

MISSISSIPPI STUD

1. Definitions

The following words and terms, when used in the Rules of the Game of Mississippi Stud, 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 either a 3rd street wager, a 4th street wager or a 5th street wager.”

Community card-- means any of the three cards that are initially dealt face down in the designated area in front of the dealer and, once revealed, shall be used by each player with his or her two cards to form a five card hand.

5th street wager-- means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the second community card is revealed by the dealer.

Fold-- means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a bet wager.

4th street wager-- means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the first community card has been revealed by the dealer.

Push-- means a player’s hand, as defined in Section 10, resulting in neither payment on nor collection of the player’s wagers.

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 or collected in accordance with the Rules of the Game of Mississippi Stud.

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.

3rd street wager-- means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the player has been dealt his or her initial two cards.

2. Cards; number of decks

- (a) Except as provided in (b) below, mississippi stud 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 mississippi stud, 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 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 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, unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section 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 mississippi stud table that 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) and, if applicable, (d) shall be completed.

5. Mississippi stud hand rankings

- (a) The rank of the cards used in mississippi stud 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 a “straight” formed with a 2, 3, 4 and 5. An ace may not be used, however, with any other sequence of cards to form a “straight” (for example, queen, king, ace, 2 and 3).
- (b) The permissible poker hands at the game of mississippi stud, 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, except for a royal flush as defined in (b)(1) above;
 - (3) “Four-of-a-kind” is a hand consisting of four cards of the same rank;
 - (4) “Full house” is a hand consisting of a “three-of-a-kind” and a “pair;”
 - (5) “Flush” is a hand consisting of five cards of the same suit, not in consecutive order;

- (6) "Straight" is a hand consisting of five unsuited cards of consecutive rank;
- (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) "Pair" is a hand consisting of two cards of the same rank.

6. Wagers

- (a) All wagers at mississippi stud 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 and bet wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9.
- (c) A "bet" wager shall be made in accordance with Section 10.
- (d) A player shall not be permitted to play at more than one betting position.
- (e) Only players who are seated at the mississippi stud 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) A licensee has the option to allow the 3 Card Bonus wager on Mississippi Stud.
 - (1) 3 Card Bonus is an optional side game that is played at a Mississippi Stud gaming table.
 - (2) To begin, players place the optional side bet prior to any cards being dealt.
 - (3) Once the wager is placed, the 3 Card Bonus hand is comprised of the three community cards dealt from a single 52-card deck.
 - (4) Players are awarded pays from a paytable (below) based on the three-card poker hand formed by the three community cards.
 - (5) This bet is independent of other kinds of bets.

Table 1. 3 Card Bonus Paytables without Mini-Royal (X:1)

Hand	3CS-01	3CS-02	3CS-03
Straight Flush	40	40	40
Three of a Kind	30	30	30
Straight	6	5	6
Flush	4	4	3
Pair	1	1	1

Table 2. 3 Card Bonus Paytables with Mini-Royal (X:1)

Hand	3CS-04	3CS-05	3CS-06
Mini-Royal	50	50	50
Straight Flush	40	40	40
Three of a Kind	30	30	30
Straight	6	5	6
Flush	4	4	3
Pair	1	1	1

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 automated shuffling device.
- (b) Prior to dealing any cards and prior to revealing each community cards, the dealer shall announce "No more bets."
- (c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
- (d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
 - (1) Two cards face down to each player; and
 - (2) Three community cards face down in the designated area.
 - (3) All cards will be dealt in a manner as to not disclose the value of the cards.
- (e) After two cards have been dealt to each player and the three community cards have been dealt, 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 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 has more or less than two cards or the area designed for 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.

8. Procedures for dealing the cards from the hand

- (a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play Mississippi stud 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 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 the cards as follows:
 - (1) Two cards face down to each player; and
 - (2) Three community cards face down in the designated area.
 - (3) All cards will be dealt in a manner as to not disclose the value of the cards.
- (d) After two cards have been dealt to each player and the three community cards have been dealt, 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 count the stub in accordance with the provisions of Section 7.

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

- (a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play mississippi stud dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, 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, 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.
 - (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 cards dispensed by the automated dealing shoe face down to the player farthest to his or her 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, 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 in accordance with Section 6.
- (d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and following the procedures set forth in Section 8(b)(2)(3), deal from his or her hand the three community cards face down in a manner as to not disclose the value of the cards in accordance with the provisions of Section 10. After all three community cards have been dealt, the dealer shall, 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.
- (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.

10. Completion of a round of play; collection and payment of wagers

- (a) After the dealing procedures required by Sections 7-9 have been completed but before the dealer exposes the community cards, each player shall, after examining his or her cards, either place a bet wager in an amount equal to one, two or three times the amount of his or her ante wager in the designated 3rd street betting area or fold and forfeit the ante wager. 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.

- (b) Each player shall be responsible for his or her 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 two cards in full view of the dealer at all times.
- (c) No player may exchange or communicate information regarding his or her 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.
- (d) After all players have either placed a 3rd street wager or folded, the dealer shall then turn over and reveal the first community card.
- (e) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 4th street betting area or fold and forfeit the ante wager and 3rd street wager. If a player folds, the ante wager and 3rd street 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.
- (f) After all remaining players have either placed a 4th street wager or folded, the dealer shall then turn over and reveal the second community card.
- (g) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 5th street betting area or fold and forfeit the ante wager, 3rd street wager and 4th street wager. If a player folds, the ante wager, 3rd street wager and 4th street 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.
- (h) After all remaining players have either placed a 5th street wager or folded, the dealer shall then reveal the third community card.
- (i) 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 five-card poker hand that can be formed using the two player cards and the three 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 (a pair of 6s, 7s, 8s, 9s or 10s), 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 11. A player's winning hand shall remain face up on the layout until the ante wager and bet wagers are paid. After paying winning ante and bet wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack.

(j) 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.

11. Payout odds

(a) The payout odds for winning wagers at mississippi stud 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, the ante, 3rd, 4th and 5th street wagers are paid the same payout odds ranging from 1 to 1 for a pair of jacks, queens, kings or aces to 500 to 1 for a royal flush.

Hand Type	Payout Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to pair of 10s	Push

(c) Notwithstanding the payout odds set forth in (c) above, the aggregate payout limit for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

12. 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 "Mississippi Stud 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 six players:

	Players
Highest Hand	6
Royal Flush	100 to 1
Straight Flush	50 to 1
4 of a Kind	30 to 1
Full House	20 to 1
Flush	10 to 1
Straight	6 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 1-6 players:

	Players					
Highest Hand	6	5	4	3	2	1
Royal Flush	100 to 1	125 to 1	150 to 1	200 to 1	250 to 1	500 to 1
Straight Flush	50 to 1	60 to 1	70 to 1	80 to 1	100 to 1	200 to 1
4 of a Kind	30 to 1	35 to 1	40 to 1	50 to 1	80 to 1	150 to 1
Full House	20 to 1	20 to 1	25 to 1	35 to 1	50 to 1	100 to 1
Flush	10 to 1	11 to 1	15 to 1	20 to 1	30 to 1	60 to 1
Straight	6 to 1	8 to 1	10 to 1	12 to 1	20 to 1	40 to 1
3 of a Kind	3 to 1	4 to 1	5 to 1	7 to 1	10 to 1	20 to 1

11. Progressive and bonus wagers

(a) The 3 Card Bonus is an optional side game that is played at a Mississippi Stud gaming table.

(b) Once the wager is placed, the 3 Card Bonus hand is comprised of the three community cards dealt from a single 52-card deck. Players are awarded pays from a pay table based on the three-card poker hand formed by the three community cards.

Paytable 1		Paytable 2		Paytable 3	
Straight flush	40 to 1	Straight flush	40 to 1	Straight flush	40 to 1
Three of a kind	30 to 1	Three of a kind	30 to 1	Three of a kind	30 to 1
Straight	6 to 1	Straight	5 to 1	Straight	6 to 1
Flush	4 to 1	Flush	4 to 1	Flush	3 to 1
Pair	1 to 1	Pair	1 to 1	Pair	1 to 1
Paytable 4		Paytable 5		Paytable 6	
Mini Royal	50 to 1	Mini Royal	50 to 1	Mini Royal	50 to 1
Straight flush	40 to 1	Straight flush	40 to 1	Straight flush	40 to 1
Three of a kind	30 to 1	Three of a kind	30 to 1	Three of a kind	30 to 1
Straight	6 to 1	Straight	5 to 1	Straight	6 to 1
Flush	4 to 1	Flush	4 to 1	Flush	3 to 1
Pair	1 to 1	Pair	1 to 1	Pair	1 to 1

(c) A licensee may offer a progressive wager on the game of Mississippi Stud to begin each round, up to seven players must place their standard Mississippi Stud wagers and may also place a \$1 or \$5 progressive wager, depending upon the payable configuration.

(d) Any wagers on the progressive side bet are paid either house odds or a percentage of the progressive meter based on the 5-card hand each player can form with their two dealt (hole) cards and three community cards.

(e) To win on the progressive side bet, a player must have at least a Three of a Kind. Players whose hand is a Royal Flush are paid the full progressive amount displayed on the meter (See pay table below).

(f) Players who get a Straight Flush are paid 10% of the progressive amount displayed on the meter.

(g) If two or more players win progressive jackpots, the dealer pays the players starting at their right, and working their way to their left. If the player rightmost to the dealer has a Royal Flush, then that player would receive the entire progressive amount displayed, and the next player would be paid based on the reset amount of the progressive.

(h) When a player wins a progressive jackpot, all other players participating in the progressive bonus are paid an “envy” win, which is a fixed price award based upon the payable configuration (see below).

Hand	MS Stud-01		MS Stud MG-01		MS Stud MG-02	
	Pays*	Envy	Pays*	Envy**	Pays*	Envy**
Royal Flush	100%	\$1,000	100%	\$1,000	100%	\$5,000
Straight Flush	10%	\$300	10%	\$300	10%	\$1,500
4 of a Kind	300 for 1		300 for 1		300 for 1	
Full House	50 for 1		50 for 1		50 for 1	
Flush	40 for 1		40 for 1		40 for 1	
Straight	30 for 1		30 for 1		30 for 1	
3 of a Kind	9 for 1		9 for 1		9 for 1	

14. Irregularities

- (a) If a community 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.
- (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.
- (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.

