

HIGH CARD FLUSH

1. Definitions

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

“*Ante* or “*Ante wager*” - means the predetermined wager that a player is required to make prior to any cards being dealt in order to participate in a round of play.

“*Cover card*” - means a yellow or green plastic card used during the cut process and then to conceal the bottom card of the deck.

“*Flush Bonus wager*” - means the optional amount, if offered by the gaming licensee, wagered by a player and placed on the appropriate designation on the table layout prior to any cards being dealt, which makes the player eligible for a posted payout, even if the player opts to fold.

“*Fold*” - means the withdrawal of a player from a round of play by electing not to make a raise wager. If a player folds, the player loses their ante wager.

“*Progressive payout wager*” - means the optional amount, if offered by the gaming licensee, wagered by a player and placed on the appropriate designation on the table layout prior to any cards being dealt, which makes the player eligible for a posted payout.

“*Push*” - means a tie.

“*Dealer’s qualifying hand*” - means a hand of the dealer consisting of, at a minimum, a three card flush, with at least a 9 as the high card. For example, if a dealer has a two, three and nine of diamonds, and four other cards that are an assortment of clubs, hearts or spades, the dealer has a dealer’s qualifying hand.

“*Raise wager*” - means the wager, if a player does not otherwise fold, that a player is required to make after viewing his or her hand, which:

- (1) Has a minimum value of the amount of the ante wager;
- (2) Has a maximum value dependent upon the cards in the player’s hand as follows:
 - (i) If the player’s hand consists of a two, three, or four card flush, the raise wager must equal the ante wager.
 - (ii) If the player’s hand consists of a five card flush, the maximum raise wager shall be no more than double the ante wager.
 - (iii) If the player’s hand consists of a six or seven card flush, the maximum raise wager shall be no more than triple the ante wager.

“*Round of play*” or “*round*” - means one complete cycle of play during which all players at the table have been dealt a hand, have folded or wagered, and have had their wagers paid or collected in accordance with this subchapter.

“*Straight Flush Bonus wager*” - means the optional amount, if offered by the gaming licensee,

wagered by a player and placed on the appropriate designation on the table layout prior to any cards being dealt, which makes the player eligible for a posted payout, even if the player opts to fold.

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

“*Suit*” - means one of the four categories of cards, that is, club, diamond, heart or spade.

2. Cards; number of decks

- (a) Except as provided in (b) and (c) below, High Card Flush shall be played with one deck of cards with backs of the same color and design and one cover card to be used in accordance with the procedures set forth in Section 4. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards shall meet the requirements of 205 CMR 146.48.
- (b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:
 - (1) Each deck of cards complies with the requirements of (a) above;
 - (2) The backs of the cards in the two decks are of different color;
 - (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - (4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - (5) The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

- (a) After receiving a deck of cards at the table in accordance with 205 CMR 146.48, the dealer shall comply with the rules of the Commission applicable to the receipt, inspection, initial shuffling and inspection of cards as set forth in 205 CMR 146.48 and (b) through (d) below.
- (b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence.
- (c) After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.
- (d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.48 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled, in accordance with the provisions of (a) through (c) above, immediately prior to the

commencement of play.

4. Shuffle and cut of the cards

- (a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146.48, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.
- (b) After the cards have been shuffled and stacked, the dealer shall:
 - (1) If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9; or
 - (2) If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, cut the cards in accordance with the procedures set forth in (c) below.
- (c) If a cut of the cards is required, the dealer shall:
 - (1) Cut the deck, using one hand, by:
 - (i) Placing the cover card on the table in front of the deck of cards;
 - (ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - (iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)(1)(ii) above; and
 - (iv) Removing the cover card and placing it in the discard rack; and
 - (2) Deal the cards in accordance with the procedures set forth in Sections 7-9.
- (d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
- (e) Whenever there is no gaming activity at a High Card Flush table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.

5. High Card Flush hand rankings

- (a) The rank of the cards used in High Card Flush, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" with a two and three, and in addition to a two and three, in regard to a larger "straight flush," a four, five, six, and/or seven. An ace may not be used, however, with any other sequence of cards to form a "straight flush" (for example, king, ace, and two).

- (b) If the dealer has a dealer's qualifying hand, each player's hand is evaluated against the dealer's hand based on the following criteria:
 - (1) Number of cards in the largest flush in a player's hand. For example, a hand with a maximum four card flush beats any hand with a maximum three card flush, but loses to any hand with a maximum five card flush.
 - (2) Card rankings in a player's hand for the flush pursuant to Section 5(a).
- (c) If the gaming licensee offers one of the optional wagers set forth in Section 6, the following hands may be recognized as elected by the gaming licensee:
 - (1) "7 Card Straight Flush" is a hand consisting of seven cards of the same suit in consecutive ranking.
 - (2) "7 Card Straight Flush, Suit Specific" is a hand consisting of seven cards of the same suit in consecutive ranking, in a particular suit that is predetermined by the gaming licensee. For example, if diamonds was selected by the gaming licensee, KQJT987 in diamonds would qualify, but KQJT987 in clubs, spades, or hearts would not.
 - (3) "6 Card Straight Flush" is a hand consisting of six cards of the same suit in consecutive ranking.
 - (4) "5 Card Straight Flush" is a hand consisting of five cards of the same suit in consecutive ranking.
 - (5) "4 Card Straight Flush" is a hand consisting of four cards of the same suit in consecutive ranking. "3 Card Straight Flush" is a hand consisting of three cards of the same suit in consecutive ranking.
 - (6) "7 Card Flush" is a hand consisting of seven cards of the same suit, regardless of rank.
 - (7) "6 Card Flush" is a hand consisting of six cards of the same suit, regardless of rank.
 - (8) "5 Card Flush" is a hand consisting of five cards of the same suit, regardless of rank.
 - (9) "4 Card Flush" is a hand consisting of four cards of the same suit, regardless of rank.

6. Wagers

- (a) The following wagers may be placed in the game of High Card Flush:
 - (1) A player may compete in High Card Flush by, before the cards are dealt, placing an ante wager in an amount within the posted minimum and maximum wagers;
 - (2) The gaming licensee may, at its option, offer each player to make a Flush Bonus wager on whether the player will be dealt a hand type in accordance with the pay table selected by the gaming licensee pursuant to Section 11(c). A player may compete for the Flush Bonus wager by, before the cards are dealt, placing a Flush Bonus wager in an amount within the posted minimum and maximum wagers; this wager does not have to be the same amount as the ante wager;
 - (3) The gaming licensee may, at its option, offer each player to make a Straight Flush Bonus wager on whether the player will be dealt a hand type in accordance with the pay table selected by the gaming licensee pursuant to Section 11(d). A player may compete for the Straight Flush Bonus wager by, before the cards are dealt, placing a Straight Flush Bonus wager in an amount within the posted minimum and maximum wagers; This wager does not have to be the same amount as the ante wager;
 - (4) The gaming licensee may, at its option, offer each player to make a Progressive payout wager on whether the player will be dealt a hand type in accordance with the pay table

selected by the gaming licensee pursuant to Section 11(e). A player may compete for the Progressive payout wager by, before the cards are dealt, placing a Progressive payout wager, in the amount of \$1.00, in the designated area on the table layout;

- (5) After the cards are dealt, if the player does not otherwise fold, the player is required to make a raise wager to continue the round of play. This wager has:
- (i) A minimum value of the amount of the ante wager.
 - (ii) A maximum value dependent upon the cards in the player's hand as follows:
 - a. If the player's hand consists of a two, three, or four card flush, the raise wager must equal the ante wager.
 - b. If the player's hand consists of a five card flush, the maximum raise wager shall be no more than double the ante wager.
 - c. If the player's hand consists of a six or seven card flush, the maximum raise wager shall be no more than triple the ante wager.
- (b) All wagers at High Card Flush shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
- (c) Only players who are seated at a High Card Flush table may wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.
- (d) All ante wagers and any optional wagers authorized by this section shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections 7-9. No wager shall be made, increased, or withdrawn after the dealer has announced "No more bets." All play wagers shall be placed in accordance with Section 10.
- (e) A gaming licensee may, in its discretion, permit a player to place wagers at two or three betting positions during a round of play provided that all of the betting positions are adjacent to each other.

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

- (a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
- (b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the table layout with the opposite hand
- (c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal seven consecutive cards face down to each player who has placed an ante wager in accordance with Section 6.
- (d) After seven cards have been dealt to each player, the dealer shall deal himself or herself seven

consecutive cards face down.

- (e) After seven cards have been dealt to each player and the dealer in accordance with this section, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.
- (f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the table layout.
 - (1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - (2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than seven cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 13. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.
- (g) Notwithstanding the provisions of (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Procedures for dealing the cards from the hand

- (a) Notwithstanding any other provisions of 205 CMR 146, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play High Card Flush from his or her hand.
- (b) If a gaming licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
 - (1) The gaming licensee shall use an automated shuffling device to shuffle the cards.
 - (2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
 - (i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - (ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - (3) The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the table layout.
- (c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal seven consecutive cards face down to each player who has

placed an ante wager in accordance with Section 6.

- (d) After seven cards have been dealt to each player, the dealer shall deal himself or herself seven consecutive cards face down.
- (e) After seven cards have been dealt to each player and the dealer in accordance with this section, the dealer shall, except as provided in (f) below, place the stub in the discard rack without exposing the cards.
- (f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f) and (g).

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

- (a) Notwithstanding any other provision of 205 CMR 146, a gaming licensee may, in its discretion, choose to have the cards used to play High Card Flush dealt from an automated dealing shoe which dispenses cards in stacks of seven cards, provided that the shoe, its location and the procedures for its use are in accordance with the gaming licensee's internal control procedures.
- (b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:
 - (1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe; and
 - (2) The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.
- (c) The dealer shall deliver the first stack of seven cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed an ante wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed an ante wager in accordance with Section 6.
- (d) After seven cards have been dealt to each player, the dealer shall dispense another stack of seven cards from the automated dealing shoe, and place the seven cards in the designated location on the table layout for the dealer's hand.
- (e) After seven cards have been dealt to each player and the dealer in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (f) below, place the cards in the discard rack without exposing the cards.
- (f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f) and (g).

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

- (a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her seven cards. Each player who wagers at High Card Flush shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player. Each player shall be required to keep the seven cards in full view of the dealer at all times. No player may exchange or communicate information regarding his or her hand prior to the dealer revealing his or her hand; any violation shall result in a forfeiture of all wagers on that round by such player.
- (b) After examination of his or her seven cards, but before the dealer exposes his or her hand, each player who has placed an ante wager shall either place a raise wager in accordance with Section 6(a)(6) in the designated area on the table layout, or fold and forfeit the ante wager. 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. If a player folds, the player's ante wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack, except as otherwise provided by Section 10(c). If the player makes an ante and a raise wager, the player will place the cards they are using to play against the dealer under or adjacent to the raise wager. Additionally, the player will discard all other cards face down to the players right and adjacent to the ante and raise betting areas. Once all players who are not folding have placed their raise wager and discarded the cards that won't be used in evaluating the hand, the dealer will collect all the discards and place them in discard rack. The player will be eligible for an even money payout in accordance with Section 11(b).
- (c) If a player makes an ante wager and also an optional wager pursuant to Section 6 before any cards are dealt and the player chooses to fold after viewing his or her seven cards, the player will forfeit his or her ante wager in accordance with Section 10(b), but declare any winning Flush Bonus, Straight Flush Bonus or Progressive wagers by turning face-up the cards that trigger this winning wager, and place them on top of the remainder of cards which are now considered discards and are placed face down. The dealer will then confirm any winning Bonus wagers including the Flush Bonus, Straight Flush Bonus and Progressive wager if applicable. Upon confirmation by the dealer that the folded cards contain a winning Bonus wager, the dealer will pay each Bonus wager according to the posted or printed payable and push both the winnings and original wager back to the player. In the case of a winning Progressive wager, the payout is placed adjacent to the Progressive wager betting area and then pushed back to the player.
- (d) After each player has either placed a raise wager or folded, and the dealer has collected all forfeited wagers and placed the associated cards in the discard rack, the dealer shall reveal his or her hand.
- (e) After the dealer's hand is revealed, the dealer shall, starting with the player farthest to his or her right and moving counter clockwise around the table in order, turn over each player's cards and resolve each hand in accordance with the procedures below.
- (1) The dealer first shall determine whether he or she has a dealer's qualifying hand.

