

CARIBBEAN STUD POKER

Rules

1. Definitions

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

Ante wager - means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

Bet wager - means an additional wager made by a player, in an amount double the player's ante wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.

Fold - means the withdrawal of a player from a round of play by discarding their hand of cards after all cards have been dealt and prior to placing a bet wager.

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

Hole card - means any of the four cards which are dealt face down to the dealer.

Progressive payout hand - means a flush, full house, four-of-a-kind, straight flush or royal flush, as defined in Sections 5 and 10.

Push - means a tie, as defined in Section 9.

Qualifying hand - means the dealer's hand as defined in Section 9, with a rank of ace, king, or better.

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

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

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

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

2. Cards; number of decks

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

3. Opening of the table for gaming

- (a) After receiving a deck of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of 205 CMR 146.49 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 is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.
- (d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

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

automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.

- (b) After the cards have been shuffled and stacked, the dealer shall deal or deliver the cards in accordance with the procedures set forth in Sections 7 or 8.
- (c) If a cut of the cards is required, the dealer shall:
 - (1) Cut the deck, using one hand, by:
 - (i) Placing the cover card on the table in front of the deck of cards;
 - (ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - (iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)(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 or 8.
- (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 they 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 Caribbean stud poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.

5. Caribbean stud poker rankings

- (a) The rank of the cards used in Caribbean 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.
- (b) The permissible poker hands at the game of Caribbean stud poker, in order of highest to lowest rank, shall be:
 - (1) "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
 - (2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - (3) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - (4) "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - (5) "Flush" is a hand consisting of five cards of the same suit;
 - (6) "Straight" 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 (e.g., queen, king, ace, two, three);

- (7) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
- (8) "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
- (9) "One Pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

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

6. Wagers

- (a) All wagers at Caribbean stud poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
- (b) All ante wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Section 7 or 8. Except as provided in Section 7, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."
- (c) Upon placing an ante wager, a player may, at their discretion, place a progressive payout wager either by placing a \$1.00 gaming chip into the progressive wagering device designated for that player or by redeeming a progressive wager coupon in accordance with the provisions of 205 CMR 146.09. Each player shall be responsible for verifying that their respective progressive payout wager has been accepted.
- (d) A "bet" wager shall be made in accordance with Section 9.
- (e) A player shall not be permitted to play more than one hand per round of play.
- (f) Only players who are seated at the Caribbean stud poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

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

- (a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing

shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automatic shuffling device.

- (b) Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.
- (c) Prior to dealing the cards and once all ante and progressive payout wagers have been placed, the dealer shall then announce "No more bets" and use the table game progressive payout wager system to prevent the placement of any additional progressive payout wagers. The dealer shall then collect any progressive payout wagers and, on the layout in front of the table inventory container, verify that the number of gaming chips wagered equals the number of progressive payout wagers accepted by the table game progressive payout wager system. The dealer shall then place the gaming chips into the table inventory container.
- (d) 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.
- (e) The dealer shall, starting with the player farthest to their left and continuing around the table in a clockwise manner, deal the cards as follows:
 - (1) One card face down to each player;
 - (2) One card face up to an area directly in front of the table inventory container designated for the dealer's hand;
 - (3) A second card face down to each player directly on top of that player's first card;
 - (4) A second card face down to the dealer to the right of the dealer's first card dealt face up; and
 - (5) A third, fourth and fifth card, in succession, face down to each player and the dealer directly on top of the preceding card dealt face down.
- (f) After five cards have been dealt to each player and the area designated for the hand of the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (g) below, place the stub in the discard rack without exposing the cards.
- (g) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - (1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - (2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the area designed for the placement of the dealer's hand has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

8. Procedures for dealing the cards from an automated dealing shoe/machine

- (a) Notwithstanding any other provision of 205 CMR 146 or this section, a gaming licensee may, in its discretion, choose to have the cards used to play Caribbean stud poker dealt from an automated dealing shoe/machine which dispenses cards in stacks of five cards, provided that the shoe/machine, its location and the procedures for its use are approved by the Commission.
- (b) Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.
- (c) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/machine, 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/machine.
 - (2) The dealer shall then announce "No more bets" and press the lock-out button in accordance with Section 7.
- (d) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe/machine face down to the player farthest to their left who has placed a wager in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Section 6. The dealer shall then deliver a stack of five cards face down to the area designated for the dealer's hand in a manner as to not disclose the value of the cards.
- (e) After each stack of five cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe/machine 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 are still present in the deck. The dealer shall count the stub in accordance with the provisions of Section 7.
- (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.
- (h) The stack of five cards comprising the dealer's hand shall then be spread in a row directly in front of the table inventory container with the top card to the dealer's right and the bottom card to the dealer's left. The dealer shall then expose the bottom card of the dealer's hand, or that card farthest to the dealer's left, and the round of play shall proceed in accordance with Section 9.

9. Bet wagers; procedure for completion of each round of play; collection and payment of

wagers

- (a) After the dealing procedures required by Sections 7 or 8 have been completed but before the dealer exposes the hole cards, each player shall, after examining their cards, either place a bet wager in the designated betting area or fold and forfeit the ante wager. If a player folds, the entire 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.
- (1) Each player who wagers at Caribbean Stud Poker shall be responsible for their own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.
 - (2) Each player shall keep the five cards in full view of the dealer at all times.
 - (3) After each player has made a decision regarding the Bet Wager as required under (b) below, 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 their cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if they wishes to make a Bet Wager in an amount equal to two times the amount of the player's Ante Wager or forfeit the Ante Wager and end their participation in the round of play. If a player has placed an Ante Wager and a Caribbean Stud Bonus Wager, a Progressive Payout Wager or a Five Card Hand Bonus Wager but does not make a Bet Wager, the player shall forfeit all wagers except the Five Card Hand Bonus Wager and does not forfeit the right to receive an Envy Bonus Payout, if applicable.
- (c) After each player who has placed an Ante Wager has either placed a Bet Wager on the designated area of the layout or forfeited their wager and hand, the dealer shall collect all forfeited wagers and associated cards and place the cards in the discard rack. The dealer shall then reveal the dealer's four hole cards and place the cards so as to form the highest possible ranking five-card Poker hand. After the dealer's cards are 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 five cards of each player face up on the layout.
 - (2) The dealer shall examine the cards of the player and form the highest possible ranking five-card Poker hand for each player.
 - (3) If the dealer's highest ranking five-card Poker hand:
 - (i) Is lower than an ace-king, the dealer shall return each player's Bet Wager and pay out the player's Ante Wager made by the player in accordance with the payout odds in Section 10 (a) and (b) (relating to payout odds; rate of progression).
 - (ii) Is an ace-king or better, and the player's highest ranking five-card Poker hand:
 - a. Is ranked lower than the dealer's five-card Poker hand, the dealer shall immediately collect the Ante and Bet Wagers made by the player.
 - b. Is ranked higher than the dealer's five-card Poker hand, the dealer shall pay the Ante and Bet Wagers made by the player in accordance with the payout odds in Section 10(a) and (b).

- c. Is equal in rank to the dealer's five-card hand, the dealer shall return the Ante and Bet Wagers made by the player.
 1. The dealer shall settle any Caribbean Stud Bonus Wager made by the player by determining whether the player's five-card Poker hand qualifies for a payout in accordance with Section 10(c). A winning Caribbean Stud Bonus Wager shall be paid irrespective of whether the player's five-card Poker hand outranks the dealer's hand.
 2. After settling a player's Ante, Bet and Caribbean Stud Bonus Wagers, the dealer shall then settle the Progressive Payout Wager, if offered by the licensee. A winning Progressive Payout Wager shall be paid irrespective of whether the player's five-card Poker hand outranks the dealer's hand. If a player has won a progressive payout, the dealer shall:
 - i. Verify that the hand is a winning hand.
 - ii. Verify that the appropriate light on the progressive table game system has been illuminated.
 - iii. Have a floorperson or above validate the progressive payout in accordance with the licensee's approved internal control procedures.
 - iv. Pay the winning Progressive Payout Wager in accordance with the payout odds in Section 10(d). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.
 - v. Pay any Envy Bonus won in accordance with Section 10(d)(5) if Pay table D in Section 10(d) is selected by the licensee. Players making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Caribbean Stud Poker table is the holder of an Envy Bonus Qualifying Hand. Players are entitled to multiple Envy Bonuses if more than one other player is the holder of an Envy Bonus Qualifying Hand. A player is not entitled to an Envy Bonus for their own hand or the hand of the dealer.
 3. After settling a player's Ante, Bet and Caribbean Stud Bonus Wagers, the dealer shall settle the Five Card Hand Bonus Wager, if offered by the licensee, and any Magic Card or Lucky Bonus payouts. A winning Five Card Hand Bonus Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand. If a player has won a Five Card Hand Bonus or any Magic Card or Lucky Bonus payout, the dealer shall:
 - i. Verify that the hand is a winning hand.
 - ii. Have a floorperson or above verify any Five Card Hand Bonus payout with odds of 500 for 1 or a payout that is a percentage of the jackpot amount on the progressive meter in accordance with approved internal

