on the Horn bet and one unit on the Any Seven bet. A winning or losing World bet shall be determined as follows:

(i) A World bet shall win if a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the World Bet.

(ii) A World bet shall lose if any total other than a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the Horn High bet.

(19) A Hop bet is placed in a designated area on the layout which depicts the exact value of each die for upcoming roll and may be made at any time. A winning or losing Hop bet shall be determined as follows:

(i) A Hop Bet shall win if the bet correctly matches each die on the roll immediately following placement of the Hop bet.

(ii) A Hop bet shall lose if any other combination is thrown on the roll immediately following placement of the Hop bet.

(b) Except as permitted under § 6(e) (relating to supplemental wagers made after the come out roll in support of Pass and Come bets), the amount of a Craps:

(1) May not be less than the minimum wager.

(2) May not be more than the maximum wager.

(c) The amounts of the minimum and maximum Crapless wagers shall be posted at each Crapless table.

4. Making and removal of wagers.

(a) Wagers shall be made before the dice land.

(b) Wagers shall be made by placing gaming chips or plaques on the appropriate areas of the layout. Verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques.

(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of the wager except that:

(1) A Pass Bet may not be removed or reduced after a come out point is established with respect to the Pass Bet. The Pass Bet may be placed or increased after a point is established.

(2) A Come Bet may not be removed or reduced after a come point is established with respect to the Come Bet.

(3) A PUT bet is treated the same as a Come bet and cannot be removed or reduced once the dice have rolled.

5. Payout odds.

(a) All odds stated on a table layout or in any brochure or other publication distributed by the casino shall be stated through use of the word "to" and payout odds may not be stated through use of the word "for".

(b) The payout odds for winning wagers at the game of Crapless may not be less than the following payout odds:

Wager	Payout/Odds
Pass Bet	1 to 1
Come Bet	1 to 1
Place Bet on 2	11 to 2
Place Bet on 3	11 to 4
Place Bet on 4	9 to 5
Place Bet on 5	7 to 5
Place Bet on 6	7 to 6

Place Bet on 8	7 to 6
Place Bet on 9	7 to 5
Place Bet on 10	9 to 5
Place Bet on 11	11 to 4
Place Bet on 12	11 to 2
Four The Hardway Bet	7 to 1
Six The Hardway Bet	9 to 1
Eight The Hardway Bet	9 to 1
Ten The Hardway Bet	7 to 1
Field Bet 3, 4, 9, 10 or 11	1 to 1
Field Bet 2 or 12	2 to 1
Any Seven Bet	4 to 1
Any Craps Bet	7 to 1
Craps 2 Bet (one roll)	30 to 1
Craps 3 Bet (one roll)	15 to 1
Craps 12 Bet (one roll)	30 to 1
E or 11 (one roll)	15 to 1
Four The Hardway on the Hop Bet	30 to 1
Six The Hardway on the Hop Bet	30 to 1
Eight The Hardway on the Hop Bet	30 to 1
Ten The Hardway on the Hop Bet	30 to 1
One-Three on the Hop Bet	15 to 1
One-Four on the Hop Bet	15 to 1
One-Five on the Hop Bet	15 to 1
One-Six on the Hop Bet	15 to 1
Two-Three on the Hop Bet	15 to 1
Two-Four on the Hop Bet	15 to 1
Two-Five on the Hop Bet	15 to 1
Two-Six on the Hop Bet	15 to 1
Three-Four on the Hop Bet	15 to 1
Three-Five on the Hop Bet	15 to 1
Three-Six on the Hop Bet	15 to 1
Four-Five on the Hop Bet	15 to 1
Four-Six on the Hop Bet	15 to 1

(c) A Horn bet shall be paid as if it were four separate wagers on the 2, 3, 11 and 12, each of which equaling 25% of the Horn Bet.

(d) A Horn High bet shall be paid as if it was four separate wagers on the 2, 3 ,11 and 12, each of which equaling 20% of the Horn High bet and a fifth wager on the 2, 3 ,11 or 12, equaling 20% of the Horn High bet.

(e) A World bet may be paid as if it was two separate wagers with four units wagered as a Horn Bet and one unit wagered as an Any Seven Bet.

(f) Except as permitted under §6 (relating to supplemental wagers made after the come out roll in support of Pass and Come bets (taking odds)), a casino may not accept any wager in excess of the maximum bet posted at the table.

5a. Buy Bets.

(a) In addition to Place bets, the casino may offer players the option of placing a Buy bet. The casino may collect a vigorish of up to 5% of the amount wagered on Buy bets. The casino shall pay winning Buy bet wagers as follows:

Wager	Payout/Odds
Buy bet on 2	6 to 1
Buy bet on 3	3 to 1
Buy bet on 4	2 to 1
Buy bet on 5	3 to 2
Buy bet on 6	6 to 5
Buy bet on 8	6 to 5
Buy bet on 9	3 to 2
Buy bet on 10	2 to 1
Buy bet on 11	3 to 1
Buy bet on 12	6 to 1

6. Supplemental wagers made after the come out roll in support of Pass and Come bets (taking odds).

(a) Whenever a player makes a Pass bet, the player may make a supplemental wager in support of the Pass bet. If the Pass bet wins after a supplemental wager is made:

(1) The original Pass bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

(i) 6 to 1 if the come out point was 2 or 12.

(ii) 3 to 1 if the come out point was 3 or 11.

(iii) 2 to 1 if the come out point was 4 or 10.

(iv) 3 to 2 if the come out point was 5 or 9.

(v) 6 to 5 if the come out point was 6 or 8.

(b) Whenever a player makes a Come bet, the player may make a supplemental wager in support of the Come bet. If the Come bet wins after a supplemental wager is made:
(1) The original Come bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:
(i) 6 to 1 if the come out point was 2 or 12.

(ii) 3 to 1 if the come out point was 3 or 11.

(iii) 2 to 1 if the come out point was 4 or 10.

(iv) 3 to 2 if the come out point was 5 or 9.

(v) 6 to 5 if the come out point was 6 or 8.

(c) The casino may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted if the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section.

7. Dice retention and selection.

(a) A set of five dice shall be present at the Crapless table during gaming. Control of the dice at a Crapless table shall be the responsibility of the stickperson at the table.

(b) At the commencement of play:
(1) The stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(c) 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 stickperson.

8. Throw of the dice.
The shooter shall make a Pass bet after which the shooter shall throw the two selected dice so that they leave the shooter's hand simultaneously and in a manner which causes the dice to strike the end of the table farthest from the shooter.

9. Point throw; settlement of wagers.

(a) When the dice come to rest from a valid throw, the stickperson or the boxperson shall call out the sum of the numbers on the uppermost or skyward sides of the two dice. Only one face on each die shall be considered uppermost or skyward.

(b) In the event either or both of the dice do not land flat on the table (for example, 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 or 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.

(c) In the event of a dispute as to which face is uppermost the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.

(d) After calling the throw, the stickperson shall collect the dice and bring them to the center of the table between himself and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

10. Continuation of shooter; selection of new shooter.

(a) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:
(1) The shooter shall pass the dice upon throwing a loser 7.

(2) The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or appears to be willfully violating policies of the game.

(b) If a shooter, after making the come out point, elects not to place another Pass Bet, and other Come Bets remain on the table, the stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in subsection (c). If there are no other players at the table, or if no other players at the table elect to make a Pass Bet in order to shoot the dice and continue the game, the

previous shooter shall be allowed to shoot the dice without making a Pass Bet only for the purpose of effecting a decision on the remaining Come Bets. The on/off marker shall be placed on the Pass Line in the off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for the Come Bets remaining on the layout. Once the remaining Come Bets have been decided or a player wishes to place a Pass Bet, the game shall proceed in accordance with § 8 (relating to throw of the dice).

(c) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five dice to the player immediately to the right of the previous shooter and, if he does not accept, to each of the other players in turn clockwise around the table.

(d) 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 stickperson.

11. Invalid roll of the dice/Irregularities

(a) 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.

(b) The stickperson or boxperson or above shall have the authority to invalidate a roll of the dice by calling “no roll” for any of the following reasons:

(1) The dice do not leave the shooter’s hand simultaneously.

(2) Either or both of the dice fail to strike the end of the table farthest from the shooter.

(3) Either or both of the dice come to rest on the chips constituting the bank of chips located in front of the boxperson.

(4) Either or both of the dice come to rest in or pass through the dice cup in front of the stickperson

(5) Either or both of the dice come to rest in the rail surrounding the table.

(6) The use of a cheating, crooked, or fixed device or technique in the roll of the dice.

(7) The boxperson or stickperson considers the throw to be improper.

(c) A throw of the dice which results in the dice coming into contact with any chips or plaques on the table, other than the bank of chips located in front of the Boxman, will not be a cause for a call of “no roll.”

(d) “No roll” may be called by a boxperson or stickperson or above.

Horseshoe Casino Cleveland
Commission Approved July 16, 2014

FOUR CARD POKER

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1. Definitions

The following words and terms, when used in this chapter, have the following meanings unless the context clearly indicates otherwise:
Ante Wager – An initial wager a player may make prior to any cards being dealt in order to compete against the dealer.
Aces Up Wager - An optional wager that a player may make prior to any cards being dealt that the player's best Four Card Poker hand will be a pair of aces or better.
Hand - The best Four Card Poker hand that can be formed by each player and the dealer from the cards they are dealt.
Play Wager - An additional wager that a player is required to make if the player opts to remain in competition against the dealer.
Round of play - One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settled in accordance with the rules of this chapter.

2. Four Card Poker table physical characteristics

(a)Four Card Poker shall be played on a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side which may include the following characteristics:

(1) The name or logo of the casino offering the game.
(2) A separate designated betting area at each betting position for the placement of the Ante Wager.
(3) A separate designated betting area at each betting position for the placement of the Play Wager.
(4) A separate designated betting area at each betting position for the placement of the Aces Up Wager.
(5) An inscription identifying the payout odds for all authorized wagers unless the payout odds are posted as required by subsection (c). (i) If payout odds are not inscribed on the layout a sign identifying the payout odds for all authorized wagers shall be posted at each Four Card Poker table.

(b) Each Four Card Poker table must have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.
(c) Each Four Card Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks

(a) Except as provided in subsection (b), Four Card Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with §5 (relating to shuffle and cut of the cards).
(b) If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:
(1) Each deck of cards complies with the requirements of subsection (a).
(2) The backs of the cards in the two decks are different colors.
(3) One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.
(4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.
(5) The cards from only one deck are placed in the discard rack at any given time.
(c) The decks of cards used in Four Card Poker may be changed:
(1) At least every 6 hours if the cards are dealt by hand.
(2) At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

4. Opening of the table for gaming

(a) After receiving one or more decks of cards at the table, the dealer will inspect the cards with the inspection verified by the Table Games Supervisor. Card inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game.
(b) The cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with §5 (relating to shuffle and cut of the cards).
(c) If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under §3(b) (relating to cards;

number of decks), each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

(d) If the decks of cards received at the table are pre-inspected and pre-shuffled all cards will go directly into a shuffle machine to begin gaming activities.

5. Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated card shuffling device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) 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.

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

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

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

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

(1) Cut the deck, using one hand, by:

(i) Placing the cover card on the table in front of the deck of cards.

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

(2) Deal the cards in accordance with §8, §9 or §10.

(e) Notwithstanding subsection (d), after the cards have been cut and before any cards have been dealt, a Table Games Supervisor or above may require the cards to be recut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
(f) Whenever there is no gaming activity at a Four Card Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

6. Four Card Poker rankings

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

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

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

(2) A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest ranking straight flush and a 4, 3, 2 and ace being the lowest ranking straight flush.

(3) A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind.
(4) A flush, which is a hand consisting of four cards of the same suit, regardless of rank.
(5) A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with ace, king, queen and jack being the highest ranking straight and 4, 3, 2 and ace being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, 2 and 3).

(6) A two pair, which is a hand consisting of two pairs with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair.
(7) A pair, which is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

(c) When comparing two hands that are of equal rank under subsection (b), or that contain none of the hands listed in subsection (b), the hand that contains the highest ranking card under subsection (a) that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

7. Wagers

(a) The following wagers may be placed in the game of Four Card Poker:
(1) A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers posted at the table and then placing a Play Wager in an amount from one to three times the amount of the Ante Wager.
(2) A player may compete solely against a posted payout table by placing an Aces Up Wager in any amount within the minimum and maximum wagers posted at the table.
(3) A player may compete against both the dealer and the posted payout table by placing wagers in accordance with the requirements in paragraphs (1) and (2).

(b) All wagers at Four Card Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
(c) Only players who are seated at a Four Card Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of player, any wagers made by the player may be considered abandoned and may be treated as losing wagers.
(d) Ante Wagers and Aces Up Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in §8, §9 or §10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated

dealing shoe). Except for Play Wagers, a wager may not be made, increased, or withdrawn after the dealer has announced “no more bets.” All Play Wagers shall be placed in accordance with §11(b) (relating to procedures for completion of each round of play).
(e) The casino has the right to permit a player to simultaneously play and place wagers at two adjacent betting positions during a round of play.

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

(a) If a manual dealing shoe is used, the casino will follow the procedures set forth under §5 (relating to shuffle and cut of the cards) and the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
(b) Prior to dealing the cards and after all Ante Wagers and Aces Up Wagers are placed, the dealer shall announce “no more bets.”
(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
(d) The dealer shall, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed an Ante Wager or an Aces Up Wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players and the first five cards dealt to the dealer shall be dealt face down. The dealer’s sixth card shall be dealt face up. The dealer’s fifth and sixth cards shall be dealt consecutively.
(e) After five cards have been dealt to each player and six to the dealer, the dealer shall remove the stub from the manual dealing shoe and place the stub in the discard rack without exposing the cards.
(f) If the cards have been misdealt (a player has more or less than five cards or the dealer has more or less than six cards) but 52 cards remain in the deck, all hands shall be void 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 of cards shall be removed from the table.

9. Procedures for dealing the cards from the hand

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

(1) After the procedures required under §5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) After the dealer has chosen the hand in which he or she will hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play.

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

(2) The dealer shall then announce "no more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck.

(b) The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed an Ante Wager or an Aces Up Wager and to the dealer until each player who placed a wager has five cards and the dealer has six cards. All cards dealt to the players and the first five cards dealt to the dealer shall be dealt face down. The sixth card dealt to the dealer shall be dealt face up. The dealer's fifth and sixth cards shall be dealt consecutively.

(c) After five cards have been dealt to each player and six cards have been dealt to the dealer, the dealer shall place the stub in the discard rack without exposing the cards.

(d) If a player has more or less than five cards or the dealer has more or less that six cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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

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

(1) After the procedures required under §5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.
(2) The dealer shall then announce “no more bets” prior to the shoe dispensing any stacks of cards.

(b) The dealer shall deal the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed an Ante Wager or Aces Up Wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deal a stack face down to each of the other players who has placed an Ante Wager or Aces Up Wager. The dealer shall then deal a stack of five cards face down to himself. When the automated dealing shoe dispenses the next stack of five cards, the dealer shall remove the stack from the shoe and place the stack on the layout next to his hand. The dealer shall spread the cards in the stack face down, with the bottom card of the stack to the dealer’s far left and the top card of the stack to the dealer’s far right. The dealer shall turn the bottom card of the stack (the card on the dealer’s far left) face up on the dealer’s hand. The dealer shall collect the remaining four cards of that stack and place the cards in the discard rack without revealing the cards.

(c) After each stack of five cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d), place the cards in the discard rack without exposing the cards.
(d) If a player has more or less than five cards or the dealer has more or less that six cards, but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the number of cards in the deck is more or less than 52 cards, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

11. Play Wagers; Procedures for completion of each round of play

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

(b) Each player who wagers at Four Card Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.
(c) The dealer shall, starting with the player farthest to the left of the dealer and continuing clockwise around the table, offer each player who has placed an Ante Wager the option to either make a Play Wager or forfeit his Ante Wager. A Play Wager shall be made in an amount from one to three times the amount of the player's Ante Wager. If a player has placed an Ante Wager and an Aces Up Wager but does not make a Play Wager, the player shall forfeit the Ante Wager and the Aces Up Wager.
(d) After each player has either placed a Play Wager on the designated area of the layout or forfeited his Wager, the dealer shall collect all forfeited Wagers. The dealer shall collect the cards of any player who forfeited his Wager and and place the cards in the discard rack.

(1) If all players discard their hands and forfeit their wagers; the dealer will place the dealers' cards in the discard rack and begin the dealing process again.

(e) The dealer shall then reveal the dealer's cards and select the four cards that form the highest possible ranking hand. The dealer shall then, starting with the player farthest to the dealer's right whose hand is still active and continuing Counter-clockwise around the table, reveal the cards of the player and select the four cards that form the highest possible ranking hand. The dealer shall then pay winning or collect losing Ante, Play and Aces Up Wagers for the player in accordance with subsection 12 (relating to payout odds) and discard the player's cards by placing them in the discard rack.
(f) The dealer will repeat the steps listed in subsection 11 (e) for each player with an active bet until all bets have been settled and all cards have been collected by the dealer and placed in the discard rack. The dealer's cards will be discarded last.

12. Payout Odds

(a) The three payout types are:

(1) A player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is either ranked higher than the dealer hand's or is of equal rank with the dealer's hand.
(2) A player placing an Ante Wager and a Play Wager who has a three-of-a-kind or better shall be paid a bonus on the Ante Wager, regardless of whether the player's hand outranks the dealer's hand:

Hand-Type	Payout Odds

Four of a Kind	25 to 1
Straight Flush	20 to 1
Three of a Kind	2 to 1

(3) A player shall be paid for an Aces Up Wager if the player's best Four Card Poker hand is one of the hand types in the table below, regardless of whether the player's hand outranks the dealer's hand, using the following payout table:

Hand-Type	**Pay Table**
Four of a	50 to 1
Kind	
Straight	40 to 1
Flush	
Three of a	8 to 1
Kind	
Flush	5 to 1
Straight	4 to 1
Two Pair	3 to 1
Pair of Aces	1 to 1

13. Irregularities

(a) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.
(b) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.
(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his cards in accordance with §11(e) (relating to play wagers; procedures for

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

Horseshoe Casino Cleveland –Let it Ride

Commission Approved July 16, 2014

Let it Ride

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Horseshoe Casino Cleveland –Let it Ride

Commission Approved July 16, 2014

1. Definitions.

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

Community card - A card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five-card poker hand.

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

Let It Ride - When a player chooses not to take back a wager that may be withdrawn in accordance with the provisions in § 13 (relating to procedures for completion of each round of play).

Round of play - One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this chapter.

2. Let It Ride Poker table physical characteristics.

(a) Let It Ride Poker shall be played on a table having betting positions for up to seven players on one side of the table and a place for the dealer on the opposite side which may include the following information:

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

(2) Three separate designated betting areas at each betting position for the placement of wagers in accordance with § 7 (relating to wagers).

(3) A separate designated area at each betting position for the placement of the cards of each player.

(4) A separate designated area located directly in front of the table inventory container for the placement of the community cards.

(5) The payout odds for all authorized wagers, including the Let It Ride Bonus Wager authorized under § 8 (relating to Let It Ride Bonus Wager) and the Three Card Bonus Wager authorized under § 9 (relating to Three Card Bonus Wager), if the casino offers either optional wager.

(6) The inscription indicating the payout limit per hand established by the casino under § 14 (relating to payout odds; payout limitation) or a generic inscription indicating the

game is subject to the posted payout limit.

(7) The casino may offer a separate Three Card Bonus Wager authorized under § 9, including a separate designated area at each betting position for the placement of the Three Card Bonus Wager.

(b) Each Let It Ride Poker table must have a drop box and a tip box attached to it on the same side of the table as the dealer.

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

(d) The casino may offer the optional Let It Ride Bonus Wager authorized under § 8, which may include the following equipment:

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

(2) A control device that controls or monitors the placement of Let It Ride Bonus Wagers at the gaming table, including a mechanism that prevents the recognition of any Let It Ride Bonus Wager that a player attempts to place after the dealer has announced "no more bets."

3. Cards; number of decks.

(a) Except as provided in subsection(b), Let It Ride Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with § 5 (relating to shuffle and cut of the cards).

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

(1) Each deck of cards complies with the requirements of subsection (a).

(2) The backs of the cards in the two decks are different colors.

(3) One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

(4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

(5) The cards from only one deck are placed in the discard rack at any given time.

(c) The decks of cards used in Let It Ride Poker may be changed:

(1) At least every 6 hours if the cards are dealt by hand.

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

4. Opening of the table for gaming.

(a) After receiving one or more decks of cards at the table, the dealer will inspect the cards with the inspection verified by the Table Games Supervisor. Card Inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defect that might affect the integrity of the game.

(b) 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 in accordance with § 5(relating to shuffle and cut of the cards).

(c) If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under § 3(b) (relating to cards; number of decks), each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

(d) If the decks of cards received at the table are preinspected and preshuffled all cards will go directly into a shuffle machine to begin gaming activities.

5. Shuffle and cut of the cards.

(a) Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated card shuffling device shall place the deck of cards in a single stack; provided, however, that nothing herein 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.

