

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

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Chapter 1 - Definitions.

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

B. Terms Defined.

(1) “Aces Up Wager” means a wager that a player is required to make prior to any cards being dealt to compete against a posted payable, regardless of whether the player’s hand outranks the dealer’s hand.

(2) “Envy Bonus” means an additional fixed sum payout made to a player who placed a Progressive Payout Wager when another player at a Four Card Poker table is the holder of an Envy Bonus Qualifying Hand.

(3) “Envy Bonus Qualifying Hand” means a player’s Four Card Poker hand with a rank of four-of-a-kind or better or a straight flush or better, depending on the payable selected by the facility operator.

(4) “Hand” means a Four Card Poker hand that is held by a player and the dealer after the cards are dealt.

(5) “Play Wager” means an additional wager that a player shall make if the player opts to remain in competition against the dealer after the player reviews his hand.

(6) “Progressive Payout Hand” means a player’s Four Card Poker hand with a rank of three-of-a-kind or better.

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Chapter 2 - Four Card Poker Tables.

A. Four Card Poker shall be played at a table that has:

- (1) Betting positions for no more than seven players on one side of the table; and
- (2) A place for the dealer on the opposite side of the table.

B. A facility operator shall submit to the Commission for approval the layout for a Four Card Poker table that contains at least:

- (1) The name or logo of the facility operator;
- (2) Three separate betting areas designated for the placement of Ante, Play and Aces Up Wagers for each player;
- (3) If the facility operator offers the optional Progressive Payout Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Progressive Payout Wager for each player;
- (4) If the facility operator offers the optional Six Card Bonus Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Six Card Bonus Wager for each player; and
- (5) Inscriptions that advise a player of the payout odds or amounts for all permissible wagers offered by the facility operator, except that if payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Four Card Poker table.

C. If a facility operator offers a Progressive Payout Wager under Chapter 7 - Wagers, a Four Card Poker table shall have a progressive table game system for the placement of Progressive Payout Wagers that includes a:

- (1) Wagering device at each betting position that acknowledges or accepts the placement of the Progressive Payout Wager; and
- (2) Device that controls or monitors the placement of Progressive Payout Wagers at the gaming table and includes a lock-out button or other mechanism that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced “no more bets”.

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D. A Four Card Poker table shall have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Commission.

E. The Commission may approve an alternative location for the tip box when 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.

F. Each Four Card Poker table shall have a discard rack securely attached to the top of the dealer's side of the table.

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Chapter 3 - Cards; Number of Decks.

A. Except as provided in §B of this chapter, Four Card Poker shall be played with one deck of cards that has:

- (1) Cards that are identical in appearance; and
- (2) One cover card.

B. If an automated card shuffling device is used, Four Card Poker may be played with two decks of cards in accordance with the following requirements:

- (1) The cards in each deck shall be of the same design;
- (2) The backs of the cards in one deck shall be of a different color than the cards included in the other deck;
- (3) One deck shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game;
- (4) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
- (5) The cards from only one deck are placed in the discard rack at any given time.

C. The decks of cards used in Four Card Poker shall be changed at least every:

- (1) Four hours, if the cards are dealt by hand; and
- (2) Eight 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.

B. After the cards are inspected, the dealer shall spread the cards out face up on the table, in horizontal fan shaped columns by deck according to suit and in sequence, for visual inspection by the first player to arrive at the table.

C. After the first player arriving at the table has been 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 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.

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 reshuffled, §§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 a floorperson or above.

B. A facility operator may use an automated card shuffling device which inserts the stack of cards directly into a dealing shoe after shuffling is complete, and the deck shall be removed from the table if an automated card shuffling device:

- (1) Is being used which counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are present; and
- (2) The device reveals that an incorrect number of cards are present.

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

- (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 Shuffler.
- (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures in §D of this chapter.

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

E. 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

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was performed improperly or in any way that might affect the integrity or fairness of the game.

F. If there is no gaming activity at a Four Card 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 this section and Chapter 4 – Opening a Table for Gaming.

