

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Jackpot Hold ‘Em**

**Table of Contents**

<b>Chapter 1 - Definitions.</b>	<b>2</b>
<b>Chapter 2 - Jackpot Hold ‘Em Tables.</b>	<b>3</b>
<b>Chapter 3 - Cards; Number of Decks.</b>	<b>5</b>
<b>Chapter 4 - Opening a Table for Gaming.</b>	<b>6</b>
<b>Chapter 5 - Shuffling and Cutting the Cards.</b>	<b>7</b>
<b>Chapter 6 - Jackpot Hold ‘Em Rankings.</b>	<b>9</b>
<b>Chapter 7 - Wagers.</b>	<b>9</b>
<b>Chapter 8 - Procedure for Dealing Cards from a Manual Dealing Shoe.</b>	<b>13</b>
<b>Chapter 9 - Procedure for Dealing Cards from the Hand.</b>	<b>15</b>
<b>Chapter 10 - Procedure for Dealing Cards from an Automated Dealing Shoe or Shuffler.</b>	<b>17</b>
<b>Chapter 11 - Procedure for Completing a Round of Play.</b>	<b>19</b>
<b>Chapter 12 - Payout Odds; Community Pay; Payout Limitation.</b>	<b>23</b>
<b>Chapter 13 - Irregularities.</b>	<b>29</b>

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

**Chapter 1 - Definitions.**

A. In addition to the terms defined in the Jackpot Hold ‘Em chapters, which have the same meaning in this chapter, in this chapter the following terms have the meaning indicated.

B. Terms Defined.

(1) “Ante Wager” means the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.

(2) “Check” means to waive the right to place a Play Wager but remain in the round of play.

(3) “Fold” means the withdrawal of a player from a round of play by not making a Play Wager.

(4) “Play Wager” means an additional wager that a player makes if the player opts to remain in competition against the dealer after the player reviews the player’s hand.

(5) “Player Bonus Wager” means the wager that a player is required to make prior to any cards being dealt to compete against a posted paytable, regardless of the outcome of the player’s hand against the dealer’s hand.

(6) “ X-tra Bonus Wager” means the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

**Chapter 2 - Jackpot Hold ‘Em Tables.**

A. Jackpot Hold ‘Em shall be played on 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 Jackpot Hold ‘Em table shall be submitted to the Commission and contain, at a minimum:

- (1) The name or logo of the facility operator;
- (2) Three separate betting areas designated for the placement of Ante, X-tra Bonus, and Play Wagers for each player, with the X-tra Bonus Wager betting area located to the right of the Ante Wager betting area and separated by an addition symbol;
- (3) A separate area designated for the placement of the five community cards located directly in front of the table inventory container;
- (4) A separate area designated for the placement of the dealer’s two cards;
- (5) If a facility operator offers the optional Progressive Payout Wager, a separate area designated for the placement of the Progressive Payout Wager for each player;
- (6) If a facility operator offers the optional Player Bonus Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Bonus Wager for each player;
- (7) Inscriptions that advise players of the payout odds or amounts for all permissible wagers offered by the facility operator, but if the 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 Jackpot Hold ‘Em table;
- (8) Inscriptions indicating the following:
  - (a) The Dealer qualifies with a pair or better;
  - (b) The rules governing the required amount of a Play Wager as a multiple of the player’s Ante Wager; and
  - (c) The payout limit per hand established by the facility operator under Chapter 12 - Payout Odds; Payout Limitation or a generic inscription indicating that the game is subject to the posted payout limit; and

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

(9) If the information required under §B(8) of this chapter is not inscribed on the layout, a sign which sets forth the required information shall be posted at each Jackpot Hold ‘Em table.

C. If a facility operator offers a Progressive Payout Wager under Chapter 7 - Wagers, a Jackpot Hold ‘Em table shall have a progressive table game system for the placement of Progressive Payout Wagers that shall include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive Payout Wager; and

(2) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table and includes a mechanism such as a lock-out button that prevents the recognition of any Progressive Payout Wager placed after the dealer has announced “no more bets.”

D. Each Jackpot Hold ‘Em table shall have a:

(1) Drop box and a tip box attached on the same side of the 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.

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.

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Jackpot Hold ‘Em**

**Chapter 3 - Cards; Number of Decks.**

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

- (1) Jackpot Hold ‘Em shall be played with one deck of cards;
- (2) The cards of a deck shall be identical in appearance; and
- (3) A deck shall contain two cover cards.

B. If an automated card shuffling device is utilized, Jackpot Hold ‘Em 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 of cards 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 of cards shall be 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 shall be placed in the discard rack at any given time.