(b) 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.

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

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 10, § 11 or § 12 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe).

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

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

(1) Cut the deck, using one hand, by:

(i) Placing the cover card on the table in front of the deck of cards.

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card.

(2) Deal the cards in accordance with § 10, § 11 or § 12.

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

(f) Whenever there is no gaming activity at a Let It Ride Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the procedures in § 4(c), (relating to opening of the table for gaming) shall be completed.

6. Let It Ride Poker rankings.

(a) The rank of the cards used in Let It Ride Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4 and 5. All suits shall be considered equal in rank.

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

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

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

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

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

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

(6) A straight, which is a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2, 3).

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

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

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

(c) For purposes of the optional Three Card Bonus Wager defined in § 9 (relating to Three Card Bonus Wager), the permissible Three Card Bonus Wager hands eligible for a payout in accordance with § 14(e) (relating to payout odds; payout limitation) shall be:

(1) A mini-royal, which is a hand consisting of an ace, king and queen, all of the same suit.

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

(3) A flush, which is a hand consisting of three cards of the same suit, not in consecutive order.

(4) A straight, which is a hand consisting of three cards of consecutive rank, including an ace, two and three; provided, however, that an ace may not be combined with a king and a two.

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

(6) A pair, which is a hand consisting of two cards of the same rank.

7. Wagers.

(a) All wagers at Let It Ride Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

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

(c) All wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in § 10, § 11 or § 12 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe). Except as provided in subsection (d), a wager may not be made, increased, or withdrawn after the dealer has announced "no more bets."

(d) At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet Number 1, Bet Number 2 and Bet Number 3. Bet Number 1 and Bet Number 2 may subsequently be removed by the player in accordance with § 13 (relating to procedures for completion of each round of play).

(e) The casino has the right to permit a player to simultaneously play and place wagers at two adjacent betting positions during a round of play.

8. Let It Ride Bonus Wager.

(a) The casino may offer to each player at a Let It Ride Poker table the option to make an additional Let It Ride Bonus Wager that the player will receive a poker hand with a rank of three-of-a-kind or better.

(b) If the Let It Ride Bonus Wager is offered, each player who has placed the three wagers required under § 7 (relating to wagers) may make an additional Let It Ride Bonus Wager by placing a $1 gaming chip on the approved wagering location designated for that wager prior to the dealer announcing "no more bets."

(c) All winning Let It Ride Bonus Wagers shall be paid in accordance with the payout schedule in § 14(d) (relating to payout odds; payout limitation).

(d) A Let It Ride Bonus Wager shall be independent of any other wager made by a player at the game of Let It Ride Poker.

9. Three Card Bonus Wager.

(a) The casino may offer to each player at a Let It Ride Poker table the option to make an additional Three Card Bonus Wager that the three cards dealt to the player will have a rank of pair or better.

(b) If the Three Card Bonus Wager is offered, each player who has placed the three wagers required under § 7(relating to Wagers) may make an additional Three Card Bonus Wager by placing a wager on the approved wagering area designated for that wager prior to the dealer announcing "no more bets."

(c) All winning Three Card Bonus Wagers shall be paid in accordance with the payout table in § 14(e) (relating to payout odds; payout limitation).

(d) A Three Card Bonus Wager shall be independent of any other wager made by a player at the game of Let It Ride Poker.

10. Procedure for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the casino will follow the procedures set forth under § 5 (relating to shuffle and cut of the cards) and the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

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

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

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

(1) One card face down to each player who has placed three wagers in accordance with § 7 (relating to wagers).

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

(3) A second card face down to each player who has placed three wagers in accordance with § 7.

(4) A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area.

(5) A third card face down to each player who has placed three wagers in accordance with § 7.

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

(f) If the cards have been misdealt (a player or the area designed for the placement of the community cards has more or less than three or two cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

11. Procedure for dealing the cards from the hand.

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

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

(2) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) After the dealer has chosen the hand in which he will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

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

(3) The dealer shall announce “no more bets” prior to dealing any cards.

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

(1) One card face down to each player who has placed three wagers in accordance with § 7 (relating to wagers).

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

(3) A second card face down to each player who has placed three wagers in accordance with § 7.

(4) A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area.

(5) A third card face down to each player who has placed three wagers in accordance with § 7.

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

(d) If the cards have been misdealt (a player or the area designed for the placement of the community cards has more or less than three or two cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

12. Procedure for dealing the cards from an automated dealing shoe.

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

(1) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall then announce “no more bets.”

(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his left who has placed three wagers in accordance with § 7 (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed three wagers in accordance with § 7. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards, and spread the stack within the designated area so that the top card is to the dealer's left, the middle card is directly in front of the dealer, and the bottom card is to the dealer's right. The dealer shall then remove the community card that is to his right, and place that card in the discard rack face down.

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

(d) If the cards have been misdealt (a player or the area designed for the placement of the dealer's hand has more or less than three or two cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

13. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 10, §11 or § 12 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards, subject to the following limitations:

(1) Each player who wagers at Let It Ride Poker shall be responsible for his own hand and no person other than the dealer may touch the cards of that player.

(2) Each player shall be required to keep his three cards in full view of the dealer at all times.

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw Bet Number 1 or Let It Ride.

(1) If a player chooses to let Bet Number 1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

(2) If a player chooses to withdraw Bet Number 1, the dealer shall move the gaming chips on the betting area designated for Bet Number 1 toward the player who shall then immediately remove the gaming chips from the betting area.

(c) After each player has made a decision regarding Bet Number 1, the dealer shall then turn the community card that is to the dealer’s left face up. The exposed card shall become the first community card.

(d) After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw Bet Number 2 or Let It Ride. This decision shall be made by each player regardless of the decision made concerning Bet Number 1.

(1) If a player chooses to let Bet Number 2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

(2) If a player chooses to withdraw Bet Number 2, the dealer shall move the gaming chips on the betting area designated for Bet Number 2 toward the player who shall

then immediately remove the gaming chips from the betting area.

(3) After each player has made a decision regarding Bet Number 2 as required by subsection (e), the player's cards shall be placed face down on the appropriate area of the layout and the player may not touch the cards again.

(e) The dealer shall then turn the community card that is to the dealer's right face up. The exposed card shall become the second community card.

(f) After the second community card is turned face up, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

(1) The dealer shall turn the three cards of the player face up. The two community cards and the three cards dealt to the player shall form the five-card poker hand of that player.

(2) The dealer shall examine the cards of the player to determine if the player's hand qualifies for a payout under §14 (relating to payout odds; payout limitation). A Let It Ride Poker wager under § 7 (relating to wagers) on a hand which has a rank that is lower than a pair of tens shall be a losing wager.

(3) The dealer shall then settle all wagers of that player, including any bonus wagers. All losing wagers by the player shall be immediately collected by the dealer and placed in the table inventory container. After all losing wagers have been collected, all winning wagers shall be paid in accordance with the payout odds in § 14.

(5) Once each hand has been settled the dealer shall immediately collect the cards and place the cards in the discard rack. After all players' bets have been settled, the community cards will be collected and placed into the discard rack.

14. Payout odds; payout limitation.

(a) The payout odds for winning wagers at Let It Ride Poker printed on the table layout or in any brochure or other publication distributed by the casino shall be stated through the use of the word "to" and no odds shall be stated through the use of the word "for."

(b) Subject to the payout limitation in subsection (c), the casino shall pay off each winning wager at the game of Let It Ride Poker under § 7 (relating to wagers) at the odds specified which shall be no less than the following odds:

Wager	Payout Odds
Royal Flush	1000 to 1

Straight Flush	200 to 1
Four-of-a-kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Tens, Jacks, Queens, Kings, or Aces	1 to 1

(c) Notwithstanding the minimum payout odds required in subsection (b), a the casino may establish a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least $50,000 or the maximum amount that one patron could win per round when betting the minimum permissible wager, whichever is greater. If the established maximum payout limit is not included on the layout, the casino shall provide notice of the maximum payout limit by posting the maximum payout limit on a sign at the Let It Ride table. Any maximum payout limit established by the casino shall apply only to payouts of Let It Ride Poker wagers placed under § 7 (relating to wagers) and does not apply to payouts of Let It Ride Bonus Wagers placed under § 8 (relating to Let It Ride Bonus Wager) or Three Card Bonus Wagers placed under § 9 (relating to Three Card Bonus Wager).

(d) The casino shall pay off each winning Let It Ride Bonus Wager which shall be no less than the following monetary amounts:

Wager	Payout Odds
Royal Flush	$20,000
Straight Flush	$2,000
Four-of-a-kind	$300
Full House	$150
Flush	$50
Straight	$25
Three-of-a-kind	$3

(e) The casino shall pay off each winning Three Card Bonus Wager which shall be no less than the odds in one of the alternative pay tables:

Hand Type	Pay Table
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1

Flush	3 to 1
Pair	1 to 1

15. Irregularities.

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

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

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

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

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

MINI-BACCARAT and MIDI-BACCARAT

1. Definitions.
2. Mini-Baccarat table physical characteristics.
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15. Continuous shuffling dealing shoe or device.
16. Dragon Bonus

§ 1. Definitions.

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

Natural - A hand which has a Point Count of 8 or 9 on the first two cards dealt.

Mini-Baccarat - Unless otherwise stated, all references to Mini-Baccarat will also apply to Midi-Baccarat.

§ 2. Mini-Baccarat table physical characteristics.

(a) Mini-Baccarat shall be played on a table having a place for the dealer on one side and on the opposite side, numbered places for a maximum of nine seated players, which may include:

(1) The name or logo of the casino offering the game.

(2) Specific areas designated for the placement of wagers on the Banker's Hand, Players Hand and Tie Hand.

(3) A phrase that states the payout odds for Tie Bets.

(4) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish.

(5) An area designated for the placement of cards for the Player's Hand and Banker's Hand.

(6) If a Dragon Bonus Wager is offered, the casino will have a separate area designated for the placement of the Dragon Bonus Wager along with the payout odds either inscribed on the actual layout or a sign identifying the payout odds at each Mini-Baccarat table.

(b) If marker buttons are used for the purpose of marking vigorish, the marker buttons shall be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons.

(c) Each Mini-Baccarat table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.
(d) Each Mini-Baccarat table shall have a discard rack securely attached to the top of the dealer's side of the table.

§ 3. Cards; number of decks.

(a) Mini-Baccarat shall be played with six to eight decks of cards having backs of the same color and design and two additional cover cards to be used in accordance with § 5 (relating to shuffle and cut of the cards).
(b) If an automated card shuffling device is utilized, Mini-Baccarat shall be played with 8 to 16 decks of cards in accordance with the following requirements:

(1) Each deck of cards must comply with the requirements of subsection (a).
(2) The cards shall be separated into two batches, with an equal number of decks included in each batch.
(3) The backs of the cards in each batch must be of the same design, but of a different color than the cards included in the other batch.
(4) One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being used to play the game.
(5) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.
(6) The cards from only one batch shall be placed in the discard rack at any given time.

(c) The decks of cards opened for use at a Mini-Baccarat table shall be changed at least once every 24 hours.

§ 4. Opening of a table for gaming.

(a) After receiving the six or more decks of cards at the table, the dealer calling the game will inspect the cards with the inspection verified by the Table Games Supervisor. Card Inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scatches, marks or other defects that might affect the integrity of the game.
(b) Should the casino use preshuffled and presorted cards, one distinct color of cards will be placed in the automated shuffle machine while the other cards are spread out, face down, on the table.

§ 5. Shuffle and cut of the cards.

(a) Immediately prior to the commencement of play, unless the cards were preshuffled, and after each dealing shoe of cards is completed, unless an automated shuffling device is used, the dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled by a dealer, the dealer shall leave the entire stack of cards intermixed but not entirely squared off (leave them feathered) so that the floorperson can verify that the shuffle did not result in any uneven distribution of cards.

(c) After shuffling the cards and, where applicable, reshuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the players to be cut. The dealer shall begin with the player seated in the highest number 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 player accepts the cut, the dealer shall cut the cards.

(d) The cards shall be cut by placing a cover card in the stack at least ten cards in from the top or the bottom of the stack.

(e) Once the cover card has been inserted into the stack, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The dealer shall then insert the second cover card in a position at least 14 cards above the bottom of the stack, and the second cover card at the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(f) After the cards have been cut and before the cards have been placed in the dealing shoe, a floorperson or above may require the cards to be recut if the floorperson or above determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut by the next person entitled to cut the cards, as determined by subsection (c).

(g) Prior to commencement of play, the dealer shall remove the first card from the dealing shoe and place it, and an additional number of cards equal to the face value of the first card drawn, in the discard rack after all cards have been shown to the players. When determining the face value of the first card removed from the dealing shoe, a 10, jack, queen or king shall count as ten and an ace shall count as one.

(h) If there is no gaming activity at a Mini-Baccarat table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table face down.

(1) If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing of the cards, stacked, then shuffled and cut in accordance with this section.

(2) If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt.

§ 6. Value; point count of hand.

(a) The value of the cards in each deck shall be as follows:

(1) Any card from 2 to 9 shall have its face value.

(2) Any 10, jack, queen or king shall have a value of zero.

(3) Any ace shall have a value of one.

(b) 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 the number shall be discarded and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

(1) A hand composed of an ace, 2 and 4 has a Point Count of 7.

(2) A hand composed of an ace, 2 and 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

§ 7. Dealing shoe.

Cards used to play Mini-Baccarat shall be dealt from a manual dealing shoe.

§ 8. Wagers.

(a) The following wagers shall be permitted to be made by a player at the game of Mini-Baccarat:

(1) 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 Banker's Hand and the Player's Hand have the same Point Count and either:

(A) Be returned to the player.

(B) If the licensee charges vigorish in accordance with § 13(g)(relating to payout odds; vigorish), be charged a vigorish equal to 25% of the wager.

(2) 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 and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.

(3) A Tie Bet which shall:

(i) Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.

(ii) Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.

(4) If offered by the casino, a Dragon Bonus Wager on the Player's Hand or Banker's Hand, or both, which shall:

(i) Win if the selected hand is:

(A) A Natural and the other hand is not a Natural.

(B) A Natural 9 and the other hand is a Natural 8.
(C) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by four or more points.

(ii) Lose if the selected hand is:
(A) A Natural 8 and the other hand is a Natural 9.
(B) Not a Natural and has a Point Count less than or equal to the Point Count of the other hand.
(C) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by less than four points.

(iii) Tie if the selected hand is a Natural and the other hand is a Natural of equal Point Count and either:
(A) Be returned to the player.

(b) Wagers at Mini-Baccarat shall be made by placing gaming chips or plaques on the appropriate areas of the Mini-Baccarat layout. A verbal wager, accompanied by cash may be accepted provided the verbal wager is confirmed by the dealer calling the game and the cash is expeditiously converted into gaming chips or plaques.

(c) No wager at Mini-Baccarat shall be made, increased or withdrawn after the dealer has announced “no more bets.”

§ 9. Hands of player and banker; procedure for dealing initial two cards to each hand.

(a) There shall be two hands dealt in the game of Mini-Baccarat, one of which shall be designated the Player’s Hand and the other designated the Banker’s Hand.

(b) Prior to dealing any cards, the dealer calling the game shall announce “no more bets”.

(c) The dealer shall then deal an initial four cards from the dealing shoe. The first and third cards dealt shall constitute the first and second cards of the Player’s Hand. The second and fourth cards dealt shall constitute the first and second cards of the Banker’s Hand in one of two manners:

(1) The dealer shall remove cards from the dealing shoe with his left hand, turn them face up and then place them on the appropriate area of the layout with his right hand. The first and third cards dealt shall be placed on the area designated for the Player’s Hand and the second and fourth cards dealt shall be placed on the area designated for the Banker’s Hand.

(2) The first and third cards dealt shall be placed face down on the area designated for the Player’s Hand and 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 § 10 (relating to procedure for dealing a third card), at which time the second and fourth cards shall be turned face up and placed on the area designated for the Banker’s Hand.

(d) Players may not touch, handle, remove or alter any cards used to play Mini-Baccarat.

(e) Should the table be designated as a Midi-Baccarat, players will have the ability to touch, handle or alter cards given the following conditions:

(1) The player with the most money bet on the player wager will get the Players cards with the following exceptions:

(a) A player may elect to cede control of the cards. If so, the patron with the next most money that bets on “player” shall have the option to control the cards. If all players cede their rights to player’s hand, the dealer will expose the cards.

(b) If no guests have a bet on the “players” bet, the dealer will expose the cards.

(2) The player with the most money bet on the banker wager will get the Bankers cards with the following exceptions:

(a) A player may elect to cede control of the cards. If so, the patron with the next most money that bets on “banker” shall have the option to control the cards. If all players cede their rights to banker’s hand, the dealer will expose the cards.

(b) If no guests have a bet on the “banker” bet, the dealer will expose the cards.

(3) Should either the “player” or “banker” hand need to draw a third card, as outlined in § 11, the aforementioned procedure outlined in subsection 2 shall apply.

§ 10. Procedure for dealing a third card.

(a) After the dealer positions the cards in accordance with § 9(c)(1) or (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the point count of the Player’s Hand and then the Banker’s Hand.

(b) Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand in conformity with the requirements of § 11(relating to rules for determining whether a third card shall be dealt.

(c) After the dealer positions the cards in accordance with § 9(c)(1) or (2), any third card required to be dealt shall first be dealt face up to the Player’s Hand and then to the Banker’s Hand by the dealer.

(d) In no event may more than one additional card be dealt to either hand.

(e) Whenever the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall 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, the cards shall be reshuffled.

§ 11. Rules for determining whether a third card shall be dealt.

(a) If the Player's Hand or the Banker's Hand after the initial two cards are dealt to each is a Natural, no more cards shall be dealt to either hand.

(b) If the Point Count of the Player's Hand and the Banker's Hand on the first two cards is 0 to 7 inclusive, the Player's Hand shall:

(1) Draw (that is, take a third card) if the Player's Hand has a Point Count of less than 6.

(2) Stay (that is, not take a third card) if the Player's Hand has a Point Count of 6 or more.

(c) If the Point Count of the Player's Hand and the Banker's Hand on the first two cards is 0 to 7 inclusive, the Banker'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:

(1) If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt a third card if the Point Count of the Banker's Hand is 5 or less.

(2) If the Player's Hand is dealt a third card and:

(i) The Banker's Hand has a Point Count of less than 3, the Banker's Hand shall be dealt a third card.

(ii) The Banker's Hand has a Point Count of 7, the Banker's Hand may not be dealt a third card.

(iii) The Banker's Hand has a Point Count of 3, 4, 5 or 6, the Banker's Hand shall be dealt or not dealt a third card in accordance with Table 1 as follows:

Value of the Third Card
Drawn by Players Hand

		0	1	2	3	4	5	6	7	8	9
Point Count	3	Draw	Draw	Draw	Draw	Draw	Draw	Draw	Draw	Stand	Draw
of Banker's	4	Stand	Stand	Draw	Draw	Draw	Draw	Draw	Draw	Stand	Stand
Hand After	5	Stand	Stand	Stand	Stand	Draw	Draw	Draw	Draw	Stand	Stand
Two Cards	6	Stand	Stand	Stand	Stand	Stand	Stand	Draw	Draw	Stand	Stand

(d) The first vertical column in Table 1 labeled "Point Count of Banker's Hand" refers to the Point Count of the Banker's Hand after the first two cards have been dealt to the Banker's Hand.

(e) The first horizontal row at the top of Table 1 labeled "Value of the Third Card Drawn by Player's Hand" refers to the value of the third card drawn by the Player's Hand, not the Point Count of the Player's Hand.

(f) To use Table 1, first 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 vertical column that corresponds to the value of the third card drawn by the Player's Hand. The symbol located where the intersection occurs shall determine whether the Banker's Hand must 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 must draw a third card.

§ 12. Announcement of result of round; payment and collection of wagers.

(a) After each hand has received all the cards to which it is entitled under §§ 9, 10 and 11 (relating to hands of player and banker; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand".
(b) After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.
(c) At the conclusion of a 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 a question or dispute.

§ 13. Payout odds; vigorish.

(a) A winning wager made on the Player's Hand shall be paid off at odds of 1 to 1.
(b) A winning Tie Bet shall be paid off at odds of at least 8 to 1.
(c) Except as otherwise provided in subsection (f), a winning wager made on the Banker's Hand shall be paid off by the casino at odds of 1 to 1, except that the casino shall extract a vigorish from the winning players equal to 5% of the amount won. If needed, the dealer can use quarters for the vigorish.
(d) If the casino offers the Dragon Bonus Wager, a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds contained below:

Win by 9 Points	30 to 1
Win by 8 Points	10 to 1
Win by 7 Points	6 to 1
Win by 6 Points	4 to 1
Win by 5 Points	2 to 1
Win by 4 Points	1 to 1
Natural Winner	1 to 1

(e) When collecting the vigorish, the may elect to round off the vigorish to 5 cents or the next highest multiple of 5 cents.
(f) A dealer, may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that outstanding vigorish shall be collected prior to reshuffling the cards in a dealing shoe or when the player leaves the gaming table, whichever occurs first. The amount of any vigorish not collected at the time of the winning payouts shall be tracked by placing a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing the vigorish. The coin or marker button may not be removed from the layout until the vigorish owed is collected.
(g) The type and percentage of vigorish charged at a Mini-Baccarat table applies to all players at that table. The same type and percentage of vigorish shall be used for all Mini-Baccarat tables located within a licensed facility.

