

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Let It Ride Poker**

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**Chapter 1 - Definitions.**

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

B. Terms Defined.

(1) “Community card” means a card which is used by all players to form a five-card Poker hand.

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

(3) “Envy Bonus Qualifying Hand” means a straight flush or higher relating to Let It Ride Poker rankings that is formed using the three cards dealt to a player and the two community cards.

(4) “Hand” means the five-card Poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

(5) “Let It Ride” means that a player does not withdraw a wager as permitted under Chapter 11 - Procedures for Completing a Round of Play.

(6) “Progressive Payout Hand” means a player’s three cards combined with the two community cards with a rank of a three-of-a-kind or better under Chapter 6 - Let It Ride Poker Rankings, depending on the paytable selected by the facility operator.

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**Chapter 2 - Let It Ride Poker Tables.**

A. Let It Ride Poker shall be played on 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 Let It Ride Poker table that contains, at a minimum:

- (1) The name or logo of the facility operator;
- (2) Three separate betting areas designated for the placement of the Let It Ride Poker Wagers for each player;
- (3) Separate areas designated for the placement of the cards of each player;
- (4) A separate area designated for the placement of the community cards located directly in front of the table inventory container;
- (5) If a facility operator offers the optional Five Card Bonus Wager authorized under Chapter 7 – Wagers, a separate area designated for the placement of the Five Card Bonus Wager for each player;
- