

**Maryland State Lottery and Gaming Control Agency
Standard Rules - Dragon Poker**

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Chapter 1 - Definitions

A. In this chapter the following terms have the meanings indicated.

B. Terms Defined.

(1) “Ante” and “Ante Bonus” means the initial wagers a player must make prior to any cards being dealt.

(2) “Three Card Bonus” means an additional, optional wager the player may make prior to any cards being dealt.

(3) “Play” means a wager that the player has the option to make after they inspect their cards and decide to either fold their hand and forfeit their Ante and Ante Bonus Wager or make the “Play” wager and compete against the dealer’s hand.

(4) “Dragon Bet” means an optional wager based on the amount and type of Dragon cards in the player’s hand.

(5) “Dealer Hand” means the three cards the dealer receives.

(6) “Fold” means to forfeit the Ante and Ante Bonus Wagers.

(7) “Rank” or “ranking” means the relative position of a card or hand.

(9) “Round of play” or “round” means one complete cycle of play during which all players playing at the table have placed one or more wagers, been dealt a hand, decided to make a Play wager or fold, and had their wagers paid or collected.

(10) “Stub” means the remaining portion of the deck after all the cards in the round have been dealt.

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Chapter 2 - Dragon Poker Tables and Shakers.

A. Dragon Poker shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

B. The layout for a Dragon Poker table shall be submitted to the Commission for approval and contain at least:

(1) The name or logo of the facility operator;

(2) Five separate betting areas designated for the placement of the Ante, Ante Bonus, Three Card Bonus, Dragon Bet, and Play Wagers for each player;

(3) Inscriptions that advise a player of the payout odds or amounts for all permissible wagers offered by the facility operator and the phrase "Play Bet Must Equal Ante Bet", except that if the information is not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Dragon Poker table; and

C. A Dragon Poker table shall have a:

(1) Drop box and tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Commission; and

(2) Discard rack securely attached to the top of the dealer's side of the table.

D. The Commission may approve an alternative location for the tip box if a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer.

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Chapter 3 - Cards; Number of Decks.

- (b) The ranking of the cards is Dragon, Phoenix, Tiger, Panda, Monkey, and Rabbit
- (c) The Gold Dragon can be used as a wild card for any of the characters or can be used as a dragon. If it is used as a Dragon, it remains a Gold Dragon.

A. Except as provided in §B in this chapter:

- (1) Dragon Poker shall be played with one deck of 53 customized cards;
- (2) The cards of a deck shall be identical in appearance;
- (3) A deck shall contain:
 - (a) A total of Seven Dragon cards including:
 - (i) Three Red Dragon cards;
 - (ii) Three Blue Dragon cards; and
 - (iii) One Gold Dragon card;
 - (b) Seven Phoenix cards;
 - (c) Eight Tiger cards;
 - (d) Nine Panda cards;
 - (e) Ten Monkey cards; and
 - (f) Twelve Rabbit cards;

B. If an automated card shuffling device is utilized, Dragon Poker may be played with two decks of cards that meet these requirements:

- (1) The cards in each deck are the same design, except that the backs of the cards in one deck shall be of a different color than the cards in the other deck;
- (2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game;

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(3) Both decks of cards shall be continuously alternated in and out of play, with each deck being used for every other round of play; and

(4) The cards from only one deck may be placed in the discard rack at any given time.

C. The decks of cards used in Dragon Poker shall be changed:

(1) At least every 4 hours if the cards are dealt by hand; or

(2) At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

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Chapter 4 - Opening a Table for Gaming.

A. After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects and a floorperson assigned to the table shall verify the inspection.

(1) After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table.

(2) The cards shall be spread in horizontal fan shaped columns by deck according to suit.

C. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the dealer shall:

(1) Turn the cards face down on the table;

(2) Mix the cards thoroughly by a washing them; and

(3) Stack the cards.

D. After the cards have been stacked, the dealer shall shuffle them in accordance with Chapter 5 – Shuffling and Cutting the Cards; Determining Starting Position.

E. If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with §§A—D of this chapter.

F. If the decks of cards received at the table are preinspected and preshuffled, §§A—E of this chapter do not apply.

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Chapter 5 - Shuffling and Cutting the Cards.

A. Unless the cards were preshuffled, the dealer shall shuffle the cards so they are randomly intermixed, manually or with an automated card shuffling device:

- (1) Immediately prior to commencement of play;
- (2) After each round of play has been completed; or
- (3) When directed by the floorperson or above.

B. Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack.

C. The facility operator may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

D. The deck shall be removed from the table:

- (1) If an automated card shuffling device is being used which counts the number of cards in the deck after the completion of each shuffle and indicates whether 53 cards are present; and
- (2) Automated card shuffling device reveals that an incorrect number of cards are present.