§ 14. Irregularities.

(a) A card drawn in error from the dealing shoe that is not disclosed shall be used as the first card of the next hand of play.
(b) A third card dealt to the Player's Hand that is not disclosed, when no third card is authorized under § 11 (relating to rules for determining whether a third card shall be dealt), shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw under § 11(c). If the Banker's Hand is required to stay, the card dealt in error shall become the first card of the next hand.
(c) If a card dealt in error under the circumstances described in subsection (a) or (b) is disclosed at the time it is dealt, the dealer shall, use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with the rules of this chapter and be placed in the discard rack upon completion of the dealing procedure.
(d) Any card found face up in the dealing shoe may be used as the next card if it is needed to complete the hand. If the card is not needed to complete the hand or if no cards have been dealt, it may not be used in the game and shall be the first card of a simulated round of play in which wagers may not be accepted.
(e) If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the entire set of cards are reshuffled and placed in the dealing shoe.

§ 15. Continuous shuffling dealing shoe or device.
In lieu of the dealing and shuffling requirements in §§ 5 and 7 (relating to shuffle and cut of the cards; and dealing shoe), the casino may utilize a dealing shoe or other device designed to automatically reshuffle the cards.

§ 16. Procedures for Mini-Baccarat; optional bonus (Dragon) wager; payment of Dragon Bonus

(a) The casino may, in its discretion, offer to each player at a mini-baccarat table the opportunity to make a bonus wager in accordance with the provisions of this section.

(b) Any player who has made a mini-baccarat wager can make a bonus wager by placing gaming chips in the area designated for a bonus wager at his or her betting position. A bonus wager shall be no less than $1.00.

(c) If a mini-baccarat bonus wager has been made by one or more players, the dealer shall observe all the aforementioned procedures, with the following exceptions.

(1) The dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle the Dragon Bonus wager before acting on the individual players' hands using either of the following methods:

(i) The dealer may settle all Dragon Bonus wagers of all players before settling on the individual players hands or

(ii) The dealer may settle each individual Dragon Bonus and then settle the players regular bet in a counter-clockwise manner.

(iii) The only exception to subsections (i) and (ii) will be when a Dragon Bonus wager loses in which case the dealer will collect all losing wagers prior to paying out any winning wagers.

Dragon Bonus Payout Scale	
Win By 9	30 to 1
Win By 8	10 to 1
Win By 7	6 to 1
Win By 6	4 to 1
Win By 5	2 to 1
Win By 4	1 to 1
Natural Winner	1 to 1
Natural Tie	Push

Horseshoe Casino Cleveland- Pai Gow Poker

Commission Approved 05/22/2014

Pai Gow Poker

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§ 1. Definitions.

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

Envy Bonus - An additional fixed sum payout made to a player who placed a Qualifying Fortune Bonus Wager or Qualifying Emperor's Treasure Wager when another player at the Pai Gow Poker table is the holder of a qualifying hand.

High hand - 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.

Low hand - 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 High hand.

Pai Gow Hand - A seven card hand that does not contain a pair, straight or flush. Qualifying Fortune

Bonus Wager - A Fortune Bonus Wager of at least $5.

Qualifying hand - A Pai Gow Poker hand with a rank of four-of-a-kind or higher formed from the seven cards dealt to a player.

Rank or ranking - The relative position of a card or group of cards as set forth in § 6 (relating to Pai Gow Poker rankings; cards; poker hands).

Set or setting the hands - The process of forming a High hand and Low hand from the seven cards dealt.

§ 2. Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics.

(a) Pai Gow Poker shall be played at a table having on one side places for six players and on the opposite side a place for the dealer.

(b) The layout for a Pai Gow Poker table may contain the following:

(1) Six separate numbered betting areas for the players at the table.

(2) Two separate areas located below each betting area which shall be designated for the placement of the High and Low hands of that player.

(3) Two separate areas designated for the placement of the High and Low hands of the dealer.

(4) The name or logo of the casino offering the game.

(5) If the casino offers a Fortune Bonus Wager:

(i) A separate designated area for each player, located to the right of the player's betting area, designated for the placement of the Fortune Bonus Wager.

(ii) Signage that denotes the payouts inscribed on the layout may be posted at each Pai Gow Poker table.

(iii) Inscriptions that advise patrons of the payout odds and amounts for the Fortune Bonus Wager and Envy Bonus. If payout odds and amounts are not inscribed on the layout, a sign identifying the payout odds and amounts shall be posted at each Pai Gow Poker table.

(iv) Inscriptions that advise patrons of any payout limits as described in § 13a(f) (relating to Fortune Bonus Wager; Envy Bonus; payout odds; payout limitation). If payout limits are not inscribed on the layout, a sign identifying the payout limits shall be posted at each Pai Gow Poker table.

(c) Each Pai Gow Poker table must have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(d) Each Pai Gow Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

(e) Under § 8 (relating to Pai Gow Poker shaker and dice; computerized random number generator; button) Pai Gow Poker may be played with a container, to be known as a Pai Gow shaker, which shall be used to shake three dice before each hand of Pai Gow Poker is dealt to determine the starting position for the dealing or delivery of the cards. The Pai Gow shaker may adhere to the following specifications:

(1) The Pai Gow Poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it.

(2) The Pai Gow Poker shaker may have the name or identifying logo of the casino imprinted or impressed thereon.

§ 3. Cards; number of decks.

(a) Except as provided in subsection (b), Pai Gow Poker shall be played with one deck of cards with backs of the same color and design and two cover cards. The deck of cards used to play Pai Gow Poker must include one joker. Nothing in this section prohibits the casino from using decks which are manufactured with two jokers provided that only one joker is used for gaming at Pai Gow Poker.

(b) If an automated card shuffling device is used for Pai Gow Poker, the

casino may use a second deck of cards to play the game, provided that:

(1) Each deck of cards complies with the requirements of subsection (a).

(2) The backs of the cards of the two decks are of a different color.

(3) One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

(4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

(5) The cards from only one deck shall be placed in the discard rack at any given time.

(c) The decks of cards used in Pai Gow Ride Poker shall be changed:

(1) At least every 6 hours if the cards are dealt by hand.

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

§ 4. Opening of the table for gaming.

(a) After receiving one or more deck of cards at the table, the dealer will inspect the cards with the inspection verified by the Table Games Supervisor. Card inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game.

(b) If the deck of cards used by the casino contains two jokers, the dealer and a Table Games Supervisor shall ensure that only one joker is utilized and that the other joker is torn in half and placed in the box, envelope or container that the deck came from. Following the inspection of the cards by the dealer and the verification by the Table Games Supervisor assigned to the table. The cards shall be spread out according to suit and in sequence and shall include the one joker.

(c) 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 in accordance with § 5 (relating to shuffle and cut of the cards).

(d) If the casino uses an automated card shuffling device to play the game of Pai Gow Poker and two decks of cards are received at the table as permitted under § 3(b) (relating to cards; number of decks), each deck of cards shall be separately spread, inspected, verified, spread, mixed, stacked and shuffled in accordance with subsections (a) - (c).

(e) If the decks of cards received at the table are preinspected and preshuffled all cards will go directly into a shuffle machine to begin gaming activities.

§ 5. Shuffle and cut of the cards.

(a) Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards either manually or by use of an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein prohibits the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the cards directly into an automated or manual dealing shoe.

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

(1) If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with § 9, § 10 or § 11 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards by hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures set forth in subsections (c) - (e).

(c) Upon completion of a manual shuffle, the dealer shall cut the cards.

(d) After the cards have been cut and before any cards have been dealt, a Table Games Supervisor or higher may require the cards to be recut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut by the dealer or a player different than the first player entitled to cut the cards.

(e) Whenever there is no gaming activity at a Pai Gow Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down until a player arrives at the table and the table may be opened and the cards shuffled and cut in accordance with § 4 (relating to opening of the table for gaming) and this section.

§ 6. Pai Gow Poker rankings; cards; poker hands.

(a) The rank of the cards used in Pai Gow Poker, in order of highest to lowest, are ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a 2, 3, 4 and 5. Except as otherwise provided in subsection (c), the joker shall be used and ranked as an ace.

(b) The permissible poker hands at the game of Pai Gow Poker, in order of highest to lowest

rank, are:

(1) Five aces, which is a High hand consisting of four aces and a joker.

(2) A royal flush, which is a High hand consisting of an ace, king, queen, jack and 10 of the same suit or any combination consisting of four of the five cards listed above of the same suit and a joker.

(3) A straight flush, which is a High hand consisting of five cards of the same suit in consecutive ranking, with 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.

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

(5) A full house, which 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 2's and two 3's being the lowest ranking full house.

(6) A flush, which is a High hand consisting of five cards of the same suit. When comparing two flushes, the hand which contains the highest ranking card as provided in subsection (a) which is not contained in the other hand shall be considered the higher ranking hand.

(7) A straight, which 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.

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

(9) Two pair, which is a High hand containing two pairs, with two aces and two kings being the highest ranking two pair hand and two 3's and two 2's being the lowest ranking two pair hand.

(10) A pair, which is either a High hand or a Low hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

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

(d) When comparing two High hands or two Low hands which are of identical poker hand rank under this section, or which contain none of the poker hands authorized in this section, the hand which contains the highest ranking card as provided in subsection (a) which is not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the hands shall be considered a tie hand.

(e) If the casino offers the optional Fortune Bonus Wager under § 13a (relating to Fortune Bonus Wager; Envy Bonus; payout odds; payout limitation), the following seven card hands, which shall have a rank higher than a five-card poker hand of five aces, shall be used to determine the amount of the Fortune Bonus Wager payout or Envy Bonus payment to a winning player:

(1) Seven-card straight flush with no joker is a hand consisting of seven cards of the same suit in consecutive ranking, with no joker used to complete the straight flush.

(2) Royal flush plus royal match is a seven card hand consisting of an ace, king, queen, jack and a 10 of the same suit, with or without a joker, with one of the following

(i) An additional king and queen of a same suit.

(3) Seven-card straight flush with joker is a hand consisting of seven cards of the same suit in consecutive ranking with a joker being used to complete the straight flush.

§ 7. Wagers.

(a) All wagers at Pai Gow Poker shall be made by placing gaming chips or plaques on the appropriate betting area of the Pai Gow Poker layout. Verbal wagers accompanied by cash may not be accepted at the game of Pai Gow Poker.

(b) 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 shall remain seated until the completion of the round of play. If a player leaves the table during a round of player, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers at Pai Gow Poker must be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures in § 9, § 10 or § 11 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards by hand; and procedures for dealing the cards from an automated dealing shoe). No wager at Pai Gow Poker may be made, increased or withdrawn after the dealer has announced “no more bets.”

(d) The casino has the right to permit a player to simultaneously play and place wagers at two adjacent betting positions during a round of play. If the two wagers are not equal, the player shall be required to rank and set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked and set and placed face down on the appropriate area of the layout, the hand may not be changed.

§ 8. Pai Gow Poker shaker and dice; computerized random number generator; button.

(a) The starting position for the deal of cards in Pai Gow Poker shall be determined by using one of the following methods:

(1) Three dice and a Pai Gow Poker shaker, which shall be used in accordance with § 12 (relating to procedure for determining the starting position for dealing cards or delivering stacks of cards). When dice and a Pai Gow Poker shaker are used, the following apply:

(i) The three dice, when not being rolled, shall be maintained at all times within the Pai Gow Poker shaker.

(ii) The Pai Gow Poker shaker and the dice contained therein shall be the responsibility of the dealer and shall never be left unattended while at the table.

(2) A computerized random number generator that, in accordance with § 12(c) (relating to procedure for determining the starting position for dealing cards or delivering stacks of cards) automatically selects and displays a number from 1 - 7 inclusive.

(3) If an automated card shuffling device and dealing shoe is used under § 11 (relating to procedures for dealing the cards from an automated dealing shoe) and § 12(d), a button that is moved by the dealer clockwise around the table after each round of play is completed.

§ 9. Procedures for dealing the cards from a manual dealing shoe.

(a) If the casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall be located on the table. Once the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the manual dealing shoe either by the dealer or by an automated card shuffling device. The dealer shall then announce “no more bets.”

(b) The dealer shall then, using one of the procedures authorized under § 12 (relating to procedure for determining the starting position for dealing cards or delivering stacks of

cards), determine the starting position for dealing the cards.

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

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

(e) If four cards remain, the four cards may not be exposed to anyone and shall be placed in the discard rack. The dealer shall then collect any cards dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

(f) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a player or the dealer has more or less than seven cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled. 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 of cards shall be removed from the table.

(g) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

§ 10. Procedures for dealing the cards by hand.

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

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

(2) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the deck of cards in either hand.

(i) Once the dealer has chosen the hand in which he will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

(ii) The cards held by the dealer shall at all times be kept in front of the

dealer and over the table inventory container.

(3) The dealer shall then announce "no more bets" prior to dealing seven stacks of seven cards each to the area in front of the table inventory container. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(b) The dealer shall then, using one of the procedures authorized under § 12 (relating to procedure for determining the starting position for dealing cards or delivering stacks of cards), determine the starting position for dealing the cards.

(c) After the starting position for dealing the cards has been determined, the dealer shall deal the first of the seven cards moving from left to right and the second of the seven cards moving from right to left and shall continue alternating in this manner until there are seven stacks of seven cards.

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

(e) If four cards remain, the four cards shall be placed in the discard rack without being exposed to anyone at the table.

(f) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void, all wagers shall be returned to the players and the cards shall be reshuffled. If the cards have not been misdealt, the round of play shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

(g) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

§ 11. Procedures for dealing the cards from an automated dealing shoe.

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

(1) After the procedures under § 5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall announce "no more bets" prior to the shoe dispensing any stacks of cards.

(b) The dealer shall then, using one of the procedures under § 12 (relating to procedure for determining the starting position for dealing cards or delivering stacks of cards), determine the starting position for delivering the stacks of cards.

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

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

(e) If four cards remain, the cards shall be placed in the discard rack without being exposed to anyone at the table.

(f) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt and a stack has more or less than seven cards, the round of play shall be void, all wagers shall be returned to the players and the cards shall be reshuffled. If the cards have not been misdealt, the round of play shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

(g) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there is no wager and place them in the discard rack without exposing the cards.

§ 12. Procedure for determining the starting position for dealing cards or delivering stacks of cards.

(a) To determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of Pai Gow Poker, the casino shall use one of the procedures written below in subsection (b), (c) or (d).

(b) The dealer shall shake the shaker and dice described in § 8 (relating to Pai Gow Poker shaker and dice; computerized random number generator; button) at least three times so as to cause a random mixture of the dice. The dealer shall then remove the lid covering the Pai Gow Poker shaker, total the dice and announce the total. To determine the starting position, the dealer shall count counterclockwise around the table, with the position of the dealer considered number one, and continuing around the table with each betting position

counted in order, including the dealer, regardless of whether there is a wager at the position, until the count matches the total of the three dice. After the dealing or delivery of the cards has been completed, the dealer shall place the cover on the Pai Gow Poker shaker and shake the shaker once. The Pai Gow Poker shaker shall then be placed to the right of the dealer.

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

(d) If an automated card shuffling device and dealing shoe is used under § 11 (relating to procedures for dealing the cards from an automated dealing shoe), the dealer may use a flat button to indicate the starting position. At the commencement of play, the button shall be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

§ 13. Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish.

(a) After the cards have been dealt, each player shall set his hands by arranging the cards into a High hand and a Low hand. When setting the two hands, the five-card High hand must be equal to or 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.

(b) Each player at the table shall be responsible for setting his own hands and no other person except the dealer may touch the cards of that player. If a player requests assistance in the setting of his hands, the dealer shall inform the player of the manner in which the casino requires the hands of the dealer to be set. 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 may not touch the cards again.

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

(d) The casino shall set its hand for the game of Pai Gow Poker in the manner described in Addendum I.

(e) A player may announce that he wishes to surrender his wager prior to the dealer

exposing either of the two hands of that player as required under subsection (f). Once the player has announced his intention to surrender, the dealer shall immediately collect the wager from that player and collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

(f) After the dealer has set a High hand and a Low hand, the dealer shall expose both hands of each player, starting from the right and proceeding counterclockwise around the table. The dealer shall compare the High and Low hand of each player to the High and Low hand of the dealer and shall announce if the Pai Gow Poker wager of that player wins, loses or is a tie.

(g) A Pai Gow Poker wager loses if:

(1) 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.

(2) 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 and the other hand of the player is identical in rank or lower in rank than the other hand of the dealer.

(3) The High hand of the player was not set so as to rank equal to or higher than the Low hand of that player.

(4) The two hands of the player were not otherwise set correctly in accordance with this chapter.

(h) All losing Pai Gow Poker wagers shall be immediately collected by the dealer and put in the table inventory container. All losing Pai Gow Poker hands shall also be collected.

(i) A Pai Gow Poker wager is a tie if:

(1) 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 or lower in rank than the Low hand of the dealer.

(2) The High hand of the player is identical in rank to the High hand of the dealer 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.

(j) If a Pai Gow Poker wager is a tie the dealer shall return the Pai Gow Poker wager to the player. All tie Pai Gow Poker hands shall also be collected.

(k) A Pai Gow Poker wager wins 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.

(l) All hands that resulted in a winning Pai Gow Poker wager shall remain face up on the layout. Winning wagers shall be paid before continuing counterclockwise around the table.

(m) A winning Pai Gow Poker wager shall be paid off by the casino at odds of 1 to 1, except that the casino shall extract a vigorish, from the winning player in an amount equal to 5% of the amount won; provided, however, that when collecting the vigorish, the casino may round off the vigorish to 25 cents or the next highest multiple of 25 cents. The casino shall collect the vigorish from a player at the time the winning payout is made. If needed, the dealer can use quarters for the vigorish. The dealer shall then collect the cards from that player.

(n) 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.

§ 13a. Fortune Bonus Wager; Envy Bonus; payout odds; payout limitation.

(a) The casino may offer a player the option of placing a Fortune Bonus Wager on whether the player will be dealt a hand type as set forth in subsection (e). A player who makes a Qualifying Fortune Bonus Wager shall also qualify to receive an Envy Bonus payout.

(b) Prior to the first card being dealt for each round of play, each player who has placed a wager in accordance with § 7 (relating to wagers), may make a Fortune Bonus Wager by placing a value chip of at least $1 into the separate area designated for that player. If a player makes a Qualifying Fortune Bonus Wager, the dealer shall place an Envy lammer next to that player's wager.

(c) The dealer shall then announce "no more bets" and deal the cards in accordance with the dealing procedures in § 9, § 10 or § 11 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards by hand; and procedures for dealing the cards from an automated dealing shoe).

(d) If a Fortune Bonus Wager has been made by one or more players, the dealer shall observe the procedures in § 13 (relating to procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish) with the following modifications:

(e) After all Fortune Bonus Wagers have been settled, the dealer shall, starting from the dealer's right and moving counterclockwise around the table, settle with each player who has an Envy Bonus lammer at the player's betting position or who has a Fortune Bonus Wager and a Qualifying Hand. If a player:

(i) Has an Envy Bonus lammer, the dealer shall pay the player in accordance with subsection (e) and collect the Envy Bonus lammer.

(ii) Has a Fortune Bonus Wager and a Qualifying Hand, the dealer shall pay the winning Fortune Bonus Wager in accordance with subsection (e) and place the cards of the player in the discard rack. Players are entitled to multiple Envy Bonuses when another player at the same Pai Gow Poker table is the holder of an Envy Bonus; provided, however, that a player is not entitled to an Envy Bonus for his own hand or the hand of the dealer.

(iii) After all Envy Bonuses and Qualifying Hands have been paid, the dealer shall collect the cards of any player who had a Qualifying Hand but did not place a Fortune Bonus Wager and shall place the cards of the player in the discard rack.

(f) The casino shall pay out winning Fortune Bonus Wagers and Envy Bonus payouts at the amounts contained in the following payout table:

		Table A
Hand	Payout	Envy Bonus
7 Card Straight Flush	8,000 to 1	$5,000
Royal Flush and Royal Match	2,000 to 1	$1,000
7 Card Straight Flush with Joker	1,000 to 1	$500
5 Aces	400 to 1	$250
Royal Flush	150 to 1	$50
Straight Flush	50 to 1	$20
Four-of-a-Kind	25 to 1	$5
Full House	5 to 1	n/a
Flush	4 to 1	n/a
Three-of-a-kind	3 to 1	n/a
Straight	2 to 1	n/a

(f) Notwithstanding the payout odds in subsection (e), the casino may establish a maximum payout for a winning Fortune Bonus Wager that is payable for one round of play. The maximum payout amount shall be at least $50,000 or the maximum amount that one player could win per round when betting the minimum possible wager, whichever is greater. Any maximum payout limit established by a casino shall apply only to Fortune Bonus Wagers and does not apply to Envy Bonus payouts.