C. The decks of cards used in Jackpot Hold ‘Em 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.

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Jackpot Hold 'Em**

**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 out the cards face up, in horizontal fan shaped columns by deck according to suit and in sequence, on the table 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 stacking the cards, the dealer shall shuffle the cards 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—C of this chapter.

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

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

**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. 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. 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 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; or
- (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with §F of this chapter.

E. 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.

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.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

(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 Jackpot Hold ‘Em table which is open for gaming, the dealer shall:

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

(2) 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. If a facility operator utilizes a dealing shoe, or other device that automatically reshuffles and counts the cards, that was submitted to, and approved by, the Commission prior to its use in a licensed facility, §§D—F of this chapter do not apply.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

**Chapter 6 - Jackpot Hold ‘Em Rankings.**

A. In order of highest to lowest rank, the rank of the cards used in Jackpot Hold ‘Em is: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2.

B. Notwithstanding §A of this chapter, an ace may be used to complete a straight flush or a straight formed with a 2, 3, 4, and 5 card but may not be combined with any other sequence of cards.

C. All suits are equal in rank.

D. In order of highest to lowest rank, the permissible Poker hands at the game of Jackpot Hold ‘Em 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, other than a royal flush, consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10, and 9 being the highest ranking straight flush and ace, 2, 3, 4, and 5 being the lowest ranking straight flush;

(3) 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;

(4) A full house, which 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 2s and two 3s being the lowest ranking full house;

(5) A flush, which 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) A straight, which is a hand consisting of five cards of more than one suit and 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;

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

(7) 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;

(8) 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

(9) 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.

E. When comparing two Poker hands that are of identical rank under §B of this chapter or that contain none of the hands listed in §B of this chapter:

(1) 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; or

(2) If the hands are of identical rank after the application of this section, the hands are a tie.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

**Chapter 7 - Wagers.**

A. A player shall make a wager at Jackpot Hold ‘Em by placing value chips or plaques on the appropriate areas of the table layout.

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

C. Only a player who is seated at a Jackpot Hold ‘Em 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, a wager made by the player may be considered abandoned and may be treated as a losing wager.

D. Except for the Player Bonus Wager, all wagers shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedure 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.

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 Jackpot Hold ‘Em:

(1) A player shall compete against the dealer’s Poker hand by placing both an Ante Wager and an X-tra Bonus Wager in equal amounts, then a Player Wager, in accordance with Chapter 11 - Procedure for Completing a Round of Play.

(2) In addition to the Ante Wager and X-tra Bonus Wager, a player may compete against a posted payable by placing a Player Bonus Wager.

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

(a) After placing the Ante and X-tra Bonus Wagers, a player may make the additional Progressive Payout Wager by placing a value chip onto the progressive wagering device designated for that player.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

(b) A player is responsible for verifying that the player’s Progressive Payout Wager has been accepted.

G. A facility operator shall specify in its Rules Submission under COMAR 36.05.03.19 the number of adjacent boxes on which a player may place a Jackpot Hold ‘Em Wager in one round of play.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

**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 the automated card shuffling device.

C. Prior to dealing the cards, the dealer shall:

(1) Announce “no more bets”;

(2) 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, collect the wagers and, 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

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

D. The dealer shall:

(1) Remove each card from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and place it 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 to each player who placed the required wagers in accordance with Chapter 7 - Wagers and to the dealer, under a cover card, until each player who placed the required wagers, and the dealer, have two cards;

(3) After dealing two cards to each player and to the area designated for the placement of the dealer’s hand, deal the five community cards in accordance with Chapter 11 - Procedure for Completing a Round of Play; and

(4) After dealing all community cards, 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.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

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 52 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 52 cards remain in the deck, all hands are void and the dealer shall return all wagers to the players.

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

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

**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; and
- (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 he will 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.
- (3) Prior to dealing any cards, the dealer shall announce "no more bets," and:
  - (a) If the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers;
  - (b) If any Progressive Payout Wagers have been made, collect the wagers and, 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.

B. 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 placed the required wagers in accordance with Chapter 7 - Wagers and to the dealer, under a cover card, until each player who placed the required wagers and the dealer have two cards;

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

(3) After dealing two cards to each player and to the area designated for the placement of the dealer's hand, deal the five community cards in accordance with Chapter 11 - Procedure for Completing a Round of Play; and

(4) Except as provided in §C of this chapter, after dealing all community cards, 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 count the stub at least once every five 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.

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 incorrect, the dealer shall determine if the cards were misdealt.

(1) If the cards were misdealt but 52 cards remain in the deck, all hands are void and the dealer shall return all wagers to the players.

