

RED DOG

1. Cards; number of decks; value of cards; dealing shoe

- (a) Red dog shall be played with at least one deck of cards with backs of the same color and design and two additional cut cards. The cut cards 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) The "value" (from lowest to highest) of the cards in each deck shall be as follows:
 - (1) Any card from 2 to 10 shall have its face value;
 - (2) Any jack shall have a value of 11;
 - (3) Any queen shall have a value of 12;
 - (4) Any king shall have a value of 13; and
 - (5) Any ace shall have a value of 14.
- (c) All cards used to game at red dog shall be dealt from a dealing shoe specifically designed for such purpose.

2. Opening of table for gaming

- (a) After receiving the one or more decks of cards at the table in accordance with 205 CMR 146, the dealer shall, as applicable, comply with the requirements of 205 CMR 146.
- (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 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 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.

3. Shuffle and cut of the cards

- (a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed. A gaming licensee may also shuffle the cards at the completion of any round of play.
- (b) After the cards have been shuffled, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player at the farthest point to the right of the dealer; provided, however, if the game is just beginning, the cards shall be offered to the first player at the table. If the first player offered the cards refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

- (c) The person making the cut shall place the cut card in the stack at least a deck from either end. Once the cut card has been inserted, the dealer shall take all the cards in front of the cut card and place them on the back of the stack. The dealer shall then insert the cut card in a position approximately one-quarter of the way from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.
- (d) 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. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (b) above.
- (e) When the licensee is using a manual shuffle the following steps will be incorporated into their shuffle procedure.
 - (1) The “plug” is a method for inserting unused cards from behind the cut card into the cards in the discard tray. This is usually the first step.
 - (2) The “riffle” is when the cards are divided into two piles and interlaced.
 - (3) The “turn” involves dividing the shoe into two stacks and rotating one stack 180 degrees before riffling the stacks together.
 - (4) The “strip” also known as running cuts. The strip should not occur before at least two riffles have taken place.
 - (5) The “cut” is the final step before the cards are put back into the shoe. This insures that the top card cannot be identified if it was accidentally exposed during the other steps.

4. Procedures for dealing cards

- (a) After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face down and place it in the discard rack. Each new dealer who comes to the table shall also discard ("burn") one card as described herein before the new dealer deals any card in a round of play. The burn card shall be disclosed if requested by a player.
- (b) The dealer shall remove a card from the shoe with his or her left hand, turn it face up, and then place it on the appropriate area of the layout with his or her right hand.

5. Procedures for each round of play; wagers; payouts

- (a) Except as otherwise provided in this section, all wagers shall be made prior to the first card being dealt for each round of play.
- (b) All wagers at red dog shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the red dog layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

- (c) To begin each round of play, the dealer shall place the first card, face up, on the box farthest to the dealer's left. The dealer shall then place the second card, face up, on the box farthest to the dealer's right.
- (d) Once the first card of each round has been removed from the shoe by the dealer, no participant in the game shall handle, remove or alter any wager until a decision has been rendered and implemented with respect to that wager.
- (e) If the initial two cards dealt have values that are consecutive, the dealer shall announce "The cards are Consecutive - tie hand," all wagers shall be void and the round of play shall be concluded.
- (f) If the initial two cards dealt are of identical value, the dealer shall announce "We have a pair" and shall immediately draw a third card and place it face up in the middle box.
 - (1) If the third card dealt is identical in value to the initial two cards, the dealer shall announce "Three of a kind," the players shall win and all wagers shall be paid at odds of 11 to one.
 - (2) If the third card dealt is not identical in value to the initial two cards, the dealer shall announce "No three of a kind - tie hand," all wagers shall be void and the round of play shall be concluded.
- (g) If the initial two cards dealt are neither consecutive nor a pair, the dealer shall announce the "spread" and place a marker on the corresponding spread on the layout. The spread for each round of play shall be a number from one to 11 inclusive and shall be determined by the number of cards whose value can fall between the values of the initial two cards dealt. Examples of this rule are as follows:
 - (1) If the initial two cards dealt are a 4 and a 7, then the spread shall be two (that is, two cards, the 5 and 6, have a value that falls between 4 and 7);
 - (2) If the initial two cards dealt are a 9 and a king, then the spread shall be three (that is, three cards, the ten, jack and queen, have a value that falls between the 9 and king).
- (h) If there is a spread after the initial two cards are dealt, a player shall have the option to make a raise wager in support of the player's original wager by placing on the designated raise area of the layout an amount not in excess of the player's original wager. All raise wagers shall be made immediately after the initial two cards have been dealt and prior to the third card being dealt.
- (i) After all raise wagers have been made and prior to dealing the third card, the dealer shall announce "Raises closed." The dealer shall then draw a third card, place it face up on the box between the initial two cards and announce the value of the third card. Thereafter, the dealer shall collect all losing wagers or pay all winning wagers as follows:
 - (1) The player shall win if the value of the third card dealt is between the values of the initial two cards dealt and shall lose if the value of the third card dealt is not between the values of the initial two cards dealt;
 - (2) All winning wagers and raise wagers shall be paid at payout odds determined by the

spread for that round of play, as listed below:

Spread	Payout Odds
1	5 to 1
2	4 to 1
3	2 to 1
4 through 11	1 to 1

- (3) A gaming licensee may, in its discretion, offer to all patrons at a red dog table higher payout odds than those listed in (i)(2) above, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03 prior to any decrease in the payout odds. In no event may a gaming licensee decrease the payout odds below those required by paragraph (i)(2) above.
- (j) At the conclusion of each round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack in order and in such a way they can be readily arranged to reconstruct the hand in case of a question or dispute.
- (k) Whenever the cut card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed. The dealer shall then reshuffle the cards in accordance with Section 3.

6. Irregularities

- (a) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack.
- (b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- (c) If a third card is drawn and exposed to the players prior to the dealer announcing "Raises closed," the card shall be discarded and each player shall be given the option of playing out the round or voiding the round of play. Prior to dealing another third card, the dealer shall return the original wager and any raise wager to each player who has chosen to void the round of play.

7. A player wagering on more than one betting area

A player may only wager on one betting area at a red dog table unless the gaming licensee, in its discretion, permits the player to wager on additional betting areas.

8. Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in Sections 3 and 4, a gaming licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards, provided that such shoe or device and the procedures for dealing and shuffling the cards through

the use of this device are approved by the Commission.