§ 14. Irregularities; invalid roll of dice.

(a) In the occasion that a card is removed from the table, during a round of play, a supervisor has the option to call the hand dead or allow the card to play if verified that the card had not been tampered with. If the dealer's card falls out of play the entire round of play can be

called dead unless the card can be verified to have not been tampered with and can be put back into play.

(b) When cards are dealt starting in the wrong the wrong spot, the hand will be called dead and the round of play will be re-dealt.

(c) If a dice shaker is used and the dice land stacked, the dice shaker will be re-covered and re-shaken to determine starting location.

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

HORSESHOE CASINO CLEVELAND HOUSE WAYS

No Pair
Use the Highest card in the High hand. Use second and third highest card for low hand.

One Pair
Always use the pair as the High hand and use the next highest ranking cards in the Low hand.

Two Pair
Always use this formula for pairs:
2, 3, 4, 5, 6 = Low Pair
7, 8, 9 = Medium Pair
10, J, Q, K = High Pair
Aces = Aces
the low hand.
low hand.
c. Always split Medium & High pairs or High & High pairs
d. Split Aces with any other pair.

Three Pair
Play highest pair in the low hand.

Three Of A Kind
when having three Aces, use a pair of Aces in the high hand and an Ace and the next highest card in the low hand).

Two -- Three Of A Kinds
When having two -- three of a kinds, play the pair from the highest three of a kind in the low hand and the lowest three of a kind in the high hand.

Straight, Flushes, Straight Flushes And Royal Flushes
listed below).
When presented with a choice of playing a hand as either a Straight, Flush, Straight Flush or Royal Flush, use the option that gives you the highest low hand.

1. With One Pair
High hand.

2. With Two Pair
Play a pair in the low hand if the Straight, Flush or Straight Flush can be preserved; otherwise use the two pair rule if it improves your low hand.

3. With Three Pair
Play highest pair in the low hand.

4. With Three of a Kind (Aces)
highest low hand.

5. With Full House

Horseshoe Casino Cleveland

Internal Control Standards

Section G: Table Games, Appendix A7: Poker

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1. Definitions.

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

All-in - A player who has no funds remaining on the Poker table to continue betting in a round of play but who still retains the right to contend for that portion of the pot in which the player has already placed a bet.
Ante - A mandatory wager players may be required to place prior to any cards being dealt.
Bet - An action by which a player places gaming chips or gaming plaques into the pot on any betting round.
Betting round - A complete wagering cycle in a hand of Poker after all players have called, folded or gone All-in.

Betting Structures:

Fixed Limits – A form of poker with set betting limits for each betting round.
No Limit – A form of poker that allows players to bet their entire table stake at once during a betting round.
Pot Limit – A form of poker that allows players a maximum bet that equates to the current pot size during a betting round.
Spread Limit – A form of poker that allows players to bet any amount with-in a pre-determined range during a betting round.
Blind Bet - A mandatory wager in Hold 'Em or Omaha Poker games which only players sitting in specific betting positions at the Poker table shall be required to place prior to any cards being dealt.
Burn card - A card taken from the top of a deck which is discarded face down, which is not in play and the identity of which remains unknown.
Button - An object which is moved clockwise around the table to determine the betting and dealing sequence.
Call - A wager made in an amount equal to the immediately preceding wager.
Check - A player who waives the right to initiate the betting in a betting round but retains the right to place a bet if another player initiates the betting.
Common card - A card which is dealt, in any game of Stud Poker, face upward if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown.
Community card - A card which is dealt face upward and which can be used by all players to form their best hand.
Draw - In any game of Draw Poker, an exchange by a player of cards held in his hand, after the initial round of betting, for an equal number of new cards from the deck.
Fold - The withdrawal of a player from a round of play by refusing to equal a wager during a betting round and discarding his hand of cards.
Forced Bet - A wager which is required to start the wagering on the first betting round in Seven-Card or Five-card Stud Poker.
Fouled hand - A hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to

determine accurately which cards are contained in the hand.
Half-kill option - In the game of Omaha High-low-hand Split Eight or Better Poker, when one player wins an entire qualifying pot, the betting limits are increased by one-half the posted table wagering limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low-hand or until a pot does not equal or exceed the qualifying pot. High - A game of Poker in which the highest ranking hand in accordance with § 3 (relating to cards; number of decks) wins the pot.
High-low-hand split - A form of Poker in which there is a winner for both the highest and lowest ranking hands.
High-low-hand Split Eight or Better - A version of Highlow-hand Split Poker in which a winning low-hand must contain no pairs or any card ranked above an 8.
Hole card - Any card dealt to a player face down.
Kill option - In the game of Omaha High-low-hand Split Eight or Better Poker, when one player wins an entire qualifying pot, the betting limits are twice the posted table wagering limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low-hand or until a pot does not equal or exceed the qualifying pot.
Low-hand - A game of Poker in which the lowest ranking hand in accordance with § 3 wins the pot.
Opening bet - The first bet in a round of play.
Pot - The amount which is awarded to the winning player or players at the conclusion of a round of play and is equal to the total amount anted or bet by the players during the round of play, less any rake and promotional funds if applicable.
Protected hand - A hand of cards which the player is physically holding or has placed under one or more gaming chips.
Qualifying pot - In the game of Omaha High-low-hand Split Eight or Better Poker, a pot which equals or exceeds an amount established by the casino which triggers the increase in the minimum and maximum wagers when the Kill or Halfkill options are used.
Raise - A bet in an amount greater than the immediately preceding bet in that betting round.
Rake - The amount of gaming chips, gaming plaques or currency collected by the dealer as Poker revenue in accordance with § 15.
Round of play - For any game of Poker, the cycle of play during which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules of this chapter.
Running it twice - An option to players in time rake flop games. It allows heads-up players to see an additional flop, turn, river, or combination when players agree to see it. Players must be heads-up to use this option.
Showdown - The action of revealing the hands of each player in order to determine who shall win the pot.
Side pot - A separate pot formed when one or more players are All-in.
Table stakes - A player's currency, gaming chips and gaming plaques on the table that are available to place a wager during a round of play.
Up-card - In a game of Stud Poker, any card dealt to a player face up.

2. Poker table physical characteristics.

(a) Poker shall be played on a table which is oval in shape and which has places for up to ten players and a dealer.
(b) The layout for a Poker table may contain:
(1) The name or logo of the casino offering the game.

(2) A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the drop box.

(c) Decks of cards used for the play of Poker shall be kept on the Poker table; this area may be part of the table inventory container.

(d) Each Poker table must have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(e) If the casino offers a promotional fund payout at a designated Poker table, a promotional fund drop box or container will be attached to the table and shall be used to hold the pot contributions that fund the Bad Beat promotion payout.

3. Cards; number of decks.

(a) Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card. Two decks of cards shall be maintained for use at each Poker table at all times. Each deck maintained at the Poker table must have backs that are different colors. While one deck is in use, the other deck shall be stored in a designated area approved under § 2(c) (relating to poker table physical characteristics), unless an automated card shuffling device is being used.

(b) When an automated shuffling device is used deck of cards shall be rotated in and out of play. deck of cards shall be rotated in and out of play.

(c) Cards that are in use will be changed and cancelled at the discretion of the Poker/Table Games Supervisor or above and at a maximum of 30 days. The dealer or above will mark the used cards with a black marker along the sides of the deck and used dice are demarcated. Cards will be counted to verify all cards that were introduced to the game are leaving the game.

(d) Each gaming day, decks of cards with distinguishable card backings shall be distributed among all open Poker tables.

(e) If an automated card shuffling device is being used:

(1) One deck shall be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.

(2) Both decks shall be continuously alternated in and out of play, with each deck being used for every other round of play. In the event the shuffler is not done before the previous hand is over, the dealer may hand shuffle the deck previous used for the next round of play.

(f) At the opening of the game, the dealer will inspect each deck of cards in sequence and in suit to ensure that all cards are in the deck. The dealer will also inspect the backs ensuring that there is no indication of tampering, flaws or other defects that might affect the integrity of the game. Any jokers which will not be used at the game will be cancelled during the inspection of the deck, either by the dealer or above. The Table Games dealer will sign to verify the deck(s) of cards have passed inspection. If a dealer finds that a card is unsuitable for use, a Poker/Table Games Supervisor shall replace the entire deck and notify the Assistant Table Games Shift Manager or above of the removal of the deck. The Commission Gaming agent on duty will be notified of the removal of the deck to include the card manufacturer's name, time of discovery and location of where the unsuitable card was discovered. At any time a Commission agent may have decks of cards removed from a game. If cards that have been inspected are not to be directly put into play, the cards must be placed into a tamper-proof package, along with signed proof of inspection.

(g) For cards that are in play, if one card is flawed, the Poker/Table Games Supervisor shall replace the entire deck. The defective or damaged card will be defaced by marking with a "X" with a black marker or

tearing the card partially to make it visually flawed and unusable. The Commission Gaming agents may request that decks be removed from the game if there is indication of any defect that might affect the integrity or fairness of the game.

4. Poker rankings.

(a) The rank of the cards used in all types of Poker other than Low-hand Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a two, three, four and five.
(b) The permissible High Poker hands in Poker games that result in a full five-card hand, in order of highest to lowest rank, shall be:

(1) A royal flush, which is a hand consisting of an ace, king queen, jack and 10 of the same suit.
(2) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush.
(3) A four-of-a-kind, which is a hand containing 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.
(4) A full house, which is a hand consisting of a three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house.
(5) A flush, which is a hand consisting of five cards of the same suit.
(6) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three).
(7) A three-of-a-kind, which is a hand containing three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
(8) Two pairs, which is a hand containing two pairs, with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs.
(9) One pair, which is a hand containing two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) The rank of the cards used in Low-hand Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, two, three, four, five, six, seven, eight, nine, 10, jack, queen and king. All suits shall be considered equal in rank.
(d) The ranking of a Low-hand Poker hand, as determined by the holding of a five-card hand, shall be the inverse of the rankings for a High Poker hand as set forth in subsection (b); provided, however, that straights and flushes shall not be considered for purposes of determining a winning hand at Lowhand Poker.
(e) When comparing two hands which are of identical Poker hand rank under subsections (b) or (d), or which contain none of the Poker hands authorized for that game, the hand which contains the highest

ranking card as provided in subsection (a) or (c), whichever is applicable, which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered tied and the pot shall be divided equally among the players with the tied hands.

(f) In all games of Poker, a hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

5. Opening the table for gaming.

(a) After receiving two decks of cards at the table, the dealer shall inspect the cards for any defects.

(b) Following the inspection of the cards by the dealer and the verification by a floorperson or higher, the cards shall be spread out face up on the table for visual inspection by the first two players to be seated at the table. The cards shall be spread out according to suit and in sequence.
(c) Each deck shall be separately turned face down on the table, mixed thoroughly by a washing of the cards and stacked.
(d) If an automated card shuffling device is not being used, one of the decks shall be cut. In the alternative, the casino may elect to wash, shuffle and cut only the deck intended for immediate use and place the other deck in a secure location. Upon rotation of the decks of cards as required under § 3 (relating to cards; number of decks), the other deck shall be washed, shuffled and cut in accordance with the requirements in this section.
(e) If an automated card shuffling device is being used, one of the decks shall be cut in accordance with § 6 and the other deck shall be placed or left in the automated shuffler for the next round of play.
(f) If the decks of cards received at the table are pre-inspected and pre shuffled the casino may elect to begin the game

6. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play and after the completion of each round of play, the dealer shall shuffle the entire deck of 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.
(b) After the cards have been shuffled, stacked, and placed on the table in front of the dealer, the dealer shall, using one hand, cut the deck by:

> (1) Placing the cover card on the table in front of the deck of cards.
> (2) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.
> (3) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

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

(d) If there is no gaming activity at the Poker table, each deck of cards at the table may be spread out on the table face up. After the first two players who arrive at the table are afforded an opportunity to visually inspect both of the decks, the procedures required under § 5(c) (relating to the opening of the table for gaming) shall be completed.

7. Poker overview; general dealing procedures for all types of Poker.

(a) Poker shall be conducted in a separate and distinct area designated specifically for the operation of Poker.
(b) Poker shall be played by a minimum of two players and up to a maximum of ten players. Poker shall be dealt by a dealer at a Poker table. For all types of permissible Poker games set forth in this chapter, the dealer shall not participate in the playing or outcome of the game in any way except as otherwise authorized in this chapter.
(c) A player shall wager on the cards that the player holds in his hand. All bets by a player shall be placed by the dealer in the designated area of the table known as the pot. A player may be required to Ante or place a Blind Bet prior to the receipt of any cards. After each round of cards is dealt, a betting round shall be conducted. Each player shall decide whether to continue contending for the pot by calling or raising the bet of the other players.
(d) The object of Poker shall be for a player to win the pot either by making a bet that no other player elects to call, or depending on the type of Poker being played, having the highest ranking high Poker hand, the highest ranking low Poker hand or both the highest ranking high and low Poker hands in accordance with § 4 (relating to Poker rankings). If two or more players are still in contention for a pot after all cards have been dealt and the final betting round has been completed, there shall be a showdown among the players still in contention to determine which player has the winning hand.
(e) The following procedures shall be utilized by the dealer when dealing the game of Poker:

(1) The dealer shall choose the hand in which he will hold the cards. Once the dealer has chosen a hand, the dealer must use that hand whenever holding the cards. The cards held by the dealer
shall, at all times, be held in front of the dealer, as level as possible and over the Poker table. If during a round of play, the deck must be set down to handle a transaction, the dealer shall place a marker button on top of the deck until the transaction has been completed.

(2) The dealer shall verbalize or physically indicate the action which is occurring at the Poker table with regard to the conduct of the game and instruct each player as to the player's various turns to act and options.
(3) All burn cards required may be kept separate from the pile of discarded cards.
(4) The dealer shall be required to either:

(i) Count the entire deck of cards at least twice every dealer rotation in order to determine that 52 cards are present; provided, however, that the dealer may count the stub in the
games of Hold 'Em Poker and Omaha Poker.
(ii) Utilize an automated card shuffling device that has the capability of counting the cards in a deck as it shuffles them.

(5) If a count reveals an incorrect number of cards, the deck shall be removed from the table.
(6) At the completion of a round of play, the dealer shall award the pot to the winning player or players after a showdown or to the last remaining player if all other players have folded. Prior to pushing the pot to the winner and collecting the winning hand, the dealer shall:

(i) Collect the cards from all losing players. The losing hands shall be counted by the dealer to determine that the proper number of cards have been returned.
(ii) Award all side pots.
(iii) Collect the rake in accordance with §15 (relating to Poker revenue).
(iv) Collect, if applicable, any amount required to be contributed to a promotional fund payout fund in accordance with §20 (relating to promotional fund payouts; posting of rules; contributions; counting and displaying of payout amount; procedures for implementation).

8. Wagers.

(a) Only players who are seated at the Poker table may be permitted to receive cards and participate in each betting round.
(b) A player may only participate in the wagering during a round of play with the table stakes which were already on the Poker table in front of the player when the round of play commenced.

(1) A player may only add to his table stakes between rounds of play and, except as provided in subsection (c)(5), may not remove any of his table stakes from the Poker table at any time during a round of play.
(2) Currency which is available for use by a player in accordance with the requirements of this section may be utilized to initiate, call or raise a bet if the currency is expeditiously converted into gaming chips or gaming plaques by the dealer.
(3) In order to participate in a round of play, a player shall be required to have an amount of gaming chips, gaming plaques or currency available on the Poker table prior to the start of the round of play which is sufficient to make any Ante, Blind or Forced bet required by the Poker game being played and at least one bet at the posted table minimum.
(4) A player who satisfies the requirements of subsection (3) but who depletes his funds on the Poker table prior to the completion of a round of play shall be deemed to be All-in.

i) An All-in player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which he contributed.
(ii) An All-in player shall continue to receive any cards to which he would normally be entitled.
(iii) Betting shall continue unimpeded among the other players by generating a separate side pot which only those players shall be eligible to win.

(c) A verbal statement of "fold," "check," "call," "raise," or an announcement of a specific size wager by a player, that is within the rules of the Poker game being played and the minimum and maximum wager limits for the Poker table, shall be binding on the player if it is the player's turn to act.
(d) A player who announces a bet or raise of a certain amount but places a different amount of gaming chips or gaming plaques in the pot shall be required to correct his bet or raise to the announced amount in accordance with the instructions of the dealer.
(e) A player shall be considered to have placed a bet if the player:

(1) Pushes gaming chips or gaming plaques in a forward motion with a release to indicate the intent of placing a bet.
(2) Places gaming chips or gaming plaques at a sufficient distance from the player and towards the pot to make it obvious that the gaming chips or plaques are intended as a bet.
(3) Places currency into the pot to be exchanged for chips under subsection (b)(2).

(f) A player must not be permitted to make a bet and thereafter attempt to increase the amount of the bet unless:

(1) The player indicates at the time the bet is being made that the bet is not yet complete.
(2) When a player who puts the proper amount of gaming chips or gaming plaques into the pot to call a bet, the player indicates his intention to also raise.

(g) Subject to the posted table wagering limits, a player who announces "raise" may continue to bet gaming chips or gaming plaques if an amount is mentioned. If an amount is not stated, one betting motion after the called amount is put into the pot can be used to make a raise.

(h) It shall be the dealer's responsibility to ensure that no player touches any of the gaming chips or gaming plaques once the gaming chips or gaming plaques are placed into the pot.
(i) Unless a raise has been verbally announced by a player, the player who puts a single gaming chip into the pot that is larger than required, is assumed to have only called the preceding bet and to be awaiting change from the dealer.
(j) Unless specifically posted to the contrary, a player shall be permitted to raise after the player has previously checked in a betting round.

9. Types of permissible Poker games.

(a) The casino may offer the following types of Poker games:

(1) Seven-card Stud (High, High-low-hand Split and High-low-hand Split Eight or Better).
(2) Hold 'Em (High).
(3) Omaha (High, High-low-hand Split Eight or Better).
(4) Five-card Draw (high and low-hand).
(5) Five-card Stud (high).
(6) Stud Low (Razz)

10. Seven-card Stud Poker; procedures for dealing of cards; completion of each round of play.

(a)The casino may offer the game of Seven Card Stud High, Seven-card Stud High-low-hand Split or Seven Card Stud High-low-hand Split Eight or Better Poker or Seven Card Stud Low (Razz) shall be required to observe the procedures in this section.
(b) A Seven-card Stud Poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an Ante.
(c) Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the Poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.
(d) Once each player has received three cards in accordance with subsection (c), the first betting round shall commence by requiring one player to place a Forced Bet. The player required to place the Forced Bet shall be determined by comparing the up-card of each player. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in the following order: spades, hearts, diamonds, clubs. The Forced Bet shall be made by:

(1) For Seven-card Stud High Poker, the player with the lowest ranked up-card.
(2) For Seven-card Stud High-low-hand Split Poker, the player with the highest ranked up-card. In this game, to determine the highest ranked up-card, an ace shall be considered ranked below a two.
(3) For Seven-card Stud High-low-hand Split Eight or Better Poker, the player with the lowest ranked up-card. In this game, to
determine the lowest ranked up-card, an ace shall be considered the highest ranking card.
(4) Razz low card bring in, is the highest up card

(e) Following the placement of the Forced Bet required by subsection (d), each subsequent player, proceeding in a clockwise rotation from the player who placed the Forced Bet, may fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(f) Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his left, deal a fourth card face up to each player who made or called the last wager. The next betting round shall commence as follows:

(1) The player with the highest ranking Poker hand showing shall be required to bet or check.
(2) If the highest ranking Poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.

(g) Following the initial bet or check required by subsection (f), each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who made or called the last wager. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. Notwithstanding the foregoing, if insufficient cards remain in the deck to give each remaining player either a sixth or seventh card, the top card of the deck shall be burned and a common card shall be dealt face up in the center of the table. If there is either one or no card remaining in the deck when a common card is to be dealt, the dealer shall shuffle the burn cards, burn a card and then deal the common card. The dealing of each round of cards or, if applicable, each common card pursuant to this subsection shall be followed by a betting round conducted in accordance with the provisions of subsections (f) and (g).

(i) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card Poker hand from the seven cards which the player was dealt. This five-card hand shall constitute the Poker hand of that player at the showdown. The winner of the pot shall be:

(1) In Seven-card Stud High Poker, the player with the highest ranking five-card high hand.
(2) In Seven-card Stud High-low-hand Split Poker or Seven-card Stud High-low-hand Split Eight or Better Poker, the player with the highest ranking five-card high hand and the player with the highest ranking five-card low-hand Poker hand, subject to the provisions of subsection (j), who shall divide the pot equally.
(i) If a pot cannot be divided equally, the excess amount, which may not exceed the amount of the ante, shall be given to the player with the highest ranking high hand.
(ii) If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which may not exceed $1, shall be given to the player with the highest ranking high Poker card by suit.