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

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

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

A. If the cards are dealt from an automated dealing shoe or shuffler, 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 or shuffler; and

(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:

(i) Use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers;

(ii) If any Progressive Payout Wagers have been made, collect the wagers and 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

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

B. The dealer shall use the following procedures when dealing Jackpot Hold ‘Em:

(1) Deliver a five card stack face down to the area designated for the placement of the community cards and spread them out, face down, in the middle of the table;

(2) Deliver to the dealer a set of two starting cards from the shuffler, and starting from the dealer’s left and working clockwise around the table, deliver the next two-card stacks, face down to each player who placed an Ante and X-tra Bonus Wager in accordance with Chapter 7 - Wagers; or

(3) Starting from the dealer’s left and working clockwise around the table, deliver a set of two-card stacks, face down to each player who placed an Ante and X-tra Bonus Wager in accordance with Chapter 7 – Wagers, and leave the dealer’s cards in the shuffler until all the players have acted on the player hands in accordance with Chapter 11 – Procedures for Completing a Round of Play; and

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

(4) After dispensing and delivering each two-card stack, remove the remaining cards from the automated dealing shoe or shuffler and 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 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.

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 incorrect, the dealer shall determine if the cards were misdealt.

(1) If the cards were misdealt but 52 cards remain in the deck, all hands are void and the dealer shall return all wagers to the players.

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

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

**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 of this chapter have been completed, a player shall examine the player's cards subject to the following limitations:

(1) A player who wagers at Jackpot Hold 'Em is responsible for the player's hand and no individual other than the dealer and the player to whom the cards were dealt may touch the cards of the player; and

(2) A player shall keep the player's cards in full view of the dealer at all times.

B. The dealer shall proceed to reveal the first community card.

C. After each player has examined the player's cards, beginning with the player farthest to the dealer's left and moving clockwise around the table, the dealer shall ask each player if the player wishes to place a Play Wager.

(1) The player may check or place a Play Wager in an amount equal to three times the amount of the player's Ante Wager.

(2) If a player:

(a) Places a Play Wager, the wager shall be placed in the area designated for the Play Wager; or

(b) Checks, the player shall remain in the game and defer the player's decision to place a Play Wager until after the next two community cards are revealed by the dealer.

D. After all players have placed a Play Wager or checked, the dealer shall reveal the next two community cards.

E. After revealing the next two community cards, beginning with the player farthest to the dealer's left and moving clockwise around the table the dealer shall ask each player who has not already placed a Play Wager if the player wishes to place a Play Wager prior to the dealing of the final two community cards.

(1) The player may check or place a Play Wager in an amount equal to two times the amount of the player's Ante Wager.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

(2) If a player:

(a) Places a Play Wager, the wager shall be placed in the area designated for the Play Wager; or

(b) Checks, the player shall remain in the game and defer the player's decision to place a Play Wager until after the next two community cards are dealt.

F. After all players have placed a Play Wager or checked, the dealer shall reveal the next two community cards.

G. After revealing the final two community cards, beginning with the player farthest to the dealer's left and moving clockwise around the table, the dealer shall ask each player who has not already placed a Play Wager whether the player wishes to fold or place a Play Wager equal in amount to the player's Ante Wager, and, if a player:

(1) Places a Play Wager, the wager shall be placed in the area designated for the Play Wager;

(2) Folds, the dealer shall collect the player's Ante and X-tra Bonus Wagers and place them in the table inventory container; and

(3) If a player:

(a) Has also placed a Player Bonus Wager, the dealer shall place the cards of the player face down underneath the player's Player Bonus Wager pending its resolution at the conclusion of the round of play;

(b) Has not placed a Player Bonus Wager, the dealer shall immediately collect the player's cards and place them in the discard rack;

(4) If a player:

(a) Has also placed a Progressive Payout Wager, the dealer shall leave the cards of the player face down pending its resolution during the round of play;

(b) Has not placed a Progressive Payout Wager, the dealer shall immediately collect the player's cards and place them in the discard rack;

H. After each player has folded or placed a Play Wager, the dealer shall:

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

(1) Remove the cover card and turn the dealer's two cards face up on the layout, or remove the dealer's two cards from the shuffler and expose the dealer's hand;

(2) Select cards from the dealer's two cards and the five community cards to form the highest ranking Poker hand; and

(3) Announce the dealer's hand to the players.

I. If the dealer's highest ranking Poker hand:

(1) Is less than a pair or better, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, the dealer shall return each player's Ante Wager and resolve the X-tra Bonus and Play Wagers in accordance with §I(2) of this chapter;

(2) Is a pair or better, starting with the player farthest to the dealer's right who has placed a Play Wager and proceeding in a counterclockwise manner around the table, the dealer shall:

(a) Turn the two cards of each player who has placed a Play Wager face up on the layout;

(b) Select cards from the player's two cards and the five community cards to form the highest Poker hand;

(c) Announce the player's hand; and

(d) Regardless of outcome, resolve each player's wagers one player at a time; and

(3) If a player's Poker hand:

(a) Is ranked lower than the dealer's Poker hand, the dealer shall immediately collect the Ante, X-tra Bonus and Play Wagers made by the player;

(b) Is ranked higher than the dealer's Poker hand, the dealer shall pay the Ante, X-tra Bonus and Play Wagers made by the player in accordance with the payout odds in Chapter 12 - Payout Odds; Payout Limitation;

(c) Is equal in rank to the dealer's hand, the dealer shall return the player's Ante, X-tra Bonus and Play Wagers.

J. After settling a player's Ante, X-tra Bonus and Play Wagers, the dealer shall:

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

(1) Settle any Player Bonus Wager made by the player by determining whether the player's Poker hand qualifies for a payout in accordance with Chapter 12 - Payout Odds; Payout Limitation;

(2) Pay a winning Player Bonus Wager regardless of whether the player's Poker hand outranks the dealer's hand;

K. The dealer shall then settle the Progressive Payout Wager, if offered by the facility operator.

(1) A winning Progressive Payout Wager shall be paid irrespective of whether the player's hand outranks the dealer's hand.

(2) If a player has won a progressive payout, the dealer shall:

(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; Payout Limitation; and

L. 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.

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Jackpot Hold 'Em**

**Chapter 12 - Payout Odds; Community Pay; Payout Limitation.**

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 X-tra 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 a Royal Flush the payout is 500 to 1;

(b) For a Straight Flush the payout is 50 to 1;

(c) For a Four of a Kind the payout is 10 to 1;

(d) For a Full House the payout is 4 to 1; or

(e) For a Flush the payout is 2 to 1;

(f) For a Straight the payout is 1 to 1; or

(g) For less than a Straight the payout is a push;

C. A player placing a Player 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 a Royal Flush the payout is 100 to 1;

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

(c) For a Four of a Kind the payout is 30 to 1;

(d) For a Full House the payout is 8 to 1; or

(e) For a Flush the payout is 7 to 1;

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

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

(g) For Three of a Kind the payout is 3 to 1;

D. If a facility operator offers the 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:

(2) Paytable A:

(a) For a Royal Flush of diamonds the payout is 100 percent of the Star Progressive meter;

(b) For a Royal Flush of spades, hearts, or clubs the payout is 100 percent of the Spade Progressive meter;

(c) For a Straight Flush the payout is 100 percent of the Heart Progressive meter;

(d) For a Four of a Kind the payout is 100 percent of the Diamond Progressive meter;

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

(f) For a Flush the payout is 30 for 1;

(g) For a Straight the payout is 20 for 1;

(h) For a Three of a Kind the payout is 10 for 1; or

(i) For Two Pair the payout is 4 for 1;

(3) Paytable B:

(a) For a Royal Flush of diamonds the payout is 100 percent of the Star Progressive meter;

(b) For a Royal Flush of spades, hearts, or clubs the payout is 100 percent of the Star Progressive meter;

(c) For a Straight Flush the payout is 100 percent of the Spade Progressive meter;

(d) For a Four of a Kind the payout is 100 percent of the Heart Progressive meter;

(e) For a Full House the payout is 100 percent of the Diamond Progressive meter;

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Jackpot Hold ‘Em**

(f) For a Flush the payout is 30 for 1;

(g) For a Straight the payout is 20 for 1;

(h) For a Three of a Kind the payout is 10 for 1; or

(i) For Two Pair the payout is 4 for 1;

(4) Paytable C:

(a) For a Royal Flush of diamonds the payout is 100 percent of the Star Progressive meter;

(b) For a Royal Flush of spades, hearts, or clubs the payout is 100 percent of the Spade Progressive meter;

(c) For a Straight Flush the payout is 100 percent of the Heart Progressive meter;

(d) For a Four of a Kind the payout is 100 percent of the Diamond Progressive meter;

(e) For a Full House the payout is 60 for 1;

(f) For a Flush the payout is 40 for 1;

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

(h) For a Three of a Kind the payout is 15 for 1;

(5) Paytable D:

(a) For a Royal Flush of diamonds the payout is 100 percent of the Star Progressive meter;

(b) For a Royal Flush of spades, hearts, or clubs the payout is 100 percent of the Star Progressive meter;

(c) For a Straight Flush the payout is 100 percent of the Spade Progressive meter;