G. A facility operator may use 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.

H. If a facility operator is using a device described in §G of this chapter, §§D—F of this chapter do not apply.

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Chapter 6 - Four Card Poker Rankings.

A. In order of highest to lowest rank, the rank of the cards used in Four Card Poker is: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2, except that an ace:

(1) May be used to complete a straight flush or a straight with a 2, 3 and 4; and

(2) May not be combined with any other sequence of cards, including a sequence of king, ace, 2 and 3.

B. All suits are equal in rank.

C. In order of highest to lowest rank, the permissible Poker hands in the game of Four Card Poker are:

(1) A four-of-a-kind, which is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind;

(2) A straight flush, which is a hand consisting of four cards of the same suit in consecutive ranking, with an ace, king, queen and jack being the highest ranking straight flush and an ace, 2, 3 and 4 being the lowest ranking straight flush;

(3) A three-of-a-kind, which is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind;

(4) A flush, which is a hand consisting of four cards of the same suit, regardless of rank;

(5) A straight, which is a hand consisting of four cards of more than one suit and of consecutive rank, with ace, king, queen and jack being the highest ranking straight and an ace, 2, 3 and 4 being the lowest ranking straight;

(6) Two pairs, which is a hand consisting of two pairs with two aces and two kings being the highest ranking two pair and two 3s and two 2s being the lowest ranking two pair; and

(7) A pair, which is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

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D. When comparing two Poker hands that are of identical rank under §B of this chapter or that contain none of the hands listed in §C of this chapter, the hand that contains the highest ranking card under §A of this chapter which is not contained in the other hand is the higher ranking hand.

E. If the hands are of equal rank after the application of §D of this chapter, the hands are a tie.

F. If a facility operator offers the optional Six Card Bonus Wager under Chapter 7 - Wagers, the five-card Poker hands eligible for a payout are:

(1) A royal flush, which is a hand consisting of an ace, king, queen, jack, and 10 of the same suit;

(2) A straight flush, which is a hand consisting of five cards of the same suit in consecutive ranking;

(3) A four-of-a-kind, which is a hand consisting of four cards of the same rank, regardless of suit;

(4) A full house, which is a hand consisting of three-of-a-kind and a pair;

(5) A flush, which is a hand consisting of five cards of the same suit;

(6) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit;

(7) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit; and

(8) A Super Royal, if the facility operator selects Paytable A or B in Chapter 12 – Payout Odds; Envy Bonus; Rate of Progression, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10, and 9 of the same suit.

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Chapter 7 - Wagers.

A. A player shall make a wager at Four Card Poker by placing a value chip, plaque or other Commission-approved table game wagering instrument on the appropriate area of the table layout.

B. Only a player seated at a Four Card Poker table may wager at the game.

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

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

C. Except the Play Wager, all wagers 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 or Shuffler.

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

E. The following wagers may be placed in the game of Four Card Poker:

(1) A player may compete solely against the dealer’s Four Card Poker hand by placing an Ante Wager then a Play Wager, in an amount from one to three times the amount of the player’s Ante Wager, in accordance with Chapter 11 - Procedure for Completing a Round of Play.

(2) A player may compete solely against a posted payable by placing an Aces Up Wager.

(3) A player may compete against both the dealer’s Four Card Poker hand and the posted payable by placing an Ante Wager and an Aces Up Wager in accordance with §§E(1) and (2) of this chapter.

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

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(a) After placing an Ante Wager or an Aces Up Wager, or both, a player may make the additional Progressive Payout Wager by placing a value chip onto the progressive wagering device designated for that player.

(b) Each player shall be responsible for verifying that the player's respective Progressive Payout Wager has been accepted.

(5) If specified in its Rules Submission, a facility operator may offer to each player at a Four Card Poker table the option to make an additional Six Card Bonus Wager that the one card dealt to the Six Card Bonus box and the five cards dealt to the player will form a five-card Poker hand with a rank of a three-of-a-kind or better.

(a) After placing an Ante Wager and an Aces Up Wager, a player may make the additional Six Card Bonus Wager by placing a value chip on the designated betting area prior to the dealer announcing "no more bets".

(b) Under the Six Card Bonus Wager payable in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression, the one card dealt to the Six Card Bonus Wager box and the five cards dealt to the player shall be used to form a six-card Poker hand for purposes of the Super Royal payout.

F. A facility operator shall specify in its Rules Submission the number of adjacent boxes on which a player may place a wager in one round of play.

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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 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”.

(1) If the Progressive Payout Wager is being offered, the dealer shall use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers.

(2) If any Progressive Payout Wagers have been made, the dealer shall:

(a) Collect the Progressive Payout wagers;

(b) On the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system; and

(c) Place the value chips into the table inventory container.

D. 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.

E. Starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to a player who has placed a wager in accordance with Chapter 7 - Wagers and to the dealer until each player who placed a wager has five cards and the dealer has six cards.

(1) All cards dealt to the players and the first five cards dealt to the dealer shall be dealt face down.

(2) The dealer’s sixth card shall be dealt face up.

(3) The dealer’s fifth and sixth cards shall be dealt consecutively.

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F. After five cards have been dealt to each player and six cards to the dealer, the dealer shall:

- (1) Remove the stub from the manual dealing shoe; and
- (2) Except as provided in §G of this chapter, place the stub in the discard rack without exposing the cards.

G. 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.

H. The dealer shall determine the number of cards in the stub as required under §G of this chapter 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 not 52, the dealer shall determine if:
 - (a) A player has more or less than 5 cards; or
 - (b) The dealer has more or less than 6 cards;
- (3) If 52 cards remain in the deck but a player has more or less than 5 cards or the dealer has more or less than 6 cards, all hands are void and the dealer shall return all wagers to the players.
- (4) If the cards were not misdealt as described in §H(3) of this chapter, all hands are void and the dealer shall return all wagers to the players and remove the entire deck of cards from the table.

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Chapter 9 - Procedure for Dealing Cards from the Hand.

A. If the cards are dealt from a 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.
 - (a) After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand while holding the cards during that round of play.
 - (b) The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.
- (3) Before dealing any cards:
 - (a) The dealer shall announce "no more bets"; and
 - (b) If the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers.
- (4) If any Progressive Payout Wagers have been made, the dealer shall:
 - (a) On the layout in front of the table inventory container, collect the wagers;
 - (b) Verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system; and
 - (c) Place the value chips into the table inventory container.

B. The dealer shall:

- (1) Deal each card by holding the deck of cards in the chosen hand;
- (2) Use the other hand to remove the top card of the deck to place it face down on the appropriate area of the layout;
- (3) 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 allowable under Chapter 7 - Wagers and to the dealer until each player who placed a wager has five cards and the dealer has six cards;

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- (4) Deal all cards to a player and the first five cards to the dealer face down;
- (5) Deal the sixth card to the dealer face up; and
- (6) Deal the dealer's fifth and sixth cards consecutively.
- (7) Except as provided in §C of this chapter, after dealing five cards to each player and six cards to the dealer, place the stub 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:

- (1) 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; and
- (2) Determine the number of cards in the stub by counting the cards face down on the layout.

D. 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.

E. If the count of the stub indicates that the number of cards in the deck is not 52, the dealer shall determine if:

- (1) A player has more or less than 5 cards; or
- (2) The dealer has more or less than 6 cards.

F. If the cards were misdealt as described in §E of this chapter but 52 cards remain in the deck, all hands are void, the dealer shall return all wagers to the players.

G. If the cards were not misdealt as described in §E of this chapter, all hands are void and the dealer shall return all wagers to the players remove the entire deck of cards from the table.

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

A. If 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 dealer shall place the cards in an automated dealing shoe or shuffler.

(2) Prior to the shoe or shuffler dispensing any stacks of cards, the dealer shall:

(a) Announce “no more bets”; and

(b) If the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers.

(3) If any Progressive Payout Wagers have been made, the dealer shall:

(a) On the layout in front of the table inventory container, collect the wagers;

(b) Verify that the number of value chips wagered equals the number of Progressive Payout Wagers accepted by the progressive table game system; and

(c) Place the value chips into the table inventory container.

B. The dealer shall use the following procedures when dealing a Four Card Poker game:

(1) Deliver the first card dispensed by the automated dealing shoe or shuffler, face down, to the Six Card Bonus Wager box;

(2) Take the next stack of six cards dispensed by the automated dealing shoe or shuffler face down, then take the bottom card and turn it face up, exposing it for the players to see;

(3) Take the next stack of five cards dispensed by the automated dealing shoe or shuffler, face down, to the player farthest to the dealer’s left who has placed a wager allowable under Chapter 7 - Wages; and

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(4) Moving clockwise around the table as the remaining stacks are dispensed to the dealer by the automated dealing shoe or shuffler, deliver a stack face down to each of the other players who has placed a wager allowable under Chapter 7 – Wagers.

C. After each stack of five cards has been dispensed and delivered in accordance with §B of this chapter, the dealer shall:

(1) Remove the stub from the automated dealing shoe; and

(2) Except as provided in §D of this chapter, place the cards in the discard rack without exposing the cards.

D. 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.

E. If the count of the stub indicates that there are not 52 cards in the deck, the dealer shall determine if:

(1) A player has more or less than 5 cards; or

(2) The dealer has more or less than 6 cards.

F. If 52 cards remain in the deck, but the cards were misdealt as described in §F of this chapter, all hands are void, and the dealer shall return all wagers to the players.

G. If the cards were not misdealt as described in §F of this chapter, all hands are void and the dealer shall return all wagers to the players and remove the entire deck of cards from the table.

H. Notwithstanding the requirements in §§B and C of this chapter, if a facility operator is using an automated dealing shoe that automatically reshuffles the cards, the dealer's six cards may be dispensed before the five cards are dispensed to each player.

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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 or Shuffler have been completed, a player shall examine the player's cards subject to the following limitations:

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

B. After each player has examined his or her cards and placed the cards face down on the layout, 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 if:

- (1) The player wishes to make a Play Wager in an amount from one to three times the amount of the player's Ante Wager; or
- (2) Forfeit the Ante Wager and end the player's participation in the round of play.

C. If a player has placed an Ante Wager and:

- (1) An Aces Up Wager but does not make a Play Wager, the player shall forfeit the Ante Wager but may not forfeit the Aces Up Wager;
- (2) A Six Card Bonus Wager but does not make a Play Wager, the player shall forfeit the Ante Wager but may not forfeit the Six Card Bonus Wager; or
- (3) A Progressive Payout Wager but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Progressive Payout Wager, but may not forfeit the eligibility to receive an Envy Bonus under Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.

D. The dealer shall:

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- (1) Collect all forfeited wagers and associated cards and place the cards in the discard rack after each player who has placed an Ante Wager has:
 - (a) Placed a Play Wager on the designated area of the layout; or
 - (b) Forfeited the player's Ante Wager and hand.
- (2) Reveal the dealer's cards;
- (3) Select the four cards that form the highest possible ranking Four Card Poker hand;
- (4) After turning the dealer's cards face up, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:
 - (a) The dealer shall turn the five cards of each player face up on the layout.
 - (b) The dealer shall examine the cards of the player and select the four cards that form the highest possible ranking Poker hand for each player.
 - (c) If a player's highest ranking Four Card Poker hand is ranked:
 - (i) Lower than the dealer's Four Card Poker hand, the dealer shall immediately collect the Ante and Play Wagers made by the player; or
 - (ii) Higher than or equal to the dealer's Four Card Poker hand, the dealer shall pay the Ante and Play Wagers and any Ante Bonus in accordance with the payout odds in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression;
- (5) After settling a player's Ante and Play Wagers, settle any Aces Up Wagers by determining whether the player's Four Card Poker hand qualifies for a payout in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression;
- (6) Pay a winning Aces Up Wager regardless of whether the player's Four Card Poker hand outranks the dealer's hand;
- (7) Pay a winning Six Card Bonus Wager regardless of whether the player's Four Card Poker hand outranks the dealer's hand;
- (8) If Progressive Payout Wager is offered by the facility operator, settle a player's Progressive Payout Wager;

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(9) Pay a winning Progressive Payout Wager regardless of whether a player's hand outranks the dealer's hand;