(iii) If a tie exists between two or more players for the highest ranking low-hand, the low-hand share of the pot shall be divided equally among the tied players. If the lowhand share of the pot cannot be divided equally among the tied players, the excess, which may not exceed $1, shall be given to the player with the lowest ranking low-hand Poker card by suit.

(iv) For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follow: spades, hearts, diamonds and clubs.

(j) In Seven-card Stud High-low-hand Split Eight or Better Poker, a winning low-hand may not contain a pair, a three-of-a-kind or a four-of-a-kind or a nine, 10, jack, queen or king. This defines the qualifying clause known as "eight or better." In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.

(k) In Seven-card Stud High-low-hand Split Poker and Seven Card Stud High-low-hand Split Eight or Better Poker, the player may form two different hands of five cards each out of the player's seven available cards, enabling that player to contend for both the high hand and low-hand share of the pot. A player may use the same five-card grouping to make a high-hand Poker hand and a low-hand Poker hand. For example:

(1) A hand consisting of a two, three, four, five and six would qualify as a straight for purposes of the high hand and as a high ranking low-hand.

(2) A hand consisting of five cards of the same suit, none higher than an eight, would qualify as a flush for purposes of the high hand and as a high ranking low-hand.

(l) In Seven-card Stud High-low-hand Split Poker and Seven Card Stud High-low-hand Split Eight or Better Poker; an ace may be used concurrently as a low-hand card to make up a low-hand and as a high card to make up a high hand.

(m) In Seven-card Stud Low, all above mentioned rules will apply except for the below exceptions:

(1) The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.

(2) The highest card by suit starts the action with a forced bet. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.

(3) Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.

11. Hold 'Em Poker; procedures for dealing of cards; completion of each round of play.

(a) The casino may offer the game of Hold ’Em Poker shall be required to observe the procedures in this section. Hold ’Em Poker shall be played to determine a winning high hand only.

(b) A Hold ’Em Poker table shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an Ante.

(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:

(1) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall be required or have the option to bet.

(2) At the commencement of play, the button shall be placed in front of either:

(i) The first player to the right of the dealer.

(ii) The player randomly determined by rank of a single card dealt.

(3) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) The player to the immediate left of the button shall be required to initiate the first betting round before any cards are dealt by placing a Blind Bet. The casino may opt to have additional players required to initiate bets before any cards are dealt.

(e) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the Poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.

(f) Following the dealing of the two cards in subsection (e), each player, starting with the player to the left of the player or players who were required to place a Blind Bet shall in turn, in a clockwise rotation around the Poker table, either fold, call or raise the bet. The option to raise shall also apply to a player who made a Blind Bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(g) The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

(h) Upon completion of the betting round required by subsection (g), the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of subsection (g).

(i) Upon completion of the betting round required by subsection (h), the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of subsection (g).

(j) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form his highest ranking five-card high Poker hand by using, in any combination, his own two cards and the five community cards available on the table The winner of the pot shall be the player with the highest ranking five card high Poker hand. If the highest ranking five-card high Poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot. A player hole cards must still be shown face up to receive their share of the pot.

12. Omaha Poker; procedures for dealing of cards; completion of each round of play.

(a) The casino may offer the game of Omaha High or Omaha High-low-hand Split Eight or Better Poker shall be required to observe the procedures in this section.

(b) An Omaha Poker table shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an Ante. The game may also be played with a Kill or Half-Kill option.

(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:

(1) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall be required or have the option to bet.

(2) At the commencement of play, the button shall be placed in front of either:

(i) The first player to the right of the dealer.

(ii) The player randomly determined by rank of a single card dealt.

(3) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) The player to the immediate left of the button shall be required to initiate the first betting round before any cards are dealt by placing a Blind Bet. The casino may opt to have additional players required to initiate bets before any cards are dealt.

(e) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the Poker table, the dealer shall deal four rounds of cards face down to each player with the player with the button being the last player to receive a card each time.

(f) Following the dealing of the four cards in subsection (e), each player, starting with the player to the left of the player or players who were required to place a Blind Bet shall in turn, in a clockwise rotation around the Poker table, either fold, call or raise the bet. The option to raise shall also apply to a player who made a Blind Bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(g) Upon completion of the betting round required by subsection (f), the dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

(h) Upon completion of the betting round required by subsection (g), the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of subsection (g).

(i) Upon completion of the betting round required by subsection (h), the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of subsection (g).

(j) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card Poker hand by using two of the four cards dealt to the player and three of the five community cards. This five-card hand shall constitute the Poker hand of the player at the showdown. The winner of the pot shall be:

(1) In Omaha High Poker, the player with the highest ranking five card high Poker hand.

(2) In Omaha High-low-hand Split Eight or Better Poker, the player with the highest ranking five-card high Poker hand and the player with the highest ranking five-card low-hand Poker hand, subject to subsection (k), who shall divide the pot equally.

(i) If a pot cannot be divided equally, the excess amount, which may not exceed $1, shall be given to the player with the highest ranking high hand.

(ii) If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which may not exceed $1, shall be given to the player with the highest ranking high Poker card by suit.
(iii) If a tie exists between two or more players for the highest ranking low-hand, the low-hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which may not exceed $1, shall be given to the player with the lowest ranking low-hand Poker card by suit.
(iv) For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.

(k) In Omaha High-low-hand Split Eight or Better Poker, the winning low-hand may not contain a pair, a three-of-a-kind or a four-of-a-kind or a nine, 10, jack, queen or king. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high Poker hand.

(l) The following rules shall only apply in Omaha High-low hand Split Eight or Better Poker:
(1) A player may form two different hands of five cards each, enabling that player to contend for both the high hand and low-hand share of the pot. Each hand must consist of any three of the community cards and any two of four cards dealt to the player.
(2) A player may use the same five-card grouping to make a high hand and a low-hand.
(3) An ace may be used concurrently as a low-hand card to satisfy a low-hand and as a high card to satisfy a high hand.
(m) In Omaha High-low-hand Split Eight or Better Poker, may elect to use either the Half-kill or Kill option.

13. Five-card Draw Poker; procedures for dealing of cards; completion of each round of play.

(a) The casino may offer the game of Five-card Draw High or Five-card Draw Low-hand Poker shall be required to observe the procedures in this section.
(b) A Five-card Draw Poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an Ante.
(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
(1) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall be required or have the option to bet.
(2) At the commencement of play, the button shall be placed in front of either:
(i) The first player to the right of the dealer.
(ii) The player randomly determined by rank of a single card dealt.
(3) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the Poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.
(e) After each player has been dealt five cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a Blind Bet. The casino may require additional Blind Bets to be made immediately subsequent to the initial Blind Bet.
(f) Following the placement of the required Blind Bets, each player, starting with the player to the left of the player or players who were required to place a Blind Bet shall in turn, in a clockwise rotation around the Poker table, either fold, call or raise the bet. The option to raise shall also apply to a player who made a Blind Bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
(g) After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the Poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his original hand or discard as many cards as he chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:

(1) Prior to the first player receiving any new cards, the dealer shall burn the top card of the deck.
(2) If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose; provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.

(h) The final betting round shall then commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.
(i) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be:

(1) In Five-card High Poker, the player with the highest ranking five-card high hand.
(2) In Five-card Low-hand Poker, the player with the highest ranking five-card low-hand.

14. Five-card Stud Poker; procedures for dealing of cards; completion of each round of play.

(a) The casino may offer the game of Five-card Stud Poker shall be required to observe the procedures in this section. Five-card Stud Poker shall be played to determine a winning high hand only.
(b) A Five-card Stud Poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an Ante.
(c) Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the Poker table, the dealer shall deal one round of cards face down and one round of cards face up to each player.
(d) Once each player has received two cards in accordance with subsection (c), the first betting round shall commence by comparing the up-card of each player. The player with the lowest ranked up-card shall be required to make a Forced Bet. For the purposes of this subsection, in the event that two or

more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follow: spades, hearts, diamonds, clubs.
(e) Following the Forced Bet, each subsequent player may, proceeding in a clockwise rotation from the player who placed the Forced Bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
(f) Upon completion of the first betting round, the dealer shall burn the top card of the deck and then deal another round of cards face up to each player who made or called the last wager. The next betting round shall be commenced by the player with the highest ranking high Poker hand showing. If two or more hands are of equal rank, the player closest to the left of the dealer shall be required to bet. The player who is required to place the first bet, may fold, check or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(g) The dealer shall then deal two additional rounds of cards face up to each player who made or called the last wager, with each round followed by a betting round conducted in accordance with the provisions of subsection (f). Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.
(h) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be the player with the highest ranking five-card high Poker hand.

15. Low Ball Poker; procedures for dealing of cards; completion of each round of play.

(a) The casino may offer the game of Low Ball Poker shall be required to observe the procedures in this section.
(b) A Low Ball Poker table shall be restricted to a maximum of ten players. Each player who elects to participate in a round of play may be required to place an Ante.
(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:

(1) A button shall be used to indicate the order in which the cards shall be dealt and the order in which players shall be required or have the option to bet.
(2) At the commencement of play, the button shall be placed in front of either:
(i) The first player to the right of the dealer.
(ii) The player randomly determined by rank of a single card dealt.
(3) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(d) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the Poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.
(e) After each player has been dealt five cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a Blind Bet. The casino may require additional Blind Bets to be made immediately subsequent to the initial Blind Bet.
(f) Following the placement of the required Blind Bets, each player, starting with the player to the left of the player or players who were required to place a Blind Bet shall in turn, in a clockwise rotation around the Poker table, either fold, call or raise the bet. The option to raise shall also apply to a player who

made a Blind Bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
(g) After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the Poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his original hand or discard as many cards as he chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:

(1) Prior to the first player receiving any new cards, the dealer shall burn the top card of the deck.
(2) If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose; provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.

(h) The final betting round shall then commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.
(i) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be:

(1) In Low Ball Poker, the player with the lowest ranking five-card high hand.

16. Poker revenue.

(a) The casino shall derive its Poker revenue at all Poker tables by extracting a rake by using one of the following methods:

(1) The types of rake utilized.
(2) The methodology used for calculating the rake.
(3) The amount of maximum permissible rake.

(b) The casino may use one or more of the following procedures in determining and extracting the rake:

(1) A percentage rake, not to exceed 10% which:
    (i) Shall be calculated and extracted from the pot and any side pots after the conclusion of a betting round and placed into the designated rake area.
    (ii) Shall be calculated and extracted from the pot and any side pots upon completion of a round of play and immediately placed by the dealer into the drop box.
(2) A rake which shall be taken in incremental amounts, as certain predetermined dollar levels have been achieved which:
    (i) Upon collection shall be placed into the designated rake area.
    (ii) Upon completion of a round of play, shall be immediately placed by the dealer into the drop box.
(3) A rake based on time charges which:
    (i) May be imposed on a per-player basis or on a per-table basis. If taken on a per-player basis, inactive players seated at the table shall also be assessed.
    (ii) May be assessed fractionally as determined by the casino.

(iii) Once assessed, shall be placed by the dealer into the designated rake area required under § 2.
(iv) The casino may allow the floorperson or above to verify the time charges collected; they shall be immediately placed by the dealer into the drop box.

(c) An uncalled final bet may not be considered part of the pot for purposes of calculating the amount of rake under subsections (b)(1) and (2).

17. General operating rules for all types of Poker; handling of irregularities.

(a) It shall be the responsibility of each player to ensure that the player's hand has lost to the other hands at the table before discarding the hand. (b) In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the Poker/Table Games Supervisor shall be final.

(c) Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.

(d) At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final wager shall be the first player to show his hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player holding a losing hand may concede his rights to the pot and discard the hand without revealing the player's cards.

(e) Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:

(1) Failure to shuffle and cut the cards in accordance with § 6 (relating to the shuffle and cut of the cards).
(2) Dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing wagers into the pot.
(3) If more than two cards are found face up in the deck.
(4) Failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing wagers into the pot.

(f) If one or more cards are mistakenly dealt to an ineligible player, the cards dealt to that player shall be discarded and the round of play shall continue.
(g) If at any time during a round of play, missing cards are discovered or additional cards are found, the round of play shall be voided, all gaming chips and gaming plaques in the pot shall be returned to the appropriate player and the deck shall be replaced.
(h) A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.
(i) A player who fails to take reasonable means to protect his hand shall have no redress if his hand becomes a fouled hand or the dealer accidentally collects the hand.

(1) Hole cards in a game of Stud Poker shall be considered protected for purposes of fouling a hand.
(2) If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.

(3) A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies that the player put in the pot if the player has been a victim of and not a contributor to the error.

(4) A player who leaves the table without comment and has an unprotected hand shall be assumed to have no interest in the pot, and his cards shall be collected and discarded.

(j) Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.

(1) A player shall be deemed to have folded if, when faced with making or calling a wager, the player:

(i) Discards his hand face down towards the pile of discarded cards or the pot.

(ii) Turns face down his up-cards in a game of Stud Poker.

(2) If a player is obligated to place a wager as a Blind Bet, Forced Bet or by virtue of a verbal statement, throwing away his cards does not relieve the player of that obligation.

(k) In Seven-card Stud, if a player's first or second hole card is accidentally turned face up in the dealing process, the third card shall be dealt face down. If both hole cards are accidentally turned face up, the dealer shall collect the two cards, call the player's hand void and return the player's Ante, if applicable. If a player's third hole card is accidentally turned face up in the dealing process, the player shall be afforded the option to either:

(1) End his obligation to make additional wagers and contend only for that part of the pot formed prior to any additional wagering.

(2) Continue to contend for the entire pot.

(l) In Five-card Stud, if a player's hole card is accidentally turned face up in the dealing process, the second card shall be dealt face down.

(m) If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.

(n) In the games of Hold 'Em and Omaha, if any of the cards that are required to be dealt face down to a player are accidentally dealt face up, the dealer shall exchange the exposed card with a card from the top of the deck and place the exposed card face down with the pile of discarded cards.

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

18. Conduct of players.

(a) Each player in a Poker game shall play the game solely to improve the player's chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of a Poker game.

(b) If the casino has reasonable cause to believe that a player has acted or is acting in violation of subsection (a) may require the player to leave the game.

19. Minimum and maximum wagers.

Each casino may elect to post a sign stating the minimum and maximum wagers in effect at each Poker table, except that, if all patrons at a Poker table agree to increase the minimum wager at the table, the minimum wager posted at the table need not be followed.

20. Announcement of available games and seats.

The casino may announce, in any areas where it chooses, the particular types of available Poker games, the minimum/maximum wagers that are being offered and the availability of any vacant seats at particular Poker tables.

21. Poker Promotional Funds

The poker promotional money procedures will be as follows:

(a). The poker room will conduct promotions that will be funded by money taken directly off the poker tables. The money will be taken in a set amount during play. This amount will be no more or less than $1 and will be taken when the pot reaches $10 and will be taken only once during any given hand. The amount to be taken out of each pot will be posted on the table plaques. Not all Poker games will participate in these promotions and therefore these games will not take the promotional money off the table. Tables will be clearly marked that it's participating and qualifies for promotions funded by the Poker Promotional account.

(b) One hundred percent of all money taken to be part of the promotional money will be used for promotions and for no other use and will be returned to the poker patrons in the form of cash, cash equivalent payouts or tournament giveaways. The poker tables will be equipped with a drop box that will be used for the promotional money. At the end of each gaming day the promotional money drop box will be taken to the count room and counted pursuant to the approved procedures. The total of this promotional money will be added to a "Poker Promotional Money Account" on a daily basis. This money will be assessed on a monthly basis. Money not used within the month will be reserved for future promotions to be used within twelve months of the month collected.

(c) The promotions that this money will be funding will be submitted under separate cover to the OCCC. Each promotion may vary even though it is funded by the same money. Examples of some Poker Promotions are listed below:

1. Bad Beat- When a very strong poker hand is beaten by a stronger poker hand. The qualifiers and amount of the Bad Beat promotion will be posted in the room along with Bad Beat promotion rules.
2. High Card Promotions- Randomly drawn tables will participate and the players will all receive a card. The player with the highest ranking card will be the winner; multiple players may win during this promotion depending on the prizes and rules. High card prizes may be cash, casino chips and tournament giveaways as advertised.
3. High Hand Promotions- Qualifying poker hands may win cash, casino chips, entries into drawings and tournament giveaways as advertised.
4. Tournament Added Money, Tournament Buy-ins and Guarantees- Poker tournaments and tournament series may have money, tournament seats and guarantees added as advertised.

These prizes will be distributed to qualifying player(s) per individual tournament promotions. In the case a tournament buy-in is awarded, a voucher will be given to the customer at the time of winning. This voucher will be redeemed in lieu of a cash buy-in by the customer by means of standard registration processes. The monies needed to fulfill this buy-in will be withdrawn from the Poker Promotional Fund during the tournament reconciliation process after tournament registration closes. Any additional prizes associated with tournament buy-ins such as travel or hotel expenses will be awarded in cash or casino chips.

5. Splash Pots- Randomly drawn tables will participate and the drawn table(s) will have cash, casino chips or tournament giveaways added to the next hand dealt. The winner of that hand will receive prizes in addition to the pot.

6. Free-roll Tournaments- Tournaments may be run for qualifying players in which there is no player buy-in and the prize pool is funded by the Poker Promotional Funds as advertised.

7. Hot Seat/Table Promotions- Random seats/tables may be drawn and players occupying these seats/tables will be eligible for cash, casino chips or tournament giveaways as advertised.

8. Additional Poker Promotions may be introduced to poker patrons with OCCC approval.

(d) Promotions will be posted and advertised in the poker room. This ensures that regular players have sufficient time to be informed on how they are able to participate in the Poker related promotions.

(e) The total will be added to the promotional fund (General Ledger Account) to distribute to the players in different promotions.

22. Buy-in procedures and Transactions

A. Even exchanges for the purpose of replenishing chips for the poker table impressment will be facilitated by the poker room staff in the following manner:

(1) The Poker Dealer or patron will notify a member of the poker staff that chips (even exchange) are needed;

(2) The poker dealer and poker supervisor will initiate the even exchange by verifying the amount of cash and/or chips to be exchanged;

(3) A member of the poker staff will place lammers on the table of equal value for the exchange;

(4) A member of the poker staff will transport the money and/or chips to the poker cage, run by the cashiering department, and exchange the amount requested;

(5) A member of the poker staff will transport the amount exchanged to the appropriate table;

The poker dealer will announce the amount of the transaction and the poker supervisor will verbalize an acknowledgment verifying the transaction. Once the even exchange has been verified by both the poker dealer and a poker supervisor, the lammers will be collected by the poker room employee and the transaction is complete.

B. Even exchanges for patrons only may be facilitated by the poker room staff in the following manner:

(1) The Poker Dealer or patron will notify a member of the poker staff that chips are needed.

(2) The Poker Clerk or Supervisor will initiate the even exchange by verifying the amount of cash and/or chips to be exchanged.

(3) The Poker Clerk or Supervisor will place a sign(s)/lammer(s) on the table equaling the value for the exchange;

(4) The Poker Clerk or Supervisor will transport the money and/or chips to the poker room bank, run by the cashiering department, or Satellite bank, and exchange the amount requested;

(5) The Poker Clerk or Supervisor will transport the amount exchanged to the appropriate patron. Once the even exchange has been verified by both parties the Poker Clerk or Supervisor will collect the sign(s)/lammer(s).

C. Even exchanges and poker room banks within the poker room will not require a security presence.

D. Patrons may exchange cash and/or chips for chips only by means of an even exchange or poker room bank or satellite bank. Patrons will receive cash for chips by means of standard cash out procedures at the poker bank run by the cashiering department only.

E. First Buy-in Process

1. To expedite player buy-ins at new tables
2. During the opening of a new game a poker staff member will go to poker cage to initiate the process of obtaining players chips by requesting an amount of chips based on the table limits of new game/table.
3. The amounts will be recorded on an even exchange log at the cashier cage. The cage cashier and poker staff member will sign the log verifying the amount of chips removed from the cage for the purpose of player's buy-ins.
4. The first-buy-in transactions will be completed at the table, the poker staff member, poker dealer and poker player verifying the amounts purchased. The transaction will be facilitated by the dealer. The dealer will place lammers next to the table bank to indicate both the amount of chips brought to the table by the poker staff member and signifying acceptance of the first buy bank.
5. Once the transactions are completed, the poker dealer will call for a pick-up from the poker staff member. The poker staff member will verify the amount and collect the lammers signifying acceptance of bank. The poker staff member will return remaining chips and cash, which shall be the same amount as the original amount brought to the table to sell to guests, to the poker cage.
6. The poker staff member and cage cashier will verify the amount of cash and/or chips returning to the cage. These amounts will be verified using an even exchange form/log at the poker cage. The poker staff member and cage cashier will sign the form/log thus reconciling and completing the transaction.

23. Tips and Gratuities

(A) No Horseshoe Cleveland employee will solicit any tip or gratuity. .
Employees in supervisory positions are not allowed to accept tips or gratuities from a patron.

(B) All tips and gratuities given to Dealers, and Poker Clerks are:
Immediately deposited into a transparent locked box reserved for that purpose.
The Dealer assigned to the gaming table extends his/her arm in an overt motion and deposits the tip in the transparent locked box or the transparent cylinder/tube.

(C) For Coloring up of dealer tips to a higher denomination prior to insertion into the tip box, the following procedure will be in place:
A transparent cylinder/ tube may be attached to the table to maintain the chips until "colored up". the cylinder/tube will have a capacity of no more than twenty-five (25) chips Prior to chips to be colored up, the dealer will announce that chips are being colored up. The dealer will then place the chips on the table and make the exchange in front of the chip tray in full view of surveillance. The dealer will then deposit an equal value of higher denomination chip or chips into the tip box and place the lower denomination chips into the chip tray.

(D) Poker Dealers will tip-out the Poker Clerks 3% of daily tip/gratuity drop.

1. Poker Dealers will keep their own tips. Poker Dealers and Poker Clerks tips or gratuities are deposited in a designated casino payroll bank account. Distribution to Poker dealers are made following normal payroll accounting practices, and are subject to all applicable state and federal withholding taxes.

    a. Examples of exceptions of tip and gratuities for Poker dealers and Poker clerks:

        1. Poker Dealers pool tips or gratuities for tournaments or working in a pool tip capacity (Table Games Dealer)
        2. Poker Clerks keep their own tips and gratuities when given to them directly from the patron.

(E) Place in a pool for pro rata distribution among the Poker tipped employees or relative to their specific pool on a basis that coincides with the normal bi-weekly pay period, with distribution based upon number of hours/downs each poker tipped employee has worked. Poker dealers and poker clerks keep their own tips that are not pooled. Distributions to poker tipped employees are made following normal payroll accounting practices and are subject to all applicable state and federal withholding taxes.

ROULETTE

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1. Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel.

(a) Roulette shall be played on a table having a Roulette wheel of at least 30 inches in diameter at one end of the table and a Roulette layout imprinted on the opposite end of the table which may include the following information:

(1) The name or logo of the casino offering the game.

(2) Specific areas for the placement of the wagers authorized under §4 (relating to placement of wagers).

(3) Signage indicating the minimum and maximum wagers permitted at that table.

(b) A single zero Roulette wheel must have 37 equally spaced compartments around the wheel where the Roulette ball may come to rest. The Roulette wheel must also have a ring of equally spaced areas to correspond to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black. The numbers must be arranged clockwise around the wheel in the following order: 0, 32, 15, 19, 4, 21, 2, 25, 17, 34, 6, 27, 13, 36, 11, 30, 8, 23, 10, 5, 24, 16, 33, 1, 20, 14, 31, 9, 22, 18, 29, 7, 28, 12, 35, 3 and 26. The color of each compartment must either be a corresponding color to those depicted on the ring or a neutral color.

(c) A double zero Roulette wheel must have 38 equally spaced compartments around the wheel where the Roulette ball may come to rest. The Roulette wheel must also have a ring of equally spaced areas to correspond to the position of the compartments with one marked zero and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black. The numbers must be arranged clockwise around the wheel in the following order: 0, 28, 9, 26, 30, 11, 7, 20, 32, 17, 5, 22, 34, 15, 3, 24, 36, 13, 1, 00, 27, 10, 25, 29, 12, 8, 19, 31, 18, 6, 21, 33, 16, 4, 23, 35, 14 and 2. The color of each compartment must either be a corresponding color to those depicted on the ring or a neutral color.

(d) A double zero Roulette wheel and double zero table layout may be used as a single zero Roulette wheel and single zero table layout. If the Roulette ball comes to rest in the compartment marked double zero (00), the spin will be declared void and the wheel will be re-spun and all wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the Roulette ball comes to rest in a compartment marked zero (0).

(e) Each Roulette table shall have a drop box and tip box attached to it.

2. Roulette balls.

Balls used in Roulette must be made completely of a nonmetallic substance and not be less than 12/16 of an inch nor more than 14/16 of an inch in diameter.

3. Inspection and security procedures.

(a) Prior to opening a Roulette table for gaming activity, a floorperson shall:

(1) Inspect the Roulette table and Roulette wheel for any magnet or contrivance that would affect the fair operation of the Roulette wheel.

(2) Inspect the Roulette wheel to assure that the wheel is level and rotating freely and evenly.

(3) Inspect the Roulette wheel to assure that all parts are secure and free from movement.

(4) Inspect the Roulette ball by passing it over a magnet or compass to assure its nonmagnetic quality.

(b) If the casino uses a Roulette wheel which has external movable parts, any adjustments to the movable parts shall be made by a floorperson or a member of the maintenance department.

(c) All adjustments shall be completed prior to the required inspections in subsection (a).

(d) The casino may replace any of the movable parts at any time, provided that an inspection as required by subsection (a) must be completed prior to reopening the Roulette wheel and table for play.

(e) When a Roulette table is not open for play, the Roulette wheel shall be secured by placing a cover over the entire wheel and securely locking the cover.

4. Placement of wagers.

(a) 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 the cash is expeditiously converted into gaming chips or plaques.

(b) A person at a Roulette table may not play with non-value chips that are identical in color and design to value chips or to non-value (inside or outside wagers) or value (inside wagers only) chips being used by another person at that same table. Non-value chips must be cashed in for value chips before a player leaves a Roulette table.

(c) Each player shall be responsible for the correct positioning of his wager on the Roulette layout, regardless of whether he is assisted by the dealer. The player shall be responsible for ensuring that instructions he gives to the dealer regarding the placement of a wager are correctly carried out.

(d) A wager shall be settled in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

(e) The wagers in the game of Roulette include:

(1) A Straight Wager that the Roulette ball will come to rest in the compartment of the Roulette wheel that corresponds to a single number selected by the player. The player shall make a Straight

Wager by placing a gaming chip or plaque within the box on the Roulette layout that contains the selected number.

(2) A Split Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the Roulette layout that contain the two selected numbers. A Split Wager on 0 and 00 may also be placed on the line between the 0 and 00 or on the line between the 2nd 12 box and the 3rd 12 box.

(3) A Three Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of three numbers in a single row on the Roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the Roulette layout that contains the first number in the selected row.

(i) A Three Numbers Wager may also include a wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: 0, 1 and 2; 0, 2 and 00; or 00, 2 and 3.

(ii) The player shall select one of the three numbers wagers identified in subparagraph (i) by placing a wager on the common corner of the three boxes containing the elected numbers.

(4) A Four Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of four numbers in contiguous boxes on the Roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers.

(5) A First Five Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the numbers 0, 00, 1, 2 or 3. The player shall make a First Five Numbers Wager by placing a wager on the common corner of the boxes on the Roulette layout that contain the label 1st 12 and the numbers 0 and 1.

(6) A Six Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to one of six consecutive numbers contained in two contiguous rows of numbers on the Roulette layout selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the Roulette layout that contain the first number in each of the rows being selected.

(7) A Column Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 12 numbers contained in a single column on the Roulette layout selected by the player. The player shall select a column of 12 numbers by placing a

wager in the box on the Roulette layout that is at the bottom of the column being selected.
(8) A Dozen Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 12 consecutive numbers from 1 - 12, 13 - 24 or 25 - 36, selected by the player. The player shall select the 12 numbers by placing a wager in the box on the Roulette layout labeled 1st 12, 2nd 12 or 3rd 12.
(9) A Red Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to a number with a red background on the Roulette wheel. The player shall make a Red Wager by placing a wager within the red box on the Roulette layout.
(10) A Black Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to a number with a black background on the Roulette wheel. The player shall make a Black Wager by placing a wager within the black box on the Roulette layout.
(11) An Odd Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to an odd number. The player shall make an Odd Wager by placing a wager within the box on the Roulette layout that is labeled Odd.
(12) An Even Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to an even number. The player shall make an Even Wager by placing a wager within the box on the Roulette layout that is labeled Even.
(13) A 1 - 18 Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 18 consecutive numbers from 1 - 18. The player shall make a 1 - 18 Wager by placing a wager within the box on the Roulette layout that is labeled 1 - 18.
(14) A 19 - 36 Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 18 consecutive numbers from 19 - 36. The player shall make a 19 to 36 Wager by placing a wager within the box on the Roulette layout that is labeled 19 - 36.

5. Payout odds.

(a) The casino shall pay off winning wagers at the game of Roulette at no less than the following odds:

Wager	Payout/Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	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
1 to 18	1 to 1
19 to 36	1 to 1

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

(c) When Roulette is played on a double zero wheel being used as a single zero wheel, as provided in § 1 (relating to Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel), the following apply:

(1) Notice shall be provided that the double zero wheel is being used as a single zero wheel.

(2) The dealer shall announce “no spin,” declare the spin void and re-spin the wheel if the Roulette ball comes to rest in a compartment marked double zero (00).

(3) Wagers on red, black, odd, even, 1 - 18 and 19 – 36 shall be lost if the Roulette ball comes to rest in a compartment marked zero (0).

6. Rotation of wheel and ball.

(a) The Roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and must complete at least four revolutions around the track of the wheel to constitute a valid spin.

(b) While the ball is still rotating in the track around the wheel, the dealer shall call “no more bets," in a manner sufficient to be heard by all players at the table. Once “no more bets” has been called by the dealer, players may not touch any chips or plaques that have been placed on the Roulette layout until the dealer has collected all losing wagers and paid off all winning wagers under subsection (d).

(c) When the ball comes to rest in a compartment, the dealer shall announce the number of the compartment and shall place a point marker on that number on the Roulette layout.

(d) After placing the point marker on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

7. Irregularities.

(a) 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.

(b) If the Roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce “no spin.” The dealer shall inspect the ball for any signs of damage and if the ball is damaged, ask the floorperson in charge of the table to give the dealer a new Roulette ball with which to continue gaming at the table.
(c) If the Roulette ball leaves the wheel during the spin, the dealer shall announce “no spin.” The dealer shall inspect the ball for any signs of damage and if the ball is damaged, ask the floorperson in charge of the table to give the dealer a new Roulette ball with which to continue gaming at the table.
(d) 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.
(e) A “floater” is when the ball slowly revolves on the wheel head without dropping into a numbered slot. Once the ball “floats” for at least 2 to 4 revolutions, the dealer shall announce “floater” or “no spin” and waive their arm over the wheel head to declare a “floater”. The dealer shall immediately attempt to remove the Roulette ball from the wheel head.

Horseshoe Casino Cleveland – Three Card Poker
Commission Approved July 16, 2014

Three Card Poker

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Horseshoe Casino Cleveland – Three Card Poker
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1. Definitions.

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

Hand - The Three Card Poker hand that is held by each player and the dealer after the cards are dealt.

Pair Plus Wager - The wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer's hand.

Play Wager - An additional wager that a player must make if the player opts to remain in competition against the dealer after the player reviews his hand.

Round of play - One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this chapter.

Six Card Bonus Wager – An optional wager that a player will be able to form a winning five-card Poker hand from the three cards dealt to the dealer and the three cards dealt to the player.

2. Three Card Poker table physical characteristics.

(a) Three Card Poker shall be played at a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side which may include the following characteristics:

(1) The name or logo of the casino offering the game.

(2) A separate designated betting area at each betting position for the placement of an Ante Wager.

(3) A separate designated betting area located immediately in front of each Ante Wager betting area for the placement of a Play Wager.

(4) A separate designated betting area located immediately behind each Ante Wager betting area for the placement of a Pair Plus Wager.

(5) If the casino offers the Six Card Bonus Wager, a separate area for each player, located immediately behind the Pair Plus Wager betting area, designated for the placement of the Six Card Bonus Wager.

(6) Inscriptions that advise patrons of the payout odds or amounts for Ante and Play Wagers, Pair Plus Wagers and Ante bonuses, the Six Card Bonus Wager and the phrase "Dealer Plays with Queen High or Better."

(b) Each Three Card Poker table must have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(c) Each Three Card Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

3. Cards; number of decks.

(a) Except as provided in subsection (b), Three Card Poker shall be played with one deck of cards with backs of the same color and design and one cover card to used in accordance with § 5 and 10(b) (relating to shuffle and cut of the cards; and procedures for dealing the cards from an automated dealing shoe).

(b) If an automated card shuffling device is used, the casino may use a second deck of cards to play the game, provided that:

(1) Each deck of cards complies with the requirements of subsection (a).

(2) The backs of the cards in the two decks are different colors.

(3) One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

(4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

(5) The cards from only one deck are placed in the discard rack at any given time.

(c) The decks of cards used in Three Card Poker shall be changed:

(1) At least every 6 hours if the cards are dealt by hand.

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

4. Opening of the table for gaming.

(a) After receiving one or more decks of cards at the table, the dealer will inspect the cards with the inspection verified by the Table Games Supervisor. Card inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game.

(b) 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 in accordance with § 5 (relating to shuffle and cut of the cards).

(c) If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under § 3(b) (relating to cards; number of decks), each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

(d) If the decks of cards received at the table are preinspected and preshuffled in accordance all cards will go directly into a shuffle machine to begin gaming activities.

5. Shuffle and cut of the cards.

(a) Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) 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.

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

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

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

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

(1) Cut the deck, using one hand, by:

(i) Placing the cover card on the table in front of the deck of cards.

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

(2) Deal the cards in accordance with § 8, § 9 or § 10.

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

(f) Whenever there is no gaming activity at a Three Card Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

6. Three Card Poker rankings.

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

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

(1) A straight flush, which is a hand consisting of three cards of the same suit in consecutive ranking, with an ace, king and queen being the highest ranking straight flush and a three, two and ace being the lowest ranking straight flush.

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

(3) A straight, which is a hand consisting of three cards of more than one suit and of consecutive rank, with an ace, king and queen being the highest ranking straight and a three, two and ace being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace and 2).

(4) A flush, which is a hand consisting of three cards of the same suit, regardless of rank.

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

(c) When comparing two hands that are of identical poker hand rank under subsection (b), or that contain none of the hands listed in subsection (b), the hand that contains the highest ranking card under subsection (a) that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of equal rank after the application of this section, the hands shall be considered a tie.

(d) If the casino offers the optional Six Card Bonus Wager under § 11b (relating to Six Card Bonus Wager), the rank of a winning five-card Poker hand, in order of highest to lowest rank, shall be:

(1) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit. 6 card royal flush shall include the 9.

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

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

(4) A full house, which is a hand consisting of three-of-a-kind and a pair.

(5) A flush, which is a hand consisting of five cards of the same suit.

(6) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

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

7. Wagers.

(a) The following wagers may be placed in the game of Three Card Poker:

(1) A player may compete solely against the dealer by placing an Ante Wager in an amount within the minimum and maximum wagers posted at the table and then placing a Play Wager in an equal amount.

(2) A player may compete solely against a posted payout table by placing a Pair Plus Wager, which wager may be in any amount within the minimum and maximum wagers posted at the table.

(3) A player may compete against both the dealer and the posted payout table by placing wagers in accordance with the requirements in§ (1) and (2).

(4) If the casino offers the Six Card Bonus Wager, after placing a Pair Plus Wager and Ante Wager, a player may also place a Six Card Bonus Wager on whether the player will be dealt a hand type as set forth in § 12(k) (relating to payout odds; rate of progression; payout limitation).

(b) Wagers at Three Card Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout at the player's betting position. A verbal wager accompanied by cash may not be accepted.

(c) Only players who are seated at a Three Card Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of

play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(d) Ante Wagers, Pair Plus Wagers and Six Card Bonus Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with § 8, § 9 or § 10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). Except for Play Wagers, a wager may not be made, increased, or withdrawn after the dealer has announced "no more bets." Play Wagers shall be placed in accordance with § 11(b) (relating to procedures for completion of each round of play).

(e) The casino has the right to permit a player to simultaneously play and place wagers at two adjacent betting positions during a round of play.

(f) Notwithstanding subsection (a), the casino may offer a version of the game of Three Card Poker requiring:

(1) As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to the Pair Plus Wager.

(2) As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to one-half the Pair Plus Wager.

(3) The compulsory placement of an Ante Wager and a Pair Plus Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

8. Procedures for dealing the cards from the hand.

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

(1) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) 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.

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

(2) Prior to dealing any cards, the dealer shall then announce "no more bets" to prevent the placement of any additional wagers. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(b) The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed a wager in accordance with § 7 (relating to wagers) and to the dealer until each player who placed a wager and the dealer have three cards. All cards shall be dealt face down.

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

(d) If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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

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

(1) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall then announce "no more bets" to prevent the placement of any additional wagers. The dealer shall then place the gaming chips into the table inventory container.

(b) The dealer shall deal the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with § 7 (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deal a stack face down to each of the other players who has placed a wager in accordance with § 7. The dealer shall remove the dealer's stack of three cards from the automated dealing shoe and deal the stack face down and place a cover card on top in area designated for the placement of the dealer's cards.

(c) After each stack of three cards has been dispensed and dealt in accordance with subsection (b), the dealer shall remove the stub from the automated dealing shoe and, except as provided in subsection (d), place the cards in the discard rack without exposing the cards.

(d) If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 8, § 9 or § 10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards. Each player who wagers at Three Card Poker shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) After examination of his cards, each player who has placed an Ante Wager shall have the option to either make a Play Wager in an amount equal to the player's Ante Wager or forfeit the Ante Wager and end his participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order.

(1) If a player has placed an Ante Wager and a Pair Plus Wager as required under § 7(f) (relating to wagers) but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Pair Plus Wager.

(2) If a player has placed an Ante Wager, a Pair Plus Wager and a Six Card Bonus Wager, but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Pair Plus Wager but may not forfeit the Six Card Bonus Wager.

(c) After each player has either placed a Play Wager on the designated area of the layout or forfeited his Ante Wager and hand, the dealer shall collect all forfeited wagers and associated cards, except for the cards of those players who placed a Six Card Bonus Wager in accordance with § 11b (relating to Six Card Bonus Wager), and place the cards in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand. If an automated dealing shoe is used to deal the cards, the cover card shall be removed from the dealer's hand and placed on the table layout immediately next to the automated dealing shoe.

(d) The dealer shall then, starting with the player farthest to the dealer's right whose hand is still active and continuing Counter-clockwise around the table, reveal the cards of the player and determine the ranking hand. The dealer shall then collect losing and pay winning Ante, Play, Pair Plus, and Six Card Wagers for the player in accordance with subsection 12 (relating to payout odds) and discard the player's cards by placing them in the discard rack.

(e) The cards shall be collected by the dealer and placed in the discard rack in such a way that the cards can be readily arranged to reconstruct in the event of a question or dispute.

11. Six Card Bonus Wager.

(a) The casino may offer a player the option of placing a Six Card Bonus Wager on whether the player's three cards and the dealer's three cards will form a winning five-card Poker or winning 6 card Royal Flush hand as set forth in § 12(k) (relating to payout odds; rate of progression; payout limitation).

(b) If a Six Card Bonus Wager has been made by one or more players, the dealer shall observe the procedures in § 10 (relating to procedures for completion of each round of play) with the following modifications:

(1) After settling all other wagers of a player who has placed a Six Card Bonus Wager, the dealer shall arrange the dealer's three cards and the player's three cards to form the best possible five-card Poker hand. If a player:

(i) Does not have a three-of-a-kind or better, as described in § 6(d)(relating to Three Card Poker rankings), the dealer shall collect the Six Card Bonus Wager and place the cards of the player in the discard rack.

(ii) Has a three-of-a-kind or better, as described in § 6(d), the dealer shall pay the winning Six Card Bonus Wager in accordance with § 12(k).

12. Payout odds; rate of progression; payout limitation.

(a) If the dealer does not hold a hand with a queen high or better rank, the Ante Wager shall automatically be paid 1 to 1 and the Play Wager shall be returned to the player.

(b) If the dealer holds a hand with a queen high or better rank, a player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than the dealer's hand.

(c) If the dealer holds a hand with a queen high or better rank and a player holds a hand with a rank equal to the dealer's hand, the hand will be a tie and the player's Ante Wager and Play Wager shall be returned to the player.

(d) A player placing a Pair Plus Wager, shall be paid in accordance with a posted pay table, regardless of whether the player's hand outranks the dealer's hand, the casino shall pay bonus payouts which are no less than the following:

Hand-Type	Table I
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

(e) A player placing an Ante Wager and a Play Wager shall be paid a bonus, regardless of whether the player's hand outranks the dealer's hand, if the player's hand consists of the following:

Straight Flush	5 to 1
Three of a Kind	4 to 1
Straight	1 to 1

(f) If the casino chooses to offers the Six Card Bonus Wager, the casino shall pay out winning Six Card Bonus Wagers at the amounts contained in the following pay tables:

Hand	
6-Card Royal - Diamonds	$100,000
6-Card Royal - Hearts	$100,000
6-Card Royal - Spades	$100,000
6-Card Royal - Clubs	$100,000
5-Card Royal Flush	1000 to 1
5-Card Straight Flush	200 to 1
Four of a Kind	50 to 1
Full House	20 to 1
5-Card Flush	15 to 1
5-Card Straight	10 to 1
Three of a Kind	5 to 1

13. Irregularities.

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

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

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

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his cards as prescribed in § 11(c) (relating to procedures for completion of each round of play), all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

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

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

Horseshoe Casino Cleveland- Ultimate Texas Hold'Em Poker

Commission Approved 05/22/2014

Ultimate Texas Hold'Em Poker

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§ 1. Definitions.

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

Ante Wager - An initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

Blind Wager - An initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

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

Check - Waiving the right to place a Play Wager but remaining in the round of play.

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

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

Fold - The withdrawal of a player from a round of play by not making a Play Wager.

Hand - Five-cards formed from any combination of the five community cards and the two cards dealt to a player or the dealer.

Play Wager - A wager made after two cards have been dealt to each player and the dealer, and before the dealer reveals his two cards.

Rank or ranking - The relative position of a card or group of cards as set forth in § 6 (relating to Ultimate Texas Hold 'Em Poker hand rankings).

Round of play or round - One complete cycle of play during which all players playing at the table have been dealt cards, have wagered or folded, and have had their wagers paid or collected in accordance with the rules of this chapter.

Trips Wager - An optional wager that a player may make prior to any cards being dealt, that the player's best five-card hand will be a three-of-a-kind or better.

Quads – a term referring to the poker hand Four-of-a-kind. This is a poker hand consisting of four cards of the same rank.

§ 2. Ultimate Texas Hold 'Em Poker table; physical characteristics.

(a) Ultimate Texas Hold 'Em Poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for an Ultimate Texas Hold 'Em Poker table may contain the following items:

(1) The name or logo of the casino.

(2) Four separate designated betting areas at each player position for the placement of Ante, Blind, Play and Trips Wagers, configured with the Trips Wager area closest to the dealer, the Play Wager area farthest from the dealer, the Ante Wager area arrayed between the Trips Wager area and the Play Wager area, and the Blind Wager area to the right of the Ante Wager area and separated from the Ante Wager area by an "=" symbol.

(3) A separate designated area for the placement of the five community cards, located in the center of the table between the table inventory container and the player betting areas.

(4) A separate designated area for the placement of the dealer's two cards, located between the table inventory container and the designated area for the five community cards.

(5) An inscription indicating that an Ante Wager must tie if the dealer has less than a pair.

(6) Except as permitted under subsection (c), an inscription at each player position describing the following:

(i) The payout odds for Blind and Trips Wagers.

(ii) A Blind Wager may not be paid unless the player's hand ranks higher than the dealer's hand.

(iii) The rules governing the required amount of a Play Wager as a multiple of the player's Ante Wager.

(c) If the information required under subsection (b) is not inscribed on the layout, a sign may be posted at the Ultimate Texas Hold 'Em Poker table that sets forth the required information.

(d) Each Ultimate Texas Hold 'Em Poker table must have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

(e) Each Ultimate Texas Hold 'Em Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 3. Cards; number of decks.

(a) Except as provided in subsection (b), the game of Ultimate Texas Hold 'Em Poker shall be played with one deck of 52 cards and 2 additional cover cards.

(b) If an automated card shuffling device is used, the casino may use a second deck of cards to

play the game, provided that:

(1) Each deck of cards complies with the requirements of subsection (a).

(2) The backs of the cards in the two decks are different colors.

(3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.

(4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play.

(5) The cards from only one deck shall be placed in the discard rack at any given time.

(c) The decks of cards used in Ultimate Texas Hold 'Em Poker shall be changed at least:

(1) Every 6 hours if the cards are dealt by hand.

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

§ 4. Opening of the table for gaming.

(a) After receiving the cards at the table, the dealer will inspect the cards with the inspection verified by the Table Games Supervisor. Card inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game.

(b) Following the inspection of the cards by the dealer and the verification by the Table Games Supervisor assigned to the table, the cards shall be spread out according to suit and in sequence.

(c) 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 in accordance with § 5 (relating to shuffle and cut of the cards).

(d) If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under § 3 (relating to cards; numbers of decks), each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

(e) If the decks of cards received at the table are preinspected and preshuffled all cards will go directly into a shuffle machine to begin gaming activities.

§ 5. Shuffle and cut of the cards.

(a) 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.

(b) 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.

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

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

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

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

(1) 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.

(2) Deal the cards in accordance with the procedures in § 8, § 9 or § 10.

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

(f) Whenever there is no gaming activity at an Ultimate Texas Hold 'Em Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

§ 6. Ultimate Texas Hold 'Em Poker hand rankings.

(a) The rank of the cards used in Ultimate Texas Hold 'Em Poker, 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 2, 3, 4 and 5.

(b) The permissible five-card poker hands at the game of Ultimate Texas Hold 'Em Poker, in order of highest to lowest rank, must be:

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

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

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

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

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

(6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two and three).

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

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

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

(c) When comparing two hands which are of identical poker rank under subsection (b), or which contain none of the hands in subsection (b), the hand that contains the highest ranking card under subsection (a), which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

§ 7. Wagers.

(a) Wagers at Ultimate Texas Hold 'Em Poker shall be made by placing value chips or gaming plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

(b) Ante, Blind and Trips Wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedure in § 8, § 9 or § 10 (relating to procedure for dealing cards from a manual shoe; procedure for dealing cards from the hand; and procedure for dealing the cards from an automated dealing shoe). Except as provided in § 11 (relating to the procedure for completion of each round of play; collection and payment of wagers), no wager shall be made, increased, or withdrawn after the dealer has announced "no more bets."

(c) To participate in a round of play, a player shall be required to make both an Ante Wager and a Blind Wager. The amounts of the Ante Wager and the Blind Wager must be the same.

(d) A player may also place a Trips Wager by placing a wager on the Trips Wager betting area of the layout. The outcome of the Trips Wager shall have no bearing on any other wager made by the player at the game of Ultimate Texas Hold 'Em Poker.

(e) Play Wagers shall be made in accordance with § 11.

(f) Only players who are seated at the Ultimate Texas Hold 'Em Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.

(g) A player may not simultaneously play and wager on more than one player position at an Ultimate Texas Hold 'Em Poker table.

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

(a) If a manual dealing shoe is used the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) Prior to dealing the cards and after all Ante, Blind and Trips Wagers are placed, the dealer

shall announce "no more bets."

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

(d) The dealer shall, starting with the player farthest to his left who has placed an Ante and Blind Wager and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face down to each player.

(2) One card face down to the area designated for the dealer's hand under a cover card.

(3) A second card face down to each player.

(4) A second card face down to an area designated for the dealer's hand under a cover card.

(e) After two cards have been dealt to each player and to the area designated for the dealer's hand, and after all community cards have been dealt in accordance with § 11 (relating to the procedure for completion of each round of play; collection and payment of wagers), the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f), place the stub in the discard rack without exposing the cards.

(f) If 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, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 9. Procedure for dealing the cards from the hand.

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

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

(2) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) 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.

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

(3) The dealer shall announce "no more bets" 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.

(b) The dealer shall, starting with the player farthest to his left who has placed an Ante and Blind Wager and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face down to each player.

(2) One card face down to the area designated for the dealer's hand under a cover card.

(3) A second card face down to each player.

(4) A second card face down to the area designated for the dealer's hand under a cover card.

(c) After two cads have been dealt to each player and the area designated for the hand of the dealer and all community cards have been dealt in accordance with § 11 (relating to procedures for completion of each round of play; collection and payment of wagers), the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) 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, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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

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

(1) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall then announce "no more bets" prior to dispensing any stacks of cards.

(b) The dealer shall deal the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his left who has placed an Ante and Blind Wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an Ante and Blind Wager. The dealer shall then deliver a stack of two cards face down under a cover card to the area designated for the dealer's hand.

(c) After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures in § 9(a)(2) and (3) (relating to procedure for dealing cards from the hand), deal from his hand the five community cards in accordance with § 11 (relating to the procedure for completion of each round of play; collection and payment of wagers). After all community cards have been dealt, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) 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, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

§ 11. Procedures for completion of each round of play; collection and payment of wagers.

(a) After the dealing procedures required under § 8, § 9 or § 10 (relating to procedure for dealing cards from a manual shoe; procedure for dealing cards from the hand; and procedure for dealing the cards from an automated dealing shoe) 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 a clockwise manner around the table, ask each player if the player wishes to place a Play Wager prior to the dealing of the Flop. The player may either check or place a Play Wager in an amount equal to three or four times the amount of the player's Ante Wager.

(1) If a player places a Play Wager, the wager shall be placed in the designated Play Wager betting area.

(2) If a player checks, the player shall remain in the game and defer his decision to place a Play Wager to the next betting opportunity.

(b) Once all players have either placed a Play Wager or checked, the dealer shall burn the next card. The dealer shall then deal the Flop face up to the designated area for the community cards.

(c) After the Flop has been dealt, the dealer shall, starting with the player farthest to his left and proceeding in a clockwise manner around the table, ask each player who has not placed a Play Wager if he wishes to place a Play Wager prior to the dealing of the final two community cards. The player may either check or place a Play Wager in an amount equal to two times the amount of the player's Ante Wager.

(1) If a player places a Play Wager, the wager shall be placed in the designated Play Wager betting area.

(2) If a player checks, the player shall remain in the game and defer his decision to

place a Play Wager to the next betting opportunity.

(d) Once all players have either placed a Play Wager or checked, the dealer shall burn the next card. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards.

(e) After the final two community cards have been dealt, the dealer shall, starting with the player farthest to his left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a Play Wager whether he wishes to fold or place a Play Wager equal in amount to his Ante Wager.

(1) If a player places a Play Wager, the wager shall be placed in the designated Play Wager betting area.

(2) If a player folds, the Ante and Blind Wagers of the player shall be collected by the dealer and placed in the table inventory container.

(i) If the player has also placed a Trips Wager, the dealer shall place the cards of the player face down underneath the player's Trips Wager pending its resolution at the conclusion of the round of play.

(ii) If the player has not placed a Trips Wager, the dealer shall immediately spread the cards of the folded hand face down and then place them in the discard rack.

(f) After each player has either folded or placed a Play Wager, the dealer shall remove the cover card from the top of the dealer's cards and place it on the table layout. The dealer shall then turn his two cards face up, position the combination of his cards and either three, four or five of the community cards that can be used to form the best possible five-card hand and announce the dealer's hand to the players.

(g) If the dealer's best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, return each player's Ante Wager and resolve all other wagers in accordance with subsection (h).

(h) If the dealer's best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a Play Wager face up and announce the best possible five-card poker hand that can be formed using the player's two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player's cards shall then be immediately collected by the dealer and placed in the discard rack.

(1) If the player's five-card hand is ranked lower than the dealer's five-card hand, the

player shall lose and the dealer shall immediately collect the Ante, Blind and Play Wagers made by the player and place the wagers in the table inventory container.

(2) If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay the Ante, Blind and Play Wagers made by the player in accordance with the payout odds in § 12 (relating to payout odds); provided, however, that the Blind Wager may not be paid unless the player's winning hand has a rank of straight or higher.

(3) If the player's five-card hand and the dealer's five-card hand are of equal rank, the hand shall be a tie. In this case, the dealer may not collect or pay the player's Ante, Blind or Play Wagers.

(4) After settling a player's Ante, Blind and Play Wagers, the dealer shall settle any Trips Wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with § 12(d). A winning Trips Wager shall be paid without regard to the outcome of any other wager made by the player.

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

§ 12. Payout odds.

(a) The payout odds for winning wagers at Ultimate Texas Hold 'Em Poker printed on any sign or in any brochure or other publication distributed by the casino shall be stated through the use of the word "to" and odds may not be stated through the use of the word "for."

(b) The casino shall pay each winning Ante and Play Wager at odds of 1 to 1.

(c) If a player's five-card hand ranks higher than the dealer's five-card hand, the casino shall pay the player's Blind Wager in accordance with the following odds:

Player's Five Card Hand	Payout
Royal Flush	500 to 1
Straight Flush	50 to 1
Quads	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Other hands	n/a

(d) The casino shall pay each winning Trips Wager at the game of Ultimate Texas Hold 'Em Poker at the odds from the following paytable:

Hand	Table A
Royal Flush	50 to 1
Straight Flush	40 to 1
Quads	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1

(e) Notwithstanding the payout odds in subsections (b), (c) and (d), the aggregate payout limit on all winning Ante, Play, Blind and Trips Wagers for any hand may not exceed $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

§ 13. Irregularities.

(a) If any card dealt to the dealer in Ultimate Texas Hold 'Em Poker is exposed prior to each player having either folded or placed a Play Wager as provided for under § 11 (procedures for completion of each round of play; collection and payment of wagers), all hands shall be void and all Ante, Blind and Play wagers shall be returned to the players. Notwithstanding the foregoing, if a player has placed a Trips Wager, the community cards shall be dealt and each Trips Wager shall be settled in accordance with the payout odds in § 12(d) (relating to payout odds).

(b) 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 hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled. Notwithstanding the foregoing, if the cards are found face up after each player and the dealer has received their initial two cards, the community cards shall be dealt and any Trips Wager shall be settled in accordance with the payout odds in § 12(d).

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

(d) If a player 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.

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

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

Horseshoe Casino Cleveland- Mississippi Stud Poker
Commission Approved July 16, 2014

MISSISSIPPI STUD POKER

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Horseshoe Casino Cleveland- Mississippi Stud Poker
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1. Definitions.

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

Community card - A card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five-card poker hand.

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

Round of play - One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the rules of this chapter.

Third Street – A community card that the players use to complete their 5 card poker hand; the first card the dealer exposes.

Fourth Street - A community card that the players use to complete their 5 card poker hand; the second card the dealer exposes.

Fifth Street - A community card that the players use to complete their 5 card poker hand; the third card the dealer exposes.

Optional Three Card bonus wager – an optional wager based on the three community cards only.

Burn Card – A card placed in the discard rack by a dealer between each round of play.

2. Mississippi Stud Poker table physical characteristics.

(a) Mississippi Stud Poker shall be played on a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side which may include the following information:

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

(2) Four separate designated betting areas at each betting position for the placement of wagers in accordance with § 7 (relating to wagers).

(3) A separate designated area at each betting position for the placement of the cards of each player.

(4) A separate designated area located directly in front of the table inventory container for the placement of the community cards.

(5) The payout odds for all authorized wagers.

(6) The inscription indicating the payout limit per hand established by the casino under § 14 (relating to payout odds; payout limitation) or a generic inscription indicating the game is subject to the posted payout limit.

(b) Each Mississippi Stud Poker table must have a drop box and a tip box attached to it on the same side of the table as the dealer.

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

3. Cards; number of decks.

(a) Except as provided in subsection(b), Mississippi Stud Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with § 5 (relating to shuffle and cut of the cards).

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

(1) Each deck of cards complies with the requirements of subsection (a).

(2) The backs of the cards in the two decks are different colors.

(3) One deck is being shuffled by the automated card shuffling device while the other deck is being used to play the game.

(4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

(5) The cards from only one deck are placed in the discard rack at any given time.

(c) The decks of cards used in Mississippi Stud Poker may be changed:

(1) At least every 6 hours if the cards are dealt by hand.

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

4. Opening of the table for gaming.

(a) After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects.

(b) Following the inspection of the cards by the dealer and the verification by the Table Games Supervisor 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 or the table games supervisor assigned to the table. The cards shall be spread out according to suit and in sequence.

(c) 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 in accordance with § 5(relating to shuffle and cut of the cards).

(d) If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under § 3(b) (relating to cards; number of decks), each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

5. Shuffle and cut of the cards.

(a) Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated card shuffling device shall place the deck of cards in a single stack; provided, however, that nothing herein 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.

(b) 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.

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

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 10, § 11 or § 12 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe).

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

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

(1) Cut the deck, using one hand, by:

(i) Placing the cover card on the table in front of the deck of cards.

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card.

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card.

(2) Deal the cards in accordance with § 10, § 11 or § 12.

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

(f) Whenever there is no gaming activity at a Mississippi Stud Poker table which is open for gaming, the cards shall be spread out on the table face down until such time that a player arrives, at which point the procedures in § 4(c), (relating to opening of the table for gaming) shall be completed.

6. Mississippi Stud Poker rankings.

(a) The rank of the cards used in Mississippi Stud Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4 and 5. All suits shall be considered equal in rank.

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

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

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

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

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

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

(6) A straight, which is a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2, 3).

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

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

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

(c) The rank of the cards used in the Three Card Bonus, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4 and 5. All suits shall be considered equal in rank.

(d) The permissible poker hands for Three Card bonus, in order of highest to lowest rank, shall be:

(1) A straight flush, which is a hand, consisting of three cards of the same suit in consecutive ranking, with ace, king, queen being the highest ranking straight flush and ace, 2, 3 being the lowest straight flush.

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

(3) A straight, which is a hand consisting of three cards of consecutive rank, with an ace, king and queen being the highest ranking straight and an ace, 2 and 3 being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, 2).

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

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

7. Wagers.

(a) All wagers at Mississippi Stud Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

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

(c) All pertinent wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in § 10, § 11 or § 12 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe). Except as provided in subsection (d), a wager may not be made, increased, or withdrawn after the dealer has announced "no more bets."

(d) At the beginning of each round of play, each player shall be required to place one wager to receive cards. The wager shall be identified as Ante Bet.

(e) Optional wager: Three card bonus may be wagered once the required ante wager is satisfied.

(f) The casino has the right to permit a player to simultaneously play and place wagers at two adjacent betting positions during a round of play.

8. Procedure for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the casino will follow the procedures set forth under § 5 (relating to shuffle and cut of the cards) and the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

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

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

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

(1) One card face down to each player who has placed an ante wager in accordance with § 7 (relating to wagers) followed by a second card face down to each player who has placed an ante wager.

(e) After two cards have been dealt to each player, the dealer will offer players the opportunity to bet 1 to 3 times their initial ante wager on third street. If a player elects

not to place a wager, all monies will be forfeited and that patrons cards will be collected by the dealer.

(f) Once all active players have made their decisions on third street, the dealer will take the first card out of the manual dealing shoe and place it in the discard rack as a burn card. The dealer then produces the next card out of the shoe and exposes it to the players as the first community card.

(g) Procedures will follow for fourth street and fifth street as listed in subsections (e) and (f).

(h) If the cards have been misdealt (a player or the area designed for the placement of the community cards has more or less than three or two cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

9. Procedure for dealing the cards from the hand.

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

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

(2) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) After the dealer has chosen the hand in which he will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

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

(3) The dealer shall announce “no more bets” prior to dealing any cards.

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

(1) One card face down to each player who has placed an ante wager in accordance with § 7 (relating to wagers) followed by a second card face down to each player who has placed an ante wager.

(c) After two cards have been dealt to each player, the dealer will offer players the opportunity to bet 1 to 3 times their initial ante wager on third street. If a player elects

not to place a wager, all monies will be forfeited and that patrons cards will be collected by the dealer.

(d) Once all active players have made their decisions on third street, the dealer will remove the top card of the deck and place it in the discard rack as a burn card. The dealer then deals the next card from the deck and exposes it to the players as the first community card.

(e) Procedures will follow for fourth street and fifth street as listed in subsections (c) and (d).

(f) If the cards have been misdealt (a player or the area designed for the placement of the community cards has more or less than three or two cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

10. Procedure for dealing the cards from an automated dealing shoe.

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

(1) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall then announce “no more bets.”

(b) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his left who has placed an Ante wager in accordance with § 7 (relating to wagers). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an ante wager in accordance with § 7. The dealer shall then deliver a stack of two cards face down to the area designated for the placement of the community cards, and spread the stack within the designated area so that the top card is to the dealer's far left, the bottom card is directly in front of the dealer. The dealer shall then deliver a stack of two cards face down to the area designated for the placement of the community cards, and spread the stack within the designated area so that the top card is to the dealer’s far right with the bottom card being placed in the discard rack face down.

(c) After two cards have been dealt to each player, the dealer will offer players the opportunity to bet 1 to 3 times their initial ante wager on third street. If a player elects not to place a wager, all monies will be forfeited and that patrons cards will be collected by the dealer.

(d) Once all active players have made their decisions on third street, the dealer will expose the third street card.

(e) Procedures will follow for fourth street and fifth street as listed in subsections (c) and (d).

(f) If the cards have been misdealt (a player or the area designed for the placement of the dealer's hand has more or less than three or two cards) but 52 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards have not been misdealt, and the deck contains a number of cards other than 52, all hands shall be considered void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

11. Procedures for completion of each round of play.

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

(1) Each player who wagers at Mississippi Stud Poker shall be responsible for his own hand and no person other than the dealer may touch the cards of that player.

(2) Each player shall be required to keep his two cards in full view of the dealer at all times.

(3) After each player has made a decision regarding Fifth Street as required by subsection (e), the player's cards shall be placed face down on the appropriate area of the layout and the player may not touch the cards again.

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to wager on Third Street or fold:

(1) If a player chooses to bet on Third Street, that bet shall be 1 to 3 times the initial ante wager and be placed on the appropriate betting area of the layout until the end of the round of play.

(2) If a player chooses to fold, the dealer shall immediately place all monies in the table inventory rack and collect the player’s cards.

(c) After each player has made a decision regarding Third Street, the dealer shall then turn the community card that is to the dealer’s left face up. The exposed card shall become the first community card.