- (i) If the dealer does not have a dealer's qualifying hand, all players remaining in the game will have their ante wagers paid at even money, and will push on their raise wagers, in accordance with Section 11(b).
 - (ii) If the dealer has a dealer's qualifying hand, the dealer's hand shall be evaluated against each player's hand in accordance with Section 5(b). The dealer shall then pay out the ante and raise wagers in accordance with the following:
 - a. If the player's hand beats the dealer's hand, the ante and raise wagers win and the dealer shall pay the ante and raise wagers at even money in accordance with Section 11(b).
 - b. If the dealer's hand beats the player's hand, the ante and raise wagers lose.
 - c. If the dealer's and player's hands tie, the ante and raise wagers push.
- (2) If the player made a Flush Bonus wager, Straight Flush Bonus wager, and/or Progressive payout wager, the dealer shall evaluate the player's hand in accordance with the following:
- (i) If the player made a Flush Bonus wager, the dealer shall determine if the player has a qualifying hand, and pay the posted payout, in accordance with the pay table selected by the gaming licensee pursuant to Section 11(c).
 - (ii) If the player made a Straight Flush Bonus wager, the dealer shall determine if the player has a qualifying hand, and pay the posted payout, in accordance with the pay table selected by the gaming licensee pursuant to Section 11(d) and (e).
 - (iii) If the player made a Progressive payout wager as authorized pursuant to Section 6, the dealer shall determine if the player has a qualifying hand consisting of, at a minimum, a Three Card Straight Flush, and pay the posted payout, in accordance with the pay table selected by the gaming licensee pursuant to Section 11(f). If the player's hand is eligible for a progressive payout in accordance with Section 11(f), the dealer shall also follow the procedures outlined in Section 10(g).
- (3) If a player has a qualifying hand, or if the dealer does not have a dealer's qualifying hand, the player's hand shall be left on the table layout, face up, until the player's wager is paid, at which time the player's cards shall immediately be collected by the dealer and placed in the discard rack. If the player does not have a qualifying hand, the player's wager shall immediately be collected by the dealer and placed in the table inventory container and the player's cards shall immediately be collected by the dealer and placed in the discard rack. If the dealer's and player's hands are a push, the ante and/or raise wager shall be left on the table layout, and the player's cards shall immediately be collected by the dealer and placed in the discard rack.
- (f) Once each player's hand has been resolved and all wagers have been paid, the dealer shall collect the seven cards constituting the dealer's hand, and place them in the discard rack.

11. Payout odds

- (a) The payout odds for winning wagers at High Card Flush printed on any table layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for," unless specifically stated otherwise within Section 11.

- (b) If the dealer does not have a qualifying hand, all players remaining in the game will have their ante wagers paid at even money and will push on their raise wagers. If the dealer has a qualifying hand, and a player's hand beats the dealer's hand, the player's ante and raise wagers are paid at even money.
- (c) If the gaming licensee offers the Flush Bonus wager, a gaming licensee shall pay off each qualifying Flush Bonus wager at the game of High Card Flush in accordance with one of the following pay tables pre-selected by the gaming licensee (the payout odds below are stated as "to 1"):

Hand	A	B	C	D	E	F	G	H	I	J	K	L	M	N
7 card flush	300	100	200	300	200	500	400	1000	150	150	400	300	500	500
6 card flush	100	20	20	75	60	50	60	50	20	25	100	80	80	100
5 card flush	10	10	10	5	12	12	12	10	10	10	10	11	11	10
4 card flush	1	2	2	2	1	1	1	1	2	2	1	1	1	1

- (d) If the gaming licensee offers the Straight Flush Bonus wager, a gaming licensee shall pay off each qualifying Straight Flush Bonus wager at the game of High Card Flush in accordance with one of the following pay tables pre-selected by the gaming licensee (the payout odds below are stated as "to 1"):

Hand	A	B	C	D	E	F	G
7 card straight flush	8000	500	500	1000	500	1000	Bonus
6 card straight flush	1000	200	200	500	200	500	Bonus
5 card straight flush	100	100	100	100	100	100	Bonus
4 card straight flush	60	50	75	75	60	60	Bonus
3 card straight flush	7	9	7	7	8	8	Bonus

- (e) If the gaming licensee offers the Progressive payout wager, a gaming licensee shall pay off each qualifying Progressive payout wager at the game of High Card Flush in accordance with one of the following pay tables pre-selected by the gaming licensee.