(10) If a player has won a progressive payout:

(a) Verify that the hand is a winning hand;

(b) Verify that the appropriate light on the progressive table game system has been illuminated;

(c) Have a floorperson or above validate the progressive payout in accordance with the facility operator's approved internal control procedures;

(d) Pay the winning Progressive Payout Wager in accordance with the payout odds in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression;

(e) Pay any Envy Bonus won in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression , subject to the following conditions:

(i) A player making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Four Card Poker table is the holder of an Envy Bonus Qualifying Hand;

(ii) Players are entitled to multiple Envy Bonuses if more than one other player is the holder of an Envy Bonus Qualifying Hand; and

(iii) A player is not entitled to an Envy Bonus for the player's hand or the hand of the dealer; and

(11) After all wagers of the player have been settled:

(a) Remove all remaining cards from the table; and

(b) 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; Envy Bonus; Rate of Progression.

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

B. Regardless of whether a player's Four Card Poker hand outranks the dealer's hand, a player placing an Ante Wager and a Play Wager shall be paid a bonus on the Ante Wager at the odds in the following payable,:

- (1) For a Four-of-a-kind the payout is 25 to 1;
- (2) For a Straight flush the payout is 20 to 1; or
- (3) For a Three-of-a-kind the payout is 2 to 1.

C. A player placing an Aces Up 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 a Four-of-a-kind the payout is 50 to 1;
- (b) For a Straight flush the payout is 30 to 1;
- (c) For a Three-of-a-kind the payout is 9 to 1;
- (d) For a Flush the payout is 6 to 1;
- (e) For a Straight the payout is 4 to 1;
- (f) For a Two pair the payout is 2 to 1; or
- (g) For a Pair of aces the payout is 1 to 1;

(2) Paytable B:

- (a) For a Four-of-a-kind the payout is 50 to 1;
- (b) For a Straight flush the payout is 30 to 1;
- (c) For a Three-of-a-kind the payout is 7 to 1;

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(d) For a Flush the payout is 6 to 1;

(e) For a Straight the payout is 5 to 1;

(f) For a Two pair the payout is 2 to 1; or

(g) For a Pair of aces the payout is 1 to 1;

(3) Paytable C:

(a) For a Four-of-a-kind the payout is 50 to 1;

(b) For a Straight flush the payout is 40 to 1;

(c) For a Three-of-a-kind the payout is 8 to 1;

(d) For a Flush the payout is 5 to 1;

(e) For a Straight the payout is 4 to 1;

(f) For a Two pair the payout is 3 to 1; or

(g) For a Pair of aces the payout is 1 to 1;

(4) Paytable D:

(a) For a Four-of-a-kind the payout is 50 to 1;

(b) For a Straight flush the payout is 40 to 1;

(c) For a Three-of-a-kind the payout is 8 to 1;

(d) For a Flush the payout is 6 to 1;

(e) For a Straight the payout is 4 to 1;

(f) For a Two pair the payout is 2 to 1; or

(g) For a Pair of aces the payout is 1 to 1;

(5) Paytable E:

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- (a) For a Four-of-a-kind the payout is 50 to 1;
- (b) For a Straight flush the payout is 30 to 1;
- (c) For a Three-of-a-kind the payout is 8 to 1;
- (d) For a Flush the payout is 6 to 1;
- (e) For a Straight the payout is 4 to 1;
- (f) For a Two pair the payout is 2 to 1; or
- (g) For a Pair of aces the payout is 1 to 1;

(6) Paytable F:

- (a) For a Four-of-a-kind the payout is 50 to 1;
- (b) For a Straight flush the payout is 40 to 1;
- (c) For a Three-of-a-kind the payout is 7 to 1;
- (d) For a Flush the payout is 5 to 1;
- (e) For a Straight the payout is 4 to 1;
- (f) For a Two pair the payout is 3 to 1; or
- (g) For a Pair of aces the payout is 1 to 1.

