

LET IT RIDE 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:

Community card - means any 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 - means 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Let It Ride - means that a player chooses not to take back a wager that may be withdrawn in accordance with the provisions of Section 9.

Round of play - means 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 section.

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

Suit - means one of the four categories of cards: club, diamond, heart or spade.

2. Cards; number of decks

- (a) Except as provided in (b) below, 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 the procedures set forth in Section 5. 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. 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. 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) "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;
 - (3) "Four-of-a-kind" is a hand consisting of four cards of the same rank;
 - (4) "Full house" is a hand consisting of "three-of-a-kind" and a "pair";
 - (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, 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) "Three-of-a-kind" is a hand consisting of three cards of the same rank;
 - (8) "Two pairs" is a hand consisting of two "pairs"; and
 - (9) "One pair" is a hand containing two cards of the same rank.
- (c) For purposes of the optional three card bonus wager as defined in Section 6b, the permissible three card bonus wager hands eligible for a payout in accordance with Section 11(e) shall be:
 - (1) "Mini-royal" is a hand consisting of an ace, king and queen, all of the same suit;
 - (2) "Straight flush" is a hand, other than a mini-royal, consisting of three cards of the same suit in consecutive ranking;
 - (3) "Flush" is a hand consisting of three cards of the same suit, not in consecutive order;
 - (4) "Straight" is a hand consisting of three cards of consecutive rank; provided, however, that an ace may not be combined with a king and a two;
 - (5) "Three-of-a-kind" is a hand consisting of three cards of the same rank; and
 - (6) "Pair" is a hand consisting of two cards of the same rank.

4. 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 either 205 CMR 146.49 and (b) through (d) below or the requirements of 205 CMR 146.50.
- (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 5.

- (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.

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, 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. The automated shuffler may also be advanced and programmed to deal the appropriate number of cards during each round of play to each gaming position.
 - (1) 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 Sections 7 or 8.
- (b) 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 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 or 8.
- (c) 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.
- (d) 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. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 4(c) shall be completed.

6. Wagers

- (a) All wagers at Let It Ride 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) Only players who are seated at a Let It Ride poker table may wager at the game. Once a player has placed their wagers and received cards, that player must remain seated until the completion of the round of play.
- (c) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in Sections 7 or 8. Except as provided in (d) below, no wager shall 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 the provisions Section 9.
- (e) A gaming licensee may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

6a. Let It Ride bonus wager

- (a) A gaming licensee may, in its discretion, 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; provided, however, that the gaming licensee shall comply with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the option.
- (b) Prior to the dealer announcing "No more bets," each player who has placed the three wagers required by Section 6 may make an additional Let It Ride bonus wager by placing a \$1.00 gaming chip on or in the approved wagering device designated for that wager.
- (c) All winning Let It Ride bonus wagers shall be paid in accordance with the payout schedule in Section 10(d).
- (d) A Let It Ride bonus wager shall have no bearing on any other wager made by a player at the game of Let It Ride poker.

6b. Three card bonus wager

- (a) A gaming licensee may, in its discretion, 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; provided, however, that the gaming licensee shall comply with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the option.
- (b) Prior to the dealer announcing "No more bets," each player who has placed the three wagers

required by Section 6 may make an additional three card bonus wager by placing a wager on the approved wagering area designated for that wager.

- (c) All winning three card bonus wagers shall be paid in accordance with the payout table in Section 10(e) pre-selected by the gaming licensee.
- (d) A three-card bonus wager shall have no bearing on any other wager made by a player at the game of Let It Ride poker.

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 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 5 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. If any Let It Ride bonus wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container.
- (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. 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 who has placed three wagers in accordance with Section 6;
 - (2) One card face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the card;
 - (3) A second card face down to each player who has placed three wagers in accordance with Section 6;
 - (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 in a manner as to not disclose the value of the card;
 - (5) A third card face down to each player who has placed three wagers in accordance with Section 6; and
 - (6) A third 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 two cards dealt to this area in a manner as to not disclose the value of the card.
- (d) After three cards have been dealt to each player and 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 (e) below, place the stub in the discard rack without exposing the cards.