(d) For a Four of a Kind the payout is 100 percent of the Heart Progressive meter;

(e) For a Full House the payout is 100 percent of the Diamond Progressive meter;

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Jackpot Hold 'Em**

(f) For a Flush the payout is 50 for 1;

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

(h) For a Three of a Kind the payout is 15 for 1;

(6) Paytable E:

(a) For a Royal Flush of diamonds the payout is 100 percent of the Star Progressive meter;

(b) For a Royal Flush of spades, hearts, or clubs the payout is 100 percent of the Spade Progressive meter;

(c) For a Straight Flush the payout is 100 percent of the Heart Progressive meter;

(d) For a Four of a Kind the payout is 100 percent of the Diamond Progressive meter;

(e) For a Full House the payout is 100 percent of the Club Progressive meter;

(f) For a Flush the payout is 50 for 1;

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

(h) For a Three of a Kind the payout is 10 for 1;

E. The facility operator's Rules Submission shall include the:

(1) The rate of progression for the meter used for the Star Progressive Wager; and

(2) The initial and reset amounts, which shall be at least:

(a) \$10,000 for Paytable A - E.

(3) The rate of progression for the meter used for the Spade Progressive Wager; and

(4) The initial and reset amounts, which shall be at least:

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

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

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold ‘Em**

- (c) \$5,000 for Paytable C;
- (d) \$1,000 for Paytable D; or
- (e) \$10,000 for Paytable E;
- (5) The rate of progression for the meter used for the Heart Progressive Wager; and
- (6) The initial and reset amounts, which shall be at least:
  - (a) \$1,000 for Paytable A;
  - (b) \$500 for Paytable B;
  - (c) \$1,000 for Paytable C;
  - (d) \$500 for Paytable D; or
  - (e) \$5,000 for Paytable E;
- (7) The rate of progression for the meter used for the Diamond Progressive Wager;  
and
- (8) The initial and reset amounts, which shall be at least:
  - (a) \$500 for Paytable A;
  - (b) \$100 for Paytable B;
  - (c) \$500 for Paytable C;
  - (d) \$100 for Paytable D; or
  - (e) \$1,000 for Paytable E;
- (9) The rate of progression for the meter used for the Club Progressive Wager;  
and
- (10) The initial and reset amounts, which shall be at least:

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Jackpot Hold ‘Em**

- (a) \$0 for Paytable A;
- (b) \$0 for Paytable B;
- (c) \$0 for Paytable C;
- (d) \$0 for Paytable D; or
- (e) \$250 for Paytable E;

(11) Winning Progressive Payout Hands shall be paid in accordance with the amount on the meter when it is the player’s turn to be paid in accordance with Chapter 11 - Procedure for Completing a Round of Play.

F. Notwithstanding the payout odds in §§A—D of this chapter, in its Rules Submission a facility operator may establish a maximum amount that is payable to a player on a single hand.

(1) The maximum amount shall be at least \$50,000 or the maximum amount that one player could win per round when betting the minimum wager, whichever is greater.

(2) A maximum payout limit established by the facility operator shall apply only to payouts of Jackpot Hold ‘Em Wagers placed under Chapter 7 - Wagers, but does not apply to payouts for Progressive Payout Wagers placed under Chapter 7 - Wagers.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

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

C. Notwithstanding §§A and B of this chapter, if the cards are found face up after each player and the dealer has received their initial three cards, the community cards shall be dealt and any Same Suit Wager shall be settled in accordance with the payout odds in Chapter 12 - Payout Odds; Community Pay; Payout Limitation.

D. 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.

E. If any player, the dealer, or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands are void, and the dealer shall return all wagers to the players and reshuffle the cards.

F. If either of the dealer's cards is inadvertently exposed before each player has folded or placed an All In Wager as described in Chapter 11 - Procedure for Completing a Round of Play, all hands are void, and the dealer shall return all Ante, X-tra Bonus, and All In Wagers to the players and reshuffle the cards.

G. Notwithstanding §F of this chapter, if a player has placed a Same Suit Wager, the dealer shall deal the community cards and settle each Same Suit Wager in accordance with the payout odds in Chapter 12 - Payout Odds; Community Pay; Payout Limitation.

H. 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 dealer shall:

- (1) Reshuffle the cards;
- (2) Return all wagers to the players; and
- (3) Remove any cards from the device and reshuffle them with any cards already dealt.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules - Jackpot Hold 'Em**

I. 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 is void, and the dealer shall:

- (1) Return all wagers to the players;
- (2) Remove the cards from the device; and
- (3) Reshuffle the cards with any cards already dealt.

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