

CHASE THE FLUSH

Rules

1. Definitions

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

Ante wager - means a wager required by the game to initiate the start to the round of play.

X-Tra Bonus wager - means a wager required by the game that must also be played to receive their 3 card hand.

Same Suit wager - Is an optional wager placed by the patron that only matters what the player's seven card hand is. The outcome of the other wagers has no bearing on this wager.

All in bet - Is the wager that is required to stay in the hand. Depending on the amount of cards the player has seen, determines the multiple in which the player can wager in regards to the Ante (3X, 2X, or 1X). If the player does not wager at least 1X after the 7 (seven) cards are shown the player folds their hand.

2. Cards; number of decks

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

3. Opening of the table for gaming

- (a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of 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 in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

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

4. Shuffle and cut of the cards

- (a) Immediately prior to the commencement of play, and after each round of play has been completed, the dealer shall shuffle the cards, by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. 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 use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Section 7.
- (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 Section 7.
- (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 determine 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 Chase the Flush table that is open for gaming, the cards shall be spread out on the table either face up or face down. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c)

and, if applicable, (d) shall be completed.

5. Chase the Flush hand rankings

The rank of the cards used in Chase the Flush 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. The highest ranking hand is a 7 Card Straight Flush.

6. Wagers

- (a) All wagers at Chase the 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.
- (b) All ante, X-Tra Bonus, and optional Same Suit Bonus side bet wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Section 7.
- (c) An "All in" wager shall be made in accordance with Section 8.
- (d) A player shall not be permitted to play at more than one betting position.
- (e) Only players who are seated at the Chase the Flush 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.
- (f) Once the bets have been placed and prior to dealing any cards, the dealer will execute the bonus spin bet process, if any have been made. The dealer will then:
 - (1) On the screen press "Start Game". The sensors with wagers will remain lit.
 - (2) Remove the wagers from the sensors and place them in the chip tray.
- (g) Aggregate Payout: THE MAXIMUM AGGREGATE PAYOUT FOR ALL BETS COMBINED PER HAND PER ROUND EXCLUDING THE PROGRESSIVE PAYOUT IS \$75,000.

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

- (a) Notwithstanding any other provision of 205 CMR 146, a gaming licensee will have the cards used to play Chase the Flush dealt from an automated dealing shoe/machine which dispenses cards in stacks of three 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" prior to the shoe dispensing any stacks of cards.
- (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 a manner as to not disclose the value of the cards.
- (e) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall deal themselves their three-card hand.
- (f) Starting with the player farthest to their left who has placed a wager, the dealer shall:
 - (1) Offer players the option to:
 - (i) Check (do nothing); or
 - (ii) Make an all in wager equal to 3x their ante.
 - (iii) NOTE: Once players bet, they cannot bet again and they cannot change their bet.
 - (2) Remove the next packet of three cards from the shuffle machine, burn the bottom card, and place the remaining two cards (the Flop) face up on the layout.
 - (i) Players that have not yet made an all in wager may either:
 - a. Check (do nothing); or
 - b. Make an all in wager equal to 2x their ante.
 - (3) Remove the next packet of three cards from the shuffle machine, burn the bottom card, and place the remaining two cards (the Turn and the River) face up on the layout.
 - (i) Players that have not yet made an all in wager may either:
 - a. Fold and lose their ante and X-tra Bonus wagers; or
 - b. Make an all in wager equal to 1x their ante.
 - (4) Reveal their three hold cards and announce their seven-card flush using the community 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.
- (h) Notwithstanding the provisions of (g) 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. Completion of a round of play; collection and payment of wagers

- (a) After the dealing procedures required by Section 8 has been completed but before the dealer exposes the community cards, each player shall, after examining their 3 cards, either place a wager of three (3) times the amount of their ante wager in the designated All in betting area

or check. NOTE: Once players bet, they cannot bet again and they cannot change their bet.

- (b) If a player checks, the dealer shall turn over two community cards. Again the player either places a wager of two (2) times the amount of their ante wager in the designated All in betting area or check.
- (c) If a player checks, the dealer shall turn over the last two community cards. Again the player either places a wager of one (1) times the amount of their ante wager in the designated All in betting area or folds.
- (d) Each player shall be responsible for their own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the three cards in full view of the dealer at all times.
- (e) No player may exchange or communicate information regarding their hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by such player.
- (f) After all players have either placed an All in wager or folded; the dealer shall then turn over and reveal their three card hand and announce their seven-card flush hand (using the community cards).
- (g) The dealer needs a 9 high three-card flush in order to qualify.
- (h) When the dealer qualifies with a 9-high three card flush or higher:
 - (1) If the dealer and the player both have the same number of cards in their flush, the winning hand is determined by the highest ranking card Ace (high) – 2 (low) of the flush in each hand. Straight flushes have no significance in the card ranking, they only have value in the Same Suit Bonus wager.
 - (2) If the player's flush beats the dealers, the All In and Ante wagers win even money.
 - (3) If the player's hand loses to the dealer, the All In, Ante and X-tra Bonus wagers lose.
 - (4) When the hands tie, the All In, Ante and X-tra Bonus wagers push.
- (i) When the dealer doesn't qualify:
 - (1) The dealer, working from right to left, refunds each player's Ante wager. He does this prior to looking at any of the player's hands.
 - (2) Then, working right to left, he resolves the action normally (see above). The player must beat the dealer to win the All In wager and X-tra Bonus wager.
- (j) The X-tra Bonus wager wins when the player beats the dealer with four or more cards of the same suit. See payable for odds in Section 9. If the player wins against the dealer with less than a four-card flush then the X-tra Bonus wager pushes.
- (k) The Same Suit Bonus wager wins if the player has a four-card flush or higher. Player does not have to win the hand to win the Same Suit Bonus. Same Suit Bonus pays are based on the player's hand only and is still in play even if the player folds their base game hand. See

paytable for odds in Section 9.

- (l) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall evaluate and announce the best possible chase the flush hand that can be formed using the three player cards and the four community cards. The wagers of each remaining player shall be resolved one player at a time regardless of outcome. The hand of the player shall then be immediately collected by the dealer and placed in the discard rack.
 - (1) All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack.
 - (2) If the hand of the player is a push (equal in rank and number of suited matches), the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.
 - (3) All winning wagers shall be paid in accordance with the payout odds listed in Section 9. A player's winning hand shall remain face up on the layout until the All in, ante wager, X-Tra Bonus and optional Same suit Bonus are paid. After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack.
- (m) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

9. Payout odds

- (a) The payout odds for winning wagers at Chase the Flush printed on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."
- (b) For a winning hand, on the X-Tra Bonus wager (a hand that beats the dealer's) with four or more cards of the same suit pays from the following paytable:

X-tra Bonus A	Pay to 1
7 Card Flush	250
6 Card Flush	20
5 Card Flush	5
4 Card Flush	1

- (c) The Same Suit Bonus wager wins if the player has a four-card flush or higher. Player does not have to win the hand to win the Same Suit Bonus. Odds are used from the paytable below:

Same Suit Bonus A	Pay to 1
6-7 Card Straight Flush	2000

7 Card Flush	300
5 Card Straight Flush	100
6 Card Flush	50
4 Card Straight Flush	20
5 Card Flush	10
4 Card Flush	1

11. Irregularities

- (a) If a community card is exposed prior to the dealer announcing "No more bets" pursuant to Sections 8, 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) If any player is dealt an incorrect number of cards, that player's hand shall be void.
- (d) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.
- (e) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.