E. After the cards have been shuffled and stacked, the dealer shall:

- (1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with Chapters 8 - Procedure for Dealing Cards from a Manual Dealing Shoe, 9 - Procedure for Dealing Cards from the Hand or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe; or
- (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures in §F of this chapter.

F. If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack.

- (1) After the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack.

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(2) The stack of cards shall then be inserted into the dealing shoe for commencement of play.

G. After the cards have been cut and before any cards have been dealt, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

H. If there is no gaming activity at a Dragon Poker table which is open for gaming, the dealer shall:

(1) Remove the cards from the dealing shoe and discard rack;

(2) Unless a player requests that the cards be spread face up on the table, spread out the cards on the table face down; and

(3) After the first player arriving at the table is afforded an opportunity to visually inspect the cards, complete the procedures in Chapter 4 - Opening a Table for Gaming.

I. A facility operator may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Commission and approved prior to its use in the facility.

J. If a facility operator is utilizing a device approved under §I of this chapter, §§F—H of this chapter do not apply.

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Chapter 6 - Dragon Poker Rankings.

A. In order of highest to lowest rank, the rank of the cards used in Dragon Poker is: Dragon, Phoenix, Tiger, Panda, Monkey, and Rabbit, and:

(1) Notwithstanding §A of this chapter, a Gold Dragon may be used as a wild card for any other characters or can be used as a Dragon. If it is used as a Dragon, it shall remain a Gold Dragon.

B. The permissible Poker hands at the game of Dragon Poker, in order of highest to lowest rank are:

(1) Trips is a hand consisting of three of the same character with Dragon being the highest-ranking trips followed in order of rank down to Rabbit;

(2) Pair is a hand consisting two cards with the same character with Dragon being the highest-ranking pair followed in order of rank down to Rabbit;

(a) If both the dealer hand and player hand have the same pair, the rank of the third card will decide the higher hand;

(3) High Card is a hand that contains three different characters and is ranked by the highest card in the hand with Dragon being the highest-ranking card followed in order of rank down to Rabbit;

(a) If the player and dealer have the same high card, the rank of the second highest card will determine the higher -ranking hand;

(b) If the highest and second highest cards are the same, the rank of the third card will determine the higher-ranking hand;

(4) In the event that the player and the dealer have hands of the same rank, the hand is a tie.

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Chapter 7 - Wagers.

A. A player shall make a wager at Dragon Poker by placing a value chip, plaque or other Commission-approved wagering instrument on the appropriate areas of the Dragon Poker layout.

B. A verbal wager accompanied by cash may not be accepted.

C. Only a player who is seated at a Dragon Poker table may wager at the game.

(1) After a player has placed a wager and received cards, the player shall remain seated until the completion of the round of play.

(2) If a player leaves the table during a round of play, a wager made by the player may be considered abandoned and may be treated as a losing wager.

D. Except a Play Wager, a wager shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedures in Chapters 8 - Procedure for Dealing Cards from a Manual Dealing Shoe, 9 - Procedure for Dealing Cards from the Hand or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe.

E. Except as provided in Chapter 11 - Procedure for Completing a Round of Play, a wager may not be made, increased or withdrawn after the dealer has announced “no more bets”.

F. The following wagers may be placed in the game of Dragon Poker:

(1) A player may compete against the dealer’s Dragon Poker hand by placing an Ante Wager and a Ante Bonus Wager in equal amounts, then a Play Wager in accordance with Chapter 11 - Procedure for Completing a Round of Play in an amount equal to the player’s Ante Wager;

(2) A player may compete against a posted payable by placing a Three Card Bonus Wager; and

(3) A player may compete against a posted payable by placing a Dragon Wager.

(4) If specified in its Rules Submission, a facility operator may offer to each player at a Dragon Poker table the option to make an additional Progressive Payout Wager that the player will receive a Progressive Payout Hand.

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G. If specified in its Rules Submission, a facility operator may permit a player to wager on two adjacent betting areas at a Dragon Poker table.

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Chapter 8 - Procedure for Dealing Cards from a Manual Dealing Shoe.

A. If a manual dealing shoe is used, it shall be located on the table in a location approved by the Commission.

B. After the procedures required under Chapter 5 – Shuffling and Cutting the Cards; Determining the Starting Position have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

C. Prior to dealing any cards, the dealer shall announce “no more bets”.

D. The dealer shall:

(1) Remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place each card on the appropriate area of the layout with the opposite hand;

(2) Starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, deal one card at a time face down to a player who has placed a wager in accordance with Chapter 11 – Procedures for Completing a Round of Play; and

(3) After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in §F of this chapter, place the stub in the discard rack without exposing the cards.