D. If a facility operator offers a Progressive Payout Wager:

(1) A player placing a Progressive Payout Wager shall be paid at the odds in one of the following paytables selected by the facility operator in its Rules Submission:

(a) Paytable A:

- (i) For Four aces the payout is 100 percent of meter;
- (ii) For Four-of-a-kind the payout is 300 for 1;
- (iii) For a Straight flush the payout is 100 for 1; or

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(iv) For Three-of-a-kind the payout is 9 for 1;

(b) Paytable B:

(i) For Four aces the payout is 100 percent of meter;

(ii) For Four-of-a-kind the payout is 300 for 1;

(iii) For a Straight flush the payout is 100 for 1; or

(iv) For Three-of-a-kind the payout is 15 for 1;

(c) Paytable C:

(i) For Royal Flush the payout is 100 percent of meter;

(ii) For Straight Flush the payout is 10 percent of meter;

(iii) For Four-of-a-kind the payout is 300 for 1;

(iv) For a Full House the payout is 50 for 1;

(v) For Flush the payout is 40 for 1;

(vi) For Straight the payout is 30 for 1; or

(vii) For Three-of-a-kind the payout is 9 for 1;

(d) Paytable D:

(i) For Royal Flush the payout is 100 percent of Major Progressive;

(ii) For Straight Flush the payout is 100 percent of Minor Progressive;

(iii) For Four-of-a-kind the payout is 300 for 1;

(iv) For a Full House the payout is 50 for 1;

(v) For Flush the payout is 40 for 1;

(vi) For Straight the payout is 30 for 1; or

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(vii) For Three-of-a-kind the payout is 9 for 1;

(e) Paytable E:

(i) For Royal Flush the payout is 100 percent of Mega Progressive;

(ii) For Straight Flush the payout is 100 percent of Major Progressive;

(iii) For Four-of-a-kind the payout is 100 percent of Minor Progressive;

(iv) For a Full House the payout is 50 for 1;

(v) For Flush the payout is 40 for 1;

(vi) For Straight the payout is 30 for 1; or

(vii) For Three-of-a-kind the payout is 10 for 1;

(f) Paytable F:

(i) For Royal Flush the payout is 100 percent of Mega Progressive;

(ii) For Straight Flush the payout is 100 percent of Major Progressive;

(iii) For Four-of-a-kind the payout is 100 percent of Minor Progressive;

(iv) For a Full House the payout is 50 for 1;

(v) For Flush the payout is 40 for 1;

(vi) For Straight the payout is 30 for 1; or

(vii) For Three-of-a-kind the payout is 9 for 1.

(2) A player shall receive the payout for only the highest ranking Four Card Poker hand formed.

(3) A facility operator shall include in its Rules Submission:

(a) The rate of progression for the meter used for the progressive payout in §D(1) of this chapter; and

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(b) The initial and reset amount, which shall be at least:

(i) \$5,000 for Paytable A;

(ii) \$1,000 for Paytable B;

(iii) \$10,000 for Paytable C;

(iv) Paytable D:

(1) \$1,000 for Major Progressive; and

(2) \$250 for Minor Progressive;

(v) Paytable E:

(1) \$10,000 for Mega Progressive;

(2) \$1,000 for Major Progressive; and

(3) \$250 for Minor Progressive;

(vi) Paytable F:

(1) \$10,000 for Mega Progressive;

(2) \$1,000 for Major Progressive; and

(3) \$250 for Minor Progressive.

(4) Winning Progressive Payout Hands shall be paid the amount on the meter when it is a player's turn to be paid as allowable under Chapter 11 - Procedure for Completing a Round of Play.

E. Envy Bonus payouts shall be:

(1) Based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus; and

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(2) Made according to one of the payouts for Envy Bonus Qualifying Hands that was designated by the facility operator in its Rules Submission.