Hand	A	B	C	D
7 card straight flush	100% of main meter	100% of main meter	100% of main meter	100% of main meter
6 card straight flush	10% of main meter	10% of main meter	10% of main meter	10% of main meter
5 card straight flush	\$250	\$750	\$300	\$800
4 card straight flush	\$50	\$60	\$50	\$50
3 card straight flush	\$3	N/A	\$3	N/A

- (f) If a gaming licensee offers the Progressive payout wager pursuant to Section 12, the progressive display meter shall be initially set to \$10,000, and all percentage payouts, as stated in Section 11(e), must be deducted from the meter. A fixed percentage of each progressive payout wager shall be added to the main meter, and a fixed percentage of each progressive payout wager shall be added to a secondary meter, in accordance with the following contribution rates for the pay tables pre-selected by the gaming licensee as stated in Section 11(e):

Contribution Rate:

	A	B	C	D
Main Meter	24%	23%	21%	25%
Secondary Meter	2%	2%	5%	5%

When a 100% payout hits, the main meter shall be reset to the amount of the secondary meter, and the secondary meter shall be reset to zero.

- (g) If a gaming licensee offers the Flush Bonus wager, and/or the Straight Flush Bonus wager, all “Bonus” amounts shall be set at the discretion of the gaming licensee. The gaming licensee may set a maximum aggregate amount payable per round, or per hand.
- (h) For each Bonus wager individually, only the highest qualifying hand is eligible for a payout. For example, if a player’s seven card hand consists of more than one straight flush, only the highest ranking straight flush will be paid.

12. Progressive Payout wager

- (a) If a High Card Flush table is properly equipped to offer an optional Progressive payout wager pursuant to 205 CMR 146.24 (related to poker table characteristics), the gaming licensee may offer an optional Progressive payout wager. The Progressive payout wager shall be \$1.00.
- (b) If the gaming licensee offers a Progressive payout wager, the dealer shall do the following prior to dealing any cards:
- (1) Following the announcement of “No more bets,” use the table game Progressive payout wager system to prevent the placement of any additional Progressive payout wagers, or otherwise start the progressive game on the system;
 - (2) Collect any Progressive payout wagers from the table;
 - (3) Verify that numbers of chips wagered equals the number of Progressive payout wagers accepted by the table game Progressive payout wager system, and verify that the progressive electronic sensor is illuminated for each Progressive payout wager; and
 - (4) Place the gaming chips into the table inventory container.
- (c) A player making a Progressive payout wager before any cards are dealt, who then folds after

viewing his or her seven cards, will not be eligible for a Progressive payout. A player will only remain eligible for a Progressive payout if he or she makes a raise wager. After the dealer's hand is revealed, the dealer will follow the procedure outlined in Section 10(e)(2)(iv) to determine if the player has a qualifying hand.

- (d) If the player's hand does not qualify for a Progressive payout, or any other payout pursuant Section 10(e), the player's cards shall immediately be collected by the dealer and placed in the discard rack.
- (e) If the player's hand qualifies for a Progressive payout, the qualifying hand shall be left on the table layout, face up, until the Progressive payout wager is paid, at which time the player's cards shall immediately be collected by the dealer and placed in the discard rack; or in regard to Progressive payouts which are not being paid from the table inventory container pursuant to Section 10(f), until the necessary documentation has been completed. Thereafter, the player's cards shall immediately be collected by the dealer and placed in the discard rack. A qualifying Progressive payout wager shall be paid in accordance with Section 11(g).
- (f) If a player's hand is entitled to a Progressive payout in accordance with Section 11(e), the Progressive payout shall not be paid from the table inventory container, and the progressive display meter linked to the table game Progressive payout wager system shall be adjusted to reflect the Progressive payout, pursuant to Section 11(e). If more than one player hits a Progressive payout during the same round and at the same table, the dealer will first pay the player farthest on his or her right and then move counter-clockwise to the other players, although this procedure may be replaced by the gaming licensee's internal procedures. The dealer shall indicate on the table game Progressive payout wager system the player entitled to the percentage Progressive payout, and the player's particular qualifying progressive hand. The dealer shall then verify the percentage Progressive payout and obtain necessary documentation of the payout and the gaming licensee. Thereafter, the player's cards shall immediately be collected by the dealer and placed in the discard rack, and the table game Progressive payout wager system shall be reset for the next round of play.

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 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 is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
- (d) If one or more of the dealer's cards are inadvertently exposed prior to the dealer revealing his or her hand as prescribed in Section 10(e), all hands shall be void and the cards shall be reshuffled.

- (e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with the gaming licensee's internal control procedures.
- (f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with the gaming licensee's internal control procedures.
- (g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table