E. If an automated card shuffling device described in Chapter 5 - Shuffling and Cutting the Cards is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck by counting the cards face down on the layout.

F. If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

G. 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.

(1) If the cards were misdealt but 53 cards remain in the deck, all hands are void and all wagers shall be returned to the players.

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(2) If the cards were not misdealt, all hands are void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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Chapter 9 - Procedure for Dealing Cards from the Hand.

A. If the cards are dealt from the dealer's hand, the following requirements shall be met:

- (1) An automated shuffling device shall be used to shuffle the cards.
- (2) After the procedures required under Chapter 5 - Shuffling and Cutting the Cards have been completed, the dealer shall place the stacked deck of cards in either hand, and
 - (a) After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play; and
 - (b) The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

B. Prior to dealing any cards, the dealer shall announce "no more bets."

C. The dealer shall:

- (1) Deal each card by holding the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout;
- (2) Starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed a wager in accordance with Chapter 7 -Wagers and to the dealer until each player who placed a wager and the dealer have three cards;
- (3) Deal all cards face down; and
- (4) After dealing three cards to each player and the dealer, except as provided in §D of this chapter, place the stub in the discard rack without exposing the cards.

D. If an automated card shuffling device described in Chapter 5 - Shuffling and Cutting the Cards is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck by counting the cards face down on the layout.

E. If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

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F. 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.

G. If the cards were misdealt but 53 cards remain in the deck, all hands are void and all wagers shall be returned to the players.

H. If the cards were not misdealt, all hands are void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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Chapter 10 - Procedure for Dealing Cards from an Automated Dealing Shoe.

A. If the cards are dealt from an automated dealing shoe, the following requirements shall be met:

(1) After the procedures required under Chapter 5 - Shuffling and Cutting the Cards have been completed, the cards shall be placed in the automated dealing shoe.

B. The dealer shall:

(1) Deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed a wager in accordance with Chapter 7 -Wagers;

(2) As the remaining stacks are dispensed to the dealer by the automated dealing shoe, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Chapter 7 -Wagers;

(3) Deliver a stack of three cards face down to the area designated for the placement of the dealer's cards; or

(4) Leave the dealer's cards in the shuffler until all the players have acted on their hands in accordance with Chapter 11 – Procedures for Completing a Round of Play; and

(5) After each stack of three cards has been dispensed and delivered in accordance with §B of this chapter, remove the stub from the automated dealing shoe and, except as provided in §D of this chapter, place the cards in the discard rack without exposing the cards.

C. If an automated card shuffling device described in Chapter 5 - Shuffling and Cutting the Cards is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards is still present in the deck by counting the cards face down on the layout.

D. If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

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E. 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.

F. If the cards were misdealt but 53 cards remain in the deck, all hands are void and all wagers shall be returned to the players.

G. If the cards were not misdealt, all hands are void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

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Chapter 11 - Procedure for Completing a Round of Play.

A. After the dealing procedures required under Chapters 8 - Procedure for Dealing Cards from a Manual Dealing Shoe, 9 - Procedure for Dealing Cards from the Hand or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe have been completed, a player shall examine the player's cards subject to the following limitations:

- (1) A player who wagers at Dragon Poker shall be responsible for the player's hand;
- (2) No individual other than the dealer and the player to whom the cards were dealt may touch a player's cards; and
- (3) A player shall keep the player's three cards in full view of the dealer at all times.

B. After all players have examined their cards, beginning with the player farthest to the dealer's left and moving clockwise around the table, the dealer shall ask each player who placed an Ante Wager and Ante Bonus Wager if the player wishes to make a Play Wager in an amount equal to the player's Ante Wager or forfeit the Ante Wager and Ante Bonus Wager and end the player's participation in the round of play.

C. If a player:

- (1) Has placed an Ante Wager, a Ante Bonus Wager and a Three Card Bonus Wager, but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Ante Bonus Wager but does not forfeit the Three Card Bonus Wager;
- (2) Has placed an Ante Wager, a Ante Bonus Wager and a Dragon Wager, but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Ante Bonus Wager but does not forfeit the Dragon Wager;

D. After each player who has placed an Ante Wager and Ante Bonus Wager has either placed a Play Wager on the designated area of the layout or forfeited the player's Ante Wager and hand, the dealer shall:

- (1) Except for the cards of those players who placed a Three Card Bonus Wager and Dragon Wager, collect all forfeited wagers and associated cards and place the cards in the discard rack;

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(2) Reveal the dealer's cards face up or remove the dealer's cards from the shuffler and expose the dealer's cards and place the cards so as to form the highest possible ranking Dragon Poker hand;

(3) Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall:

(a) Turn the three cards of each player face up on the layout;

(b) Settle the Three Card Bonus Wager, if offered by the facility operator;

(c) Pay the winning Three Card Bonus Wager in accordance with Chapter 12 – Payout Odds;

(d) Settle the Dragon Wager, if offered by the facility operator; and

(e) Pay the winning Dragon Wager in accordance with Chapter 12 – Payout Odds.