F. An Envy Bonus payout for \$1 Progressive Payout Wager shall be paid according to:

(1) Paytable A Envy Bonus:

- (a) For Four aces the payout is \$100;
- (b) For Four-of-a-kind the payout is \$10; and
- (c) For a Straight flush the payout is \$5; or

(2) Paytable B Envy Bonus:

- (a) For Four aces the payout is \$100; and
- (b) For Four-of-a-kind the payout is \$25; or

(3) Paytable C Envy Bonus:

- (a) For Four aces the payout is \$1,000; and
- (b) For Four-of-a-kind the payout is \$300; or

(4) Paytable D Envy Bonus:

- (a) For Royal Flush the payout is \$1,000; and
- (b) For Straight Flush the payout is \$300; or

(5) Paytable E Envy Bonus:

- (a) For Royal Flush the payout is \$1,000; and
- (b) For Straight Flush the payout is \$300; or

(6) Paytable F Envy Bonus:

- (a) For Royal Flush the payout is \$1,000; and

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(b) For Straight Flush the payout is \$300.

G. An Envy Bonus payout for \$5 Progressive Payout Wager shall be paid according to:

(1) Paytable A Envy Bonus:

- (a) For Four aces the payout shall be \$500;
- (b) For Four-of-a-kind the payout shall be \$50; and
- (c) For a Straight flush the payout shall be \$25; or

(2) Paytable B Envy Bonus:

- (a) For Four aces the payout shall be \$500; and
- (b) For Four-of-a-kind the payout shall be \$125; or

(3) Paytable C Envy Bonus:

- (a) For Four aces the payout is \$5,000; and
- (b) For Four-of-a-kind the payout is \$1,500;

(4) Paytable D Envy Bonus:

- (a) For Royal Flush the payout is \$5,000; and
- (b) For Straight Flush the payout is \$1,500; or

(5) Paytable E Envy Bonus:

- (a) For Royal Flush the payout is \$5,000; and
- (b) For Straight Flush the payout is \$1,500; or

(6) Paytable F Envy Bonus:

- (a) For Royal Flush the payout is \$5,000; and
- (b) For Straight Flush the payout is \$1,500.

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H. If a facility operator offers the Six Card Bonus Wager, the facility operator shall pay out winning Six Card Bonus Wagers at the amounts in one of the following paytables selected by the facility operator in its Rules Submission:

(1) Paytable A:

- (a) For a Super Royal of diamonds the payout is \$1,000,000;
- (b) For a Super Royal of hearts, spades or clubs the payout is \$100,000;
- (c) For a Royal flush the payout is 1,000 to 1;
- (d) For a Straight flush the payout is 200 to 1;
- (e) For a Four-of-a-kind the payout is 50 to 1;
- (f) For a Full house the payout is 20 to 1;
- (g) For a Flush the payout is 15 to 1;
- (h) For a Straight the payout is 10 to 1; or
- (i) For a Three-of-a-kind the payout is 5 to 1.

(2) Paytable B:

- (a) For a Super Royal of diamonds, hearts, spades or clubs the payout is \$100,000;
- (b) For a Royal flush the payout is 1,000 to 1;
- (c) For a Straight flush the payout is 200 to 1;
- (d) For a Four-of-a-kind the payout is 50 to 1;
- (e) For a Full house the payout is 20 to 1;
- (f) For a Flush the payout is 15 to 1;
- (g) For a Straight the payout is 10 to 1; or

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(h) For a Three-of-a-kind 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 shall:

- (1) May not be used in that round of play; and
- (2) 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 and the dealer shall return all wagers shall be returned to the players reshuffle the cards.

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 and the dealer shall return all wagers to the players reshuffle the cards.

E. If one or more of the dealer's cards is inadvertently exposed before the dealer reveals the dealer's under Chapter 11 - Procedure for Completing a Round of Play, all hands are void and the dealer shall return all wagers to the players reshuffle the cards.

F. The cards shall be reshuffled if an automated card shuffling device in use and jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle.

G. If an automated dealing shoe in use and jams, stops dealing or fails to deal all cards during a round of play, the round of play is void, and the dealer shall return all wagers to the players, remove the cards the device, and reshuffle the cards with any cards already dealt.

H. If an automated shuffling device or automated dealing shoe malfunctions and cannot be used, before another method of shuffling or dealing may be used at that table, the automated card shuffling device or automated dealing shoe shall be:

- (1) Covered; or
- (2) Marked with a sign indicating that the automated shuffling device or automated dealing shoe is out of order.