(d) After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he

wishes to wager on Fourth Street or fold. This decision shall be made by each player regardless of the decision made concerning Third Street.

(1) If a player chooses to bet on Fourth Street, that bet shall be 1 to 3 times the initial ante wager and be placed on the appropriate betting area of the layout until the end of the round of play.

(2) If a player chooses to fold, the dealer shall immediately place all monies in the table inventory rack and collect the player's cards.

(e) After each player has made a decision regarding Fourth Street, the dealer shall then turn the next card face up and expose it next to Third Street.

(f) After the second community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to wager on Fifth Street or fold. This decision shall be made by each player regardless of the decision made concerning Fourth Street.

(1) If a player chooses to bet on Fifth Street, that bet shall be 1 to 3 times the initial ante wager and be placed on the appropriate betting area of the layout until the end of the round of play.

(2) If a player chooses to fold, the dealer shall immediately place all monies in the table inventory rack and collect the player's cards.

(3) After each player has made a decision regarding fifth street as required by subsection (f), the player's cards shall be placed face down on the appropriate area of the layout and the player may not touch the cards again.

(g) After the third community card is exposed, the dealer shall, beginning with the player farthest to the dealer's right and moving counter-clockwise around the table:

(1) The dealer shall turn the two cards of the player face up. The three community cards and the two cards dealt to the player shall form the five-card poker hand of that player.

(2) The dealer shall examine the cards of the player to determine if the player's hand qualifies for a payout under §12 (relating to payout odds; payout limitation). A Mississippi Stud Poker wager under § 7 (relating to wagers) on a hand which has a rank that is lower than a pair of sixes shall be a losing wager.

(3) The Three Card bonus side bet is based on the three community cards only. The Three Card bonus will receive action regardless if the player folds their hand. If the player has placed a wager on the Three Card bonus side bet and folds, the dealer will remove the original Mississippi Stud wager(s), and tuck the folded cards under the players Three Card Bonus side bet.

(4) The dealer shall then settle all wagers of that player. All losing wagers by the player shall be immediately collected by the dealer and placed in the table inventory container. The dealer will also resolve the Three Card bonus side bet

wagers at this time. After all losing wagers have been collected, all winning wagers shall be paid in accordance with the payout odds in § 12 (relating to payout odds; payout limitations, and cards will be collected and placed into the discard rack.

(5) Once hands have been settled the dealer shall immediately collect the community cards and place the cards in the discard rack.

12. Payout odds; payout limitation.

(a) The payout odds for winning wagers at Mississippi Stud Poker printed on the table layout or in any brochure or other publication distributed by the casino may be stated through the use of the word "to" and no odds shall be stated through the use of the word "for."

(b) Subject to the payout limitation in subsection (d), the casino shall pay off each winning wager at the game of Mississippi Stud Poker under § 7 (relating to wagers) at the odds specified which shall be no less than the following odds:

Player's Five Card 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 J's or Better	1 to 1
Pair of 6's thru 10's	PUSH

(c) Subject to the payout limitation in subsection (d), the casino shall pay off each winning wager of the Three Card bonus side bet wagers in accordance to the following odds:

3 Community Cards	Payout
Straight Flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

(d)Notwithstanding the minimum payout odds required in subsection (b), a the casino may establish a maximum amount that is payable to a player on a single hand. The maximum amount shall be at least $50,000 or the maximum amount that one patron

could win per round when betting the minimum permissible wager, whichever is greater. If the established maximum payout limit is not included on the layout, the casino shall provide notice of the maximum payout limit by posting the maximum payout limit on a sign at the Mississippi Stud table.

13. Irregularities.

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

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

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

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

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

TEXAS HOLD ‘EM BONUS POKER

Sec.

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11. Procedure for completion of each round of play; collection and payment of wagers.
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§1. Definitions.

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

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

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

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

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

Flop wager - The second wager that is required to be made prior to the Flop being dealt in order to continue participation in the round of play.

Fold - The withdrawal of a player from a round of play by discarding his two cards prior to placing a Flop wager.

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

Rank or ranking - The relative position of a card or group of cards as set forth in § 6 (relating to Texas Hold „Em Bonus Poker hand rankings).

River or River card - The fifth and final community card dealt face up to the designated area of the layout.

River wager - The fourth wager that the player may place prior to the River card being dealt.

Round of play or round - 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 in accordance with the rules of this chapter.

Turn or Turn card - The fourth community card dealt face up to the designated area of the layout.

Turn wager - The third wager that a player may place prior to the Turn card being dealt.

§ 2 Texas Hold 'Em Bonus Poker table physical characteristics.

(a) Texas Hold „Em Bonus Poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side which may include the following characteristics:

(1) The name or logo of the casino offering the game.

(2) A separate designated betting area at each player position for the placement of Ante Wagers.

(3) Three separate designated areas at each player position for the placement of Flop, Turn and River Wagers, located immediately above the Ante Wager betting area as viewed by a player.

(4) A separate designated area at each player position for the placement of an optional Bonus Wager, located immediately above and to the right of the Flop wager betting area as viewed by a player.

(5) A separate designated area for the placement of the five community cards, located in the center of the table between the table inventory container and the player betting areas.

(6) A separate designated area for the placement of the dealer‟s two cards, located between the table inventory container and the designated area for the community cards described in paragraph(5).

(7) An inscription indicating that an Ante Wager shall receive a payout if a winning hand has a qualifying rank of straight or higher or flush or higher.

(c) Each Texas Hold „Em Bonus Poker table may have a sign that lists the payout odds for all authorized wagers.

(d) Each Texas Hold „Em Bonus Poker table may have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

(e) Each Texas Hold „Em Bonus Poker table must have a discard rack securely attached to the top of the dealer‟s side of the table.

§ 3 Cards; number of decks.

(a) Except as provided in subsection (b), the game of Texas Hold „Em Bonus Poker shall be played with one deck of cards and two additional cover cards.

(b) If an automated card shuffling device is used, a certificate holder may use a second deck of cards to play the game, provided that:

(1) Each deck of cards complies with the requirements of subsection (a).

(2) The backs of the cards in the two decks are different colors.

(3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.

(4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play.

(5) The cards from only one deck shall be placed in the discard rack at any given time.

(c) The decks of cards used in Texas Hold „Em Bonus Poker shall be changed:

(1) At least every 6 hours if the cards are dealt by hand.

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

§ 4. Opening of the table for gaming.

(a) After receiving the cards at the table, the dealer will inspect the cards with the inspection verified by the Table Games Supervisor. Card inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer will also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game.

(b) Following the inspection of the cards by the dealer and the verification by the Table Games Supervisor assigned to the table. The cards shall be spread out by deck according to suit and in sequence.

(c) 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 in accordance with § 5 (relating to shuffle and cut of the cards).

(d) If the casino uses an automated card shuffling device to play the game and two decks of cards are received at the table as permitted under § 3(b) (relating to cards; number of decks), each deck of cards shall be separately spread, inspected, verified, spread, inspected, mixed, stacked and shuffled.

(e) If the decks of cards received at the table are pre-inspected and preshuffled in accordance all cards will go directly into a shuffle machine to begin gaming activities.

§ 5. Shuffle and cut of the cards.

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

(b) 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.

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

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

shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were pre-shuffled, cut the cards in accordance with the procedures set forth in subsection (d).

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

(1) 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 10 cards from the top of the deck and placing them on top of the cover card.

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card.

(2) Deal the cards in accordance with § 8, § 9 or § 10.

(e) Notwithstanding subsection (d), after the cards have been cut and before any cards have been dealt, a Table Games Supervisor or higher may require the cards to be re-cut if he determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(f) Whenever there is no gaming activity at a Texas Hold „Em Bonus Poker table that is open for gaming, the cards shall be spread out on the table either face up or face down until such time that a player arrives, at which point the dealer will put the cards in the automatic shuffle machine to begin play.

§ 6. Texas Hold ‘Em Bonus Poker hand rankings.

(a) The rank of the cards used in Texas Hold „Em Bonus Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a 2, 3, 4 and 5.

(b) The permissible five-card poker hands at the game of Texas Hold „Em Bonus Poker, in order of highest to lowest rank, shall be:

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

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

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

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

(5) A flush, which is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9

being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush.

(6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank, with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, 2 and 3).

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

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

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

(c) When comparing two hands that are of identical poker rank under subsection (b), or that contain none of the poker hands in subsection (b), the hand which contains the highest ranking card under subsection (a) which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a tie.

§ 7. Wagers.

(a) All wagers at Texas Hold „Em Bonus Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may not be accepted.

(b) All Ante and Bonus Wagers shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedure in § 8, § 9 or § 10 (relating to procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe). Except as provided in § 11 (relating to the procedure for completion of each round of play; collection and payment of wagers), no wager may be made, increased, or withdrawn after the dealer has announced “no more bets.”

(c) After placing an Ante Wager, a player may also place a Bonus wager by placing, at a minimum, a $1 gaming chip on the designated betting area of the layout. The outcome of the Bonus wager shall have no bearing on any other wager made by the player at the game of Texas Hold „Em Bonus Poker.

(d) Flop, Turn and River Wagers shall be made in accordance with the provisions of § 11.

(e) Only players who are seated at the Texas Hold „Em Bonus Poker table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the

round of play. If a player leaves the table during a round of player, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(f) A player may not be permitted to simultaneously play and wager on more than one player position at a Texas Hold „Em Bonus Poker table.

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

(a) If a manual dealing shoe is used, the dealing shoe shall be located on the table. Once the procedures required under § 5 (relating to the shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

(b) Prior to dealing the cards and after all Ante and Bonus Wagers are placed, the dealer shall announce “no more bets.”

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

(d) The dealer shall, starting with the player farthest to his left who has placed an Ante Wager and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face down to each player.

(2) One card face down to the area designated for the dealer‟s hand under a cover card.

(3) A second card face down to each player.

(4) A second card face down to the area designated for the dealer‟s hand under a cover card.

(e) After two cards have been dealt to each player and to the area designated for the hand of the dealer, and after all community cards have been dealt in accordance with § 11 (relating to the procedure for completion of each round of play; collection and payment of wagers), the dealer shall remove the stub from the manual dealing shoe and, except as provided in subsection (f), place the stub in the discard rack without exposing the cards.

(f) If 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 of cards shall be removed from the table.

§ 9. Procedure for dealing the cards from the hand.

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

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

(2) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand.

(i) 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.

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

(3) The dealer shall announce “no more bets” 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.

(b) 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:

(1) One card face down to each player.

(2) One card face down to the area designated for the dealer‟s hand under a cover card.

(3) A second card face down to each player.

(4) A second card face down to the area designated for the dealer‟s hand under a cover card.

(c) After two cards have been dealt to each player and to the area designated for the hand of the dealer and after all community cards have been dealt in accordance with § 11 (relating to the procedure for completion of each round of play; collection and payment of wagers), the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) 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 of cards shall be removed from the table.

§ 10. Procedure for dealing the cards from an automated dealing shoe.

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

(1) After the procedures required under § 5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) The dealer shall then announce “no more bets” prior to dispensing any stacks of cards.

(b) The dealer shall deal the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to the dealer‟s left who has placed an Ante Wager. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack of two cards face down to each of the other players who has placed an Ante Wager. The dealer shall then deliver a stack of two cards face down under a cover card to the area designated for the dealer’s hand.

(c) After each stack of two cards has been dispensed and delivered in accordance with this section, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures in § 9(a)(2) and (3)(relating to the procedure for dealing the cards from the hand), deal from his hand the five community cards in accordance with § 11 (relating to the procedure for completion of each round of play; collection and payment of wagers). After all community cards have been dealt, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) 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 of cards shall be removed from the table.

§ 11. Procedure for completion of each round of play; collection and payment of wagers.

(a) After the dealing procedures required under § 8, § 9 and § 10 (relating to the procedure for dealing the cards from a manual dealing shoe; procedure for dealing the cards from the hand; and procedure for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards without exposing them to any person, place the cards face down on the layout and either place a Flop Wager equal to twice the amount of the player‟s Ante Wager or fold and forfeit the Ante Wager.

(1) If a player chooses to place a Flop Wager, the wager shall be placed in the designated Flop betting area.

(2) If a player folds, the player‟s Ante Wager shall be collected by the dealer and placed in the table inventory container.

(i) If the player has also placed a Bonus Wager, the player‟s cards shall remain on the table pending resolution of the Bonus Wager at the conclusion of the round of play.

(ii) If the player has not placed a Bonus wager, the dealer shall immediately spread the cards of the folded hand face down, collect the cards and place them in the discard rack.

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

(c) Prior to dealing and revealing the Turn card, the dealer shall, starting with the player farthest to the dealer‟s left who has placed a Flop Wager and proceeding around the table in a clockwise manner, ask each player who has placed a Flop Wager if he wishes to place a Turn Wager equal to the amount of the player‟s Ante Wager or check (not place a Turn wager). If a player wishes to place a Turn Wager, the wager shall be placed in the designated Turn betting area.

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

(e) Prior to dealing and revealing the River card, the dealer shall, starting with the player farthest to the dealer‟s left who has placed a Flop Wager and proceeding around the table in a clockwise manner, ask each player if he desires to place a River Wager equal to the amount of the player‟s Ante Wager or check (not place a River wager). If a player wishes to place a River Wager, the wager shall be placed in the designated River betting area.

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

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

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

(1) If the player‟s five-card poker hand has a lower rank than the dealer‟s five-card poker hand, the player shall lose and the dealer shall immediately collect any Ante, Flop, Turn and River Wagers made by the player and place the wagers in the table inventory container.

(2) If the player‟s five-card poker hand has a higher rank than the dealer‟s five-card poker hand, the player shall win and the dealer shall pay any Ante, Flop, Turn and River Wagers made by the player in accordance with the payout odds in § 12 (relating to payout odds), provided, however, that the Ante Wager may not be paid unless the player‟s winning hand has a rank of straight or higher or flush or higher.

(3) If the player‟s five-card poker hand and the dealer‟s five-card poker hand are of equal rank, the player‟s hand shall be a tie and the dealer shall return any Ante, Flop, Turn and River Wagers placed by the player.

(4) After settling a player‟s Ante, Flop, Turn and River Wagers, the dealer shall settle any Bonus Wager made by the player by determining whether the player‟s two cards qualify for a payout in accordance with § 12(c). A winning Bonus wager shall be paid without regard to the outcome of any other wager made by the player. After the Bonus wager of the player is settled, the dealer shall immediately collect the cards of that player and place them in the discard rack.

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

§ 12. Payout odds.

(a) The payout odds for winning wagers at Texas Hold „Em Bonus Poker printed on the table layout, on any sign or in any brochure or other publication distributed by a certificate holder shall be stated through the use of the word “to” and no odds shall be stated through the use of the word “for.”

(b) The casino shall pay each winning Ante, Flop, Turn and River Wager at odds of 1 to 1.

(c) The casino shall pay each winning Bonus Wager at the game of Texas Hold „Em Bonus Poker at the odds which shall be no less than the following odds:

Player’s Two Card	Payout
Ace-Ace	30 to 1
Ace-King (same suit)	25 to 1
Ace-Queen or Ace-Jack (same suit)	20 to 1
Ace-King (different suit)	15 to 1
King-King, Queen-Queen, Jack-Jack	10 to 1
Ace-Queen or Ace-Jack (different suit)	5 to 1
A pair of 10-10 through two-two	3 to 1

(d) The casino may supplement the pay table set forth in subsection (c) to include a payout for when both a player and the dealer have a pair of aces. If the casino elects to offer this bonus, the player shall be paid at the odds which shall be of no less than 1000 to 1.

(e) Notwithstanding the payout odds set forth in subsections (b) - (d), the maximum aggregate payout limit on all winning Ante, Flop, Turn, River and Bonus Wagers for any hand shall be $50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

§ 13. Irregularities.

(a) If any card dealt to the dealer in Texas Hold „Em Bonus Poker is exposed prior to each player having either folded or placed a Flop, Turn or River Wager as provided for under §11 (relating to the procedure for completion of each round of play; collection and payment of wagers), all hands shall be void and all Ante, Flop, Turn and River Wagers shall be returned to the players. If a player has placed a Bonus wager, the Bonus

wager shall be settled in accordance with the payout odds set forth in § 12(c) (relating to payout odds).

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled. Notwithstanding the foregoing, if the cards are found face up after each player and the dealer have received their initial two cards, any Bonus Wager shall be settled in accordance with the payout odds set forth in § 12(c).

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

(d) If a player 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.

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

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

MULTI-LINKED PROGRESSIVE JACKPOTS

1. Progressive Jackpot
2. Progressive Payouts
3. Payout Odds

§ 1. Progressive Jackpot

(a) All progressive pays are based on five card poker hands. The odds of winning the top prize with a Royal Flush are the same across all games.

(b) The casino may elect to have a Multi-Linked Progressive Jackpot for the following tables:

(1) Let It Ride
(2) Mississippi Stud
(3) Ultimate Texas Hold'em
(4) Texas Hold'em Bonus Poker
(5) Four Card Poker

(c) If the casino offers games such as Let It Ride and Mississippi Stud, the games are played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the three cards they are initially dealt along with the two dealer community cards to form a five card hand used to determine if there is a winning progressive payout.

(d) If the casino offers games such as Ultimate Texas Hold'em and Texas Hold'em Bonus, the games are played exactly the same as outlined in their specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use the player's two hole cards plus the first three community cards (also known as the flop) to determine if there is a winning progressive payout.

(e) If the casino offers Four Card Poker, the game is played exactly the same as outlined in its specific "Rules of the Game." In order to qualify for one of the progressive jackpot payouts, players will need to use all five of the cards they were initially dealt to determine if there is a winning progressive payout.

§ 2. Progressive Payout.

(a) A winning Progressive Payout Wager shall be paid in accordance with the payout table in § 3 (relating to payout odds; Envy Bonus) prior to the collection of the winning player's cards by the dealer.

(b) A winning player shall receive the payout for only the highest ranking hand formed from the player's Winning Progressive Payout hand.

(c) A winning Progressive Payout Wager shall be paid irrespective of the outcome of the player's Ante Wager or Pair Plus Wager and have no bearing on any other wagers made by the player.

(d) Prior to making a payout for a Progressive Payout Wager, the dealer shall:

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

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

(3) Have a table games floorperson or above or a member of the casino's surveillance department verify the progressive.

(e) Winning Progressive Payout Wagers shall be paid after the player's other wagers are settled. If a player has won the progressive payout that is 100% of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. Other winning Progressive Payout Wagers shall be paid from the table inventory container.

§ 3. Payout Odds.

(a) Should a player be eligible for a Winning Progressive Payout Wager, the casino shall pay the following odds on all payouts:

Hand	Pays	Envy
Royal Flush	100%	$1,000
Straight Flush	10%	$300
Four of a Kind	$300	N/A
Full House	$50	N/A
Flush	$40	N/A
Straight	$30	N/A
Three of a Kind	$9	N/A

BIG SIX
<u>The player attempts to predict the section in which the wheel will stop.</u>

1. Physical characteristics.

2. Wagers and rotation of the wheel

3. Payout Odds.

4. Irregularities.

1. PHYSICAL CHARACTERISTICS

A. A Big Six wheel is circular in shape not less than 48 inches or more than 66 inches in a diameter. The rim of the wheel shall be divided into 54 equally spaced sections as follows: 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 Horseshoe Cleveland, and 1 section containing a picture of the Joker. Each section shall be covered with glass.

B. Each Big Six-Wheel table shall have the name of the Casino, or such other logo Approved by the OCCC displayed on it and shall have a drop box and a tip box attached to it.

C. The cloth covering each Big 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 section containing the name Horseshoe Cleveland and a Joker, which shall be used by patrons in placing bets at this game.

D. Inspection procedures

(a) Prior to opening a Big Six table for gaming activity, a Table Games Supervisor or above shall:

(1) Inspect the Big Six wheel to assure that the wheel is rotating freely and to assure that all parts are secure.

(b) Any adjustments to the Big Six wheel shall be made by a Table Games Supervisor or above, or a member of the maintenance department.
(c) All adjustments shall be completed prior to the opening of the game.
(d) The casino may replace any of the parts at any time, provided that an inspection as required by subsection (a) must be completed prior to reopening the table for play.

2. WAGERS AND ROTATION OF THE WHEEL

A. The minimum and maximum wagers: see “General Rules” section.

B. Each player shall be responsible for the correct positioning of his wager or wagers on the Big Six layout regardless of whether the player is assisted by the dealer. Each player must ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.

C. The Dealer shall walk-spin the wheel at least two times before the final spin and release of the wheel. Before the Dealer releases the wheel, he/she will call *No More Bets.*

3. BIG SIX PAYOUT ODDS

A. The Casino shall pay off Winning Wagers at Big Six at the odds listed below unless otherwise Approved by the Division in writing:

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	45 to 1
Name of Casino	45 to 1

4. IRREGULARITIES

A. If the clapper sticks on a peg, wait a few seconds to see if it will fall. If it doesn’t, bring to this to the attention of the supervisor. The supervisor will call for the previous number passed to be the winner.