control procedures submitted by the licensee (relating to internal control systems and audit protocols).

- iii. Credit the player's game account for the winning Five Card Hand Bonus Wager or the Magic Card or Lucky Bonus payout in accordance with Section 10(e). If a player has won a Five Card Hand Bonus payout that is a percentage of the jackpot amount on the progressive meter, the payout may not be paid to the player's game account. If a player has won a payout that is not being paid to the player's game account, the winning hand must remain on the table until the necessary documentation has been completed.

- (d) After all wagers of the player have been settled, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

10. Payout odds; rate of progression

- (a) A licensee shall pay each winning Ante Wager at odds of 1 to 1.
- (b) A licensee shall pay winning Bet Wagers in accordance with the following odds:

Hand	Pay table
Royal flush	100 to 1
Straight flush	50 to 1
Four-of-a-kind	20 to 1
Full house	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
A pair or less	1 to 1

- (c) If a licensee offers the Caribbean Stud Bonus Wager, the licensee shall pay each winning Caribbean Stud Bonus Wager at the odds in one of the following pay tables selected by the Licensee:

Hand	Pay table A	Pay table B	Pay table C
Royal flush	1,000 to 1	1,000 to 1	1,000 to 1
Straight flush	200 to 1	200 to 1	200 to 1
Four-of-a-kind	100 to 1	100 to 1	100 to 1
Full house	50 to 1	50 to 1	50 to 1
Flush	40 to 1	40 to 1	40 to 1
Straight	25to 1	25 to 1	20 to 1
Three-of-a-kind	7 to 1	6 to 1	6 to 1
Two pair	3 to 1	3 to 1	3 to 1
A pair of 10s or better	1 to 1	1 to 1	1 to 1

(d) If a licensee offers the Progressive Payout Wager:

A player placing a Progressive Payout Wager shall be paid at the odds in one of the following payout tables selected by the licensee:

Hand	Pay table A	Pay table B	Pay table C	Pay table D	Pay table E
Royal flush	100% of meter	100% of meter	100% of meter	100% of meter	100% of meter
Straight flush	5,000 for 1	10% of meter	10% of meter	10% of meter	10% of meter
Four-of-a-kind	500 for 1	500 for 1	200 for 1	300 for 1	500 for 1
Full house	100 for 1	100 for 1	50 for 1	50 for 1	100 for 1
Flush	50 for 1	50 for 1	40 for 1	40 for 1	50 for 1
Straight	10 for 1	10 for 1	30 for 1	30 for 1	N/A
Three-of-a-kind	3 for 1	3 for 1	9 for 1	9 for 1	N/A
Two-pair	2 for 1	2 for 1	N/A	N/A	N/A

- (1) Prior to paying a progressive payout hand, the dealer shall:
 - (i) Verify that the hand is a winning hand;
 - (ii) Verify that the appropriate light on the acceptor device has been illuminated; and
 - (iii) Have a casino supervisor validate the progressive payout pursuant to approved internal control procedures.
- (2) Any winning progressive payout wager shall be paid irrespective of the rank of the hand of the dealer or even if the dealer does not have a qualifying hand or has a higher ranking hand.
- (3) A player shall receive the payout for only the highest ranking five-card Poker hand formed.
- (4) Pay tables A, B, C and E may not be selected by the licensee if the Progressive Payout Wager is offered on multiple linked games with a shared progressive jackpot.
- (5) The rate of progression for the meter used for the progressive payout in paragraph (1) must be no less than 70%. The initial and reset amount shall be established by each gaming licensee and approved pursuant to 205 CMR 138.62.
- (6) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player's turn to be paid in accordance with Section 9(c) (relating to procedure for completion of each round of play).
- (7) If the licensee selects Pay table D, Envy Bonus payouts shall be made according to the following payouts for Envy Bonus Qualifying Hands based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:

Hand	Envy Bonus
Royal flush	\$1,000
Straight flush	\$300

Hand	Envy Bonus
Royal flush	\$5,000
Straight flush	\$1,500

(e) If a licensee offers the Five Card Hand Bonus Wager:

- (1) The licensee shall pay out winning Five Card Hand Bonus Wagers at the odds in the following pay table:

Hand	Payout
Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	500 for 1
Full house	100 for 1
Flush	50 for 1

- (2) A player shall receive the payout for only the highest ranking five-card Poker hand formed. If a player placed a Five Card Bonus Wager on both the dealer's hand and the player's hand, the player shall receive a payout in accordance with paragraph (1) for both the highest ranking five-card Poker hand of the dealer and the highest ranking five-card Poker hand of the player. If the dealer's hand qualifies for a payout that is a percentage of the jackpot amount on the progressive meter and if more than one player wagered on the dealer's hand, the jackpot will be divided equally among the number of players who wagered on the dealer's hand.
- (3) The licensee may pay a Magic Card or Lucky Bonus in accordance with the odds in the following payable:

Hand	Payout
Magic Card	20 for 1
Lucky Bonus	5 for 1

- (4) The rate of progression for the meter used for the progressive payout in paragraph (1) must be in the Licensee's Submission. The initial and reset amount must also be in the Licensee's Submission and must be at least \$10,000.

11. Cover All Bonus Wager

- (a) If players make the Cover All bonus, they must do so before the start of the round.
- (b) The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.
- (c) Payouts are dynamic: they change depending on the number of players in the round.
- (d) Casinos must set the i-Deal Plus shuffler to the "Caribbean Stud Poker Cover All" mode.
- (e) After the dealer removes their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.
- (f) Below is the payable for eight players:

Highest Hand	8
Royal Flush	100 to 1
Straight Flush	40 to 1
4 of a Kind	7 to 1
Full House	6 to 1
Flush	5 to 1
Straight	4 to 1
3 of a Kind	3 to 1

- (g) Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.
- (h) The dealer resolves the game according to house procedures, with a few changes:
- a. When the dealer comes across a hand that's a straight or higher (even if it's theirs), they will leave the cards exposed on the table
 - (i) If the dealer finds a higher hand, they will leave those cards exposed and remove any previous cards left on the table.
 - (j) Once the dealer has finished reconciling all player bets, they will go back and reconcile the Cover All bets.
- (k) Below is the matrix for 2-8 players:

Highest Hand	Players						
	8	7	6	5	4	3	2
Royal Flush	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1	300 to 1	500 to 1
Straight Flush	40 to 1	70 to 1	80 to 1	90 to 1	100 to 1	125 to 1	200 to 1
4 of a Kind	7 to 1	15 to 1	17 to 1	20 to 1	30 to 1	40 to 1	60 to 1
Full House	6 to 1	9 to 1	12 to 1	15 to 1	20 to 1	30 to 1	40 to 1
Flush	5 to 1	7 to 1	9 to 1	10 to 1	15 to 1	20 to 1	35 to 1
Straight	4 to 1	5 to 1	7 to 1	8 to 1	10 to 1	17 to 1	25 to 1
3 of a Kind	3 to 1	3 to 1	3 to 1	4 to 1	5 to 1	6 to 1	9 to 1

- (l) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

- (m) Patrons on the game of Caribbean Stud can only use the five (5) cards original dealt to them for their hand in the Multi Game Link.
- (n) When the different game titles are linked to a single progressive jackpot the payable, wager amount and number of decks must be the same between all linked Poker games.

12. Irregularities

- (a) If a hole card is exposed prior to the dealer announcing "No more bets" pursuant to Section 7, all hands shall be void.
- (b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.
- (c) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
- (d) If any player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and the cards shall be reshuffled.
- (e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.
- (f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.