- (e) 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 designated for the placement of the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 14. 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.
- (f) Notwithstanding the provisions of (e) 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 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 Let It Ride poker 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) 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 5 have been completed, the cards shall be placed in the automated dealing shoe/machine.
 - (2) Prior to the shoe dispensing any stacks of cards, the dealer shall then announce "No more bets". If any Let It Ride bonus wagers have been made, the dealer shall also collect these wagers from the approved wagering devices and shall then verify, on the layout in front of the table inventory container, that the number of gaming chips wagered equals the number of wagers acknowledged or accepted by the wagering devices. The dealer shall then place the gaming chips into the table inventory container.
- (c) 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 three wagers. 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 three wagers. The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the community cards in a manner as to not disclose the value of the cards, and spread the stack within the designated area so that the top card is to the dealer's right, the middle card is directly in front of the dealer, and

the bottom card is to the dealer's left.

- (d) 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/machine and, except as provided in (e) below, place the cards in the discard rack without exposing the cards.
- (e) 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(e) and (f).

9. Procedures for completion of each round of play

- (a) After the dealing procedures required by Sections 7 or 8 have been completed, each player shall examine their cards.
 - (1) Each player who wagers at Let It Ride poker shall be responsible for their own hand and no person other than the dealer may touch the cards of that player.
 - (2) Each player shall be required to keep their three cards in full view of the dealer at all times.
 - (3) After each player has made a decision regarding bet number two pursuant to (e) below, each player's cards shall be placed face down on the appropriate area of the layout, the player shall 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 he or she 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 remove ("burn") the community card that is to their left and place the burned card in the discard rack face down.
- (d) The dealer shall then turn the community card that is to their left face up and place it on top of the remaining card. The exposed card shall become the first community card.
- (e) 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 or she 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.

- (f) The dealer shall then move the first community card to the right of the card that remains face down in the community card area. The face down card shall be turned face up by the dealer and become the second community card.
- (g) After the second community card is turned face up, the dealer shall, beginning with the player farthest to their 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 pursuant to Section 10. Any Let It Ride poker wager 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 listed in Section 10 or as otherwise approved by the Commission.
 - (4) All hands shall remain face up on the layout until all wagers have been settled by the dealer.
- (h) After settling all wagers, the dealer shall immediately collect the cards of all players and the community cards and place them in the discard rack. 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.

10. Payout odds; payout limitation

- (a) The payout odds for winning wagers at Let It Ride poker 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) Subject to the payout limitation in (c) below, a gaming licensee shall pay off each winning wager at the game of Let It Ride poker at no less than the following odds:

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 “Let It Ride Cover All” mode.
- (e) After the dealer removes his 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 seven players:

	Players
Highest Hand	7
Royal Flush	90 to 1
Straight Flush	40 to 1
4 of a Kind	20 to 1
Full House	10 to 1
Flush	7 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 his), he will leave the cards exposed on the table
- (i) If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.
- (j) Once the dealer has finished reconciling all player bets, he will go back and reconcile the Cover All bets.
- (k) Below is the matrix for 1-7 players:

	Players						
Highest Hand	7	6	5	4	3	2	1
Royal Flush	90 to 1	100 to 1	150 to 1	200 to 1	250 to 1	300 to 1	500 to 1
Straight Flush	40 to 1	50 to 1	60 to 1	70 to 1	80 to 1	100 to 1	200 to 1
4 of a Kind	20 to 1	30 to 1	35 to 1	40 to 1	50 to 1	80 to 1	150 to 1
Full House	10 to 1	15 to 1	17 to 1	20 to 1	25 to 1	40 to 1	100 to 1
Flush	7 to 1	10 to 1	11 to 1	15 to 1	20 to 1	30 to 1	70 to 1
Straight	4 to 1	5 to 1	6 to 1	8 to 1	10 to 1	15 to 1	30 to 1
3 of a Kind	3 to 1	3 to 1	4 to 1	5 to 1	7 to 1	11 to 1	20 to 1

12. Progressive Wager; Multi Game Link Progressive

- (a) Licensees have the option to offer the Let-it-Ride progressive wager on their games (Warning: this is different than the original Let-it-Ride Bonus Wager referred to above).
- (b) To begin each round, players must place their standard Let It Ride wagers and may also place the \$1 progressive wager.
- (c) Any wagers on the progressive side bet are paid house odds or a percentage of the progressive meter according to Table 1 based on the five cards consisting of the player's three-card hand and the two community cards.
- (d) Players who placed the progressive wager can also be paid house odds if one of the other players at the table has a Royal Flush or Straight Flush hand. This payout is known as an Envy Bonus.

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	

- (e) 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.		

- (f) Patrons on the game of Let It Ride Poker will use the three (3) cards original dealt to them for their hand in the Multi Game Link and the two (2) community cards in front of the dealer as their five (5) card hand.
- (g) 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.

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 or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void 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 in accordance with procedures approved by the Commission.
- (e) If an automated dealing shoe/machine 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.