

## TEXAS HOLD 'EM BONUS POKER

### **1. Definitions**

The following words and terms, when used in the Rules of the Game of Texas Hold 'Em Bonus Poker, shall have the following meanings unless the context clearly indicates otherwise:

*Ante--* or “ante wager” means the initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

*Bonus wager--* means the optional, supplemental wager on the two cards dealt to a player.

*Burn--* means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

*Community cards--* means any of the five cards dealt face up in the center of the table that are used by each player and the dealer with their own two cards to form the best possible five-card poker hand.

*Flop--* means the first three community cards dealt face up to the area designated for the placement of the community cards.

*Flop wager--* means the second wager, equal to twice the amount of the player's ante, that is required to be made prior to the flop being dealt in order to continue participation in the round of play.

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

*Hand--* means the highest ranking five-card hand that can be formed from the five community cards and the two cards dealt to the dealer or a player.

*Push--* means a tie, as defined in Section 10(h)(3).

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

*River--* or “river card” means the fifth and final community card dealt face up to the designated area of the layout.

*River wager--* means the fourth wager, equal to the amount of the player's ante, that the player may place prior to the river card being dealt.

*Round of play--* or “round” means one complete cycle of play during which all players 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 Texas Hold 'Em Bonus Poker.

*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.

*Turn*-- or “turn card” means the fourth community card dealt face up to the designated area of the layout.

*Turn wager*-- means the third wager, equal to the amount of the player’s ante, that a player may place prior to the turn card being dealt.

## **2. Cards; number of decks**

- (a) Except as provided in (b) below, the game of texas hold ‘em bonus poker shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and two additional solid yellow or green cover cards.
- (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 205 CMR 146.48;
  - (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 continually 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 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 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 texas hold'em bonus 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. Texas hold 'em bonus poker hand rankings**

- (a) The rank of the cards used in texas hold 'em bonus 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 five-card poker hands at the game of texas hold ‘em bonus 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 ace, king, queen, jack and 10 being the highest ranking straight flush and ace, 2, 3, 4 and 5 being the lowest 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 2’s being the lowest ranking four of a kind;
  - (4) “Full house” is a hand consisting of a “three of a kind” and a “pair” with three aces and two kings being the highest ranking full house and three 2’s and two 3’s being the lowest ranking full house;
  - (5) “Flush” is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and 9 being the highest ranking flush and 2, 3, 4, 5 and 7 being the lowest ranking flush;
  - (6) “Straight” is a hand consisting of five unsuited 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 and 3);
  - (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 2’s being the lowest ranking three of a kind;
  - (8) “Two pairs” is a hand consisting of two “pairs,” with two aces and two kings being the highest ranking two pair and two 3’s and two 2’s being the lowest ranking two pair; and
  - (9) “One pair” is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2’s being the lowest ranking pair.
- (c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, 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 texas hold ‘em bonus 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 wagers shall be placed prior to the dealer announcing “No more bets” in accordance with the dealing procedure in Sections 7-9. Except as provided in Section 10, 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 also place a bonus wager by placing, at a

minimum, a \$1.00 gaming chip on the designated betting area of the layout. The outcome of the bonus wager shall have no bearing on any other wager made by the player at the game of texas hold 'em bonus poker.

- (d) Flop, turn and river wagers shall be made in accordance with the provisions of Section 10.
- (e) Only players who are seated at the texas hold 'em bonus 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 the automated card shuffling device.
- (b) The dealer shall announce "No more bets" prior to dealing any cards.
- (c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the 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) One card face down to each player;
  - (2) One card face down to the area designated for the dealer's hand under a cover card;
  - (3) A second card face down to each player; and
  - (4) A second card face down to the area designated for the dealer's hand under a cover card.
- (e) After two cards have been dealt to each player and to the area designated for the hand of the dealer, and after all community cards have been dealt in accordance with the provisions of Section 10, 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 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 were misdealt (a player or the area designated for the placement of the dealer's cards has more or less than two cards) but 52 cards remain in the deck, all hands are void pursuant to Section 132. 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.

- (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.