(f) Examine the cards of the player and form the highest possible ranking Dragon Poker hand for each player;

(g) If the player's highest ranking Dragon Poker hand is ranked higher than the dealer's Dragon Poker hand, pay the Ante and Ante Bonus Wagers in accordance with the payout odds in Chapter 12 - Payout Odds;

(h) If the player's Dragon Poker hand is ranked lower than the dealer's Dragon Poker hand, immediately collect the Ante, Ante Bonus, and Play Wagers made by the player;

(i) If the player's Dragon Poker hand is equal to the dealer's Dragon Poker hand, return the player's Ante Wager, Ante Bonus, and Play Wagers;

E. After all wagers of the player have been settled, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

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Chapter 12 - Payout Odds.

A. A facility operator shall pay each winning Ante Wager and Play Wager at odds of 1 to 1.

B. A facility operator shall pay the player's winning Ante Bonus Wager in accordance with the odds in one of the following paytables; selected by the facility operator in its Rules Submission:

(1) Paytable A:

- (a) For Three Dragons the payout is 30 to 1;
- (b) For Three Phoenix the payout is 10 to 1;
- (c) For Trips the payout is 6 to 1;
- (d) For a Pair of Dragons the payout is 2 to 1;
- (e) For a Pair of Phoenix the payout is 1 to 1; or
- (f) For a Winning Hand the payout is a push;

(2) Paytable B:

- (a) For Three Dragons the payout is 30 to 1;
- (b) For Trips the payout is 4 to 1;
- (c) For a Pair of Pandas or Better the payout is 1 to 1; or
- (d) For a Winning Hand the payout is a push;

C. A player placing a Three Card Bonus Wager shall be paid at the odds in one of the following paytables, selected by the facility operator in its Rules Submission:

(1) Paytable A:

- (a) For Three Dragons the payout is 40 to 1;
- (b) For Three Phoenix the payout is 30 to 1;

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- (c) For Three Tigers the payout is 15 to 1;
- (d) For Trips the payout is 10 to 1;
- (e) For a Pair of Dragons the payout is 4 to 1;
- (f) For a Pair of Phoenix the payout is 2 to 1; or
- (g) For a Pair of Tigers the payout is 1 to 1;

(2) Paytable B:

- (a) For Three Dragons the payout is 40 to 1;
- (b) For Three Phoenix the payout is 30 to 1;
- (c) For Three Tigers the payout is 20 to 1;
- (d) For Trips the payout is 10 to 1;
- (e) For a Pair of Dragons the payout is 4 to 1;
- (f) For a Pair of Phoenix the payout is 2 to 1; or
- (g) For a Pair of Tigers the payout is 1 to 1.

D. A player placing a Dragon Wager shall be paid at the odds in the following payable:

(1) Paytable A:

- (a) For Three Red Dragons the payout is 1000 to 1;
- (b) For Three Blue Dragons the payout is 1000 to 1;
- (c) For Three Dragons with Gold Dragon the payout is 200 to 1;
- (d) For Three Dragons the payout is 60 to 1;
- (e) For a Pair of Dragons the payout is 7 to 1;
- (f) For a Gold Dragon the payout is 5 to 1.

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Chapter 13 - Irregularities.

- A. A card that is found face up in the shoe or the deck while the cards are being dealt, may not be used in that round of play and shall be placed in the discard rack.
- B. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands are void, all wagers shall be returned to the players and the cards shall be reshuffled.
- C. A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.
- D. If a player or the dealer is dealt an incorrect number of cards, all hands are void, all wagers shall be returned to the players and the cards shall be reshuffled.
- E. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his cards in accordance with Chapter 11 - Procedure for Completing a Round of Play, all hands are void, all wagers shall be returned to the players and the cards shall be reshuffled.
- F. 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.
- G. 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 are void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.
- H. If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, before any other method of shuffling or dealing may be utilized at that table, the automated card shuffling device or automated dealing shoe shall be:
- (1) Covered;
 - (2) Removed; or
 - (2) Marked with a sign indicating that the automated card shuffling device or automated dealing shoe is out of order.