## **8. Procedure for dealing the cards from the hand**

- (a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play texas hold 'em bonus poker from his or her hand.
- (b) If a casino 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 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) One card face down to each player;
  - (2) One card face down to the area designated for the dealer's hand under a cover card;
  - (3) A second card face down to each player; and
  - (4) A second card face down to the area designated for the dealer's hand under a cover card.
- (d) After two cards have been dealt to each player and to the area designated for the hand of the dealer and after all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall, 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 in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).
- (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.

## **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 texas hold 'em bonus poker 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 two 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 accordance with Section 6. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the dealer's hand.
- (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 hand the five community cards in accordance with the provisions of Section 10. After all community cards have been dealt, the dealer shall, 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 in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).
- (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. Procedure for completion of each round of play; collection and payment of wagers**

- (a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards without exposing them to any person, replace the cards face down on the layout and either place a flop wager or fold and forfeit the ante wager.
  - (1) If a player chooses to place a flop wager, the wager shall be placed in the designated flop betting area.
  - (2) If a player folds, the player's ante shall be collected by the dealer and placed in the table inventory container.
    - (i) If the player has also placed a bonus wager, the player's cards shall remain on the table pending resolution of the bonus wager at the conclusion of the round of play.
    - (ii) If no bonus wager has been made, the dealer shall immediately spread the cards of the folded hand face down, collect the cards and place them in the discard rack.
- (b) Once all players have either placed a flop wager or folded, the dealer shall burn the next card face down. The dealer shall then turn face up the next three cards in the deck (the flop) and place them in the designated area for the community cards.
- (c) Prior to revealing the turn card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player who has placed a flop wager if he or she wishes to place a turn wager or check (not place a turn wager). If a player wishes to place a turn wager, the wager shall be placed in the designated turn betting area.
- (d) Once all remaining players have either placed a turn wager or checked, the dealer shall burn the next card face down. The dealer shall then turn face up the next card in the deck (the turn) and place it in the designated area for the community cards.
- (e) Prior to revealing the river card, the dealer shall, starting with the player farthest to the dealer's left who has placed a flop wager and proceeding around the table in a clockwise manner, ask each player if he or she desires to place a river wager or check (not place a river wager). If a player wishes to place a river wager, the wager shall be placed in the designated river betting area.
- (f) Once all remaining players have either placed a river wager or checked, the dealer shall burn the next card face down. The dealer shall then turn the next card in the deck (the river) face up and place it in the designated area for the community cards.
- (g) The dealer shall remove the cover card on top of the dealer's cards and place it on the table layout. The dealer shall then turn the dealer's two cards face up, and announce and place the cards to indicate the best possible five-card poker hand that can be formed using the dealer's two cards and the five community cards.
- (h) Starting with the player farthest to the dealer's right who has placed a flop wager and proceeding in a counterclockwise manner around the table, the dealer shall turn face up the two cards of each player who has placed a flop wager and announce the best possible five-card poker hand that can be formed using the two player cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome.



Unless a player has placed a bonus wager, the hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

- (1) If the player's five-card poker hand has a lower rank than the dealer's five-card poker hand, the player shall lose and the dealer shall immediately collect any ante, flop, turn and river wagers made by the player and place the wagers in the table inventory container.
- (2) If the player's five-card poker hand has a higher rank than the dealer's five-card poker hand, the player shall win and the dealer shall pay any ante, flop, turn and river wagers made by the player in accordance with the payout odds set forth in Section 11, provided, however, that the ante wager shall not be paid unless the player's winning hand has a rank, at the election of the gaming licensee, of straight or higher or flush or higher.
- (3) If the player's five-card poker hand and the dealer's five-card poker hand are of equal rank, the player's hand shall be a push. In such case, the dealer shall not collect or pay the player's wagers.
- (4) After settling a player's ante, flop, turn and river wagers, the dealer shall settle any bonus wager made by the player by determining whether the player's two cards qualify for a payout in accordance with Section 11(c). A winning bonus wager shall be paid without regard to the outcome of any other wager made by the player. After the bonus wager of the player is settled, the dealer shall immediately collect the cards of that player and place them in the discard rack.

- (i) 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 texas hold 'em bonus poker printed on any sign 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) A gaming licensee shall pay each winning ante, flop, turn and river wager at odds of 1 to 1.
- (c) A gaming licensee shall pay each winning bonus wager at the game of texas hold 'em bonus poker at no less than the odds set forth below:

| Player's Two Cards                      | Payout Odds |
|---|-------------|
| Ace-ace                                 | 30 to 1     |
| Ace-king (same suit)                    | 25 to 1     |
| Ace-queen or ace-jack (same suit)       | 20 to 1     |
| Ace-king (different suits)              | 15 to 1     |
| King-king, queen-queen or jack-jack     | 10 to 1     |
| Ace-queen or ace-jack (different suits) | 5 to 1      |
| 10-10 through two-two (pair)            | 3 to 1      |

- (d) A gaming licensee may, in its discretion, supplement the pay table set forth in (c) above to include a payout for when both a player and the dealer have a pair of aces. In such case, the player shall be paid at odds of no less than 1000 to 1.
- (e) Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, flop, turn, river and bonus wagers for any hand shall be \$50,000.00 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

**12. Progressive Wager; Multi Game Link Progressive**

- (a) To begin each round, players must place their standard Texas Hold'em Bonus wagers and may also place the \$1 progressive wager.
- (b) 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 best five-card hand the player has from the combination of their two hole cards and five community cards. To win on the side bet, a player must have at least a Full House.
- (c) A player qualifies for a non-communal Royal Flush if at least one of their pocket cards is a part of the five-card Royal Flush. If the five community cards form a Royal Flush, then each player that placed a wager on the progressive side bet is paid house odds for a community Royal Flush according to Table 1.

Table 1

| OUTCOME         | Progressive Paytable    |
|-----------------|-------------------------|
| Royal After 5   | 100% (from meter)       |
| Royal After 6   | 25% (from meter)        |
| Royal After 7   | 5% (from meter)         |
| Community Royal | \$3000 (not from meter) |
| Straight Flush  | \$250 (not from meter)  |
| 4 of a Kind     | \$100 (not from meter)  |
| Full House      | \$10 (not from meter)   |

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

**Multi Game Link Paytables**

| <b>PTMGL01</b>   |           |          |
|--|-----------|----------|
| 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. |           |          |

| <b>PTMGL02</b>   |           |          |
|--|-----------|----------|
| 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. |           |          |

| <b>PTMGL04</b>   |           |         |
|--|-----------|---------|
| 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. |           |         |

| <b>PTMGLML01</b>   |            |          |
|--|------------|----------|
| 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. |            |          |

| <b>PTMGLML02</b>   |            |          |
|--|------------|----------|
| 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. |            |          |

| <b>PTMGLML03</b>   |            |          |
|--|------------|----------|
| 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. |            |          |

- (e) Patrons on the game of Texas Hold Em Bonus Poker will use the two (2) cards original dealt to them for their hand in the Multi Game Link and the three (3) cards for the Flop in front of the dealer as their five (5) card hand.
- (f) 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) If any card dealt to the dealer in texas hold 'em bonus poker is exposed prior to each player having either folded or placed a flop, turn or river wager pursuant to Section 10, all hands shall be void. Notwithstanding the foregoing, if a player has placed a bonus wager, such wager shall be settled in accordance with the payout odds set forth in Section 11(c).
- (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. Notwithstanding the foregoing, if the card(s) are found face up after each player and the dealer has received their initial two cards, any bonus wager shall be settled in accordance with the payout odds set forth in Section 11(c).
- (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 a player is dealt an incorrect number of cards, that player's hand shall be void and the cards shall be reshuffled. If the dealer is dealt an incorrect number of cards, all players' hands shall be void unless the dealer can deal himself or herself the correct number of cards in sequence, provided that such cards have not already been turned face up.
- (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 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.

### **14. Prohibition against a player wagering on more than one player position**

A player shall not be permitted to wager on more than one player position at a texas hold 'em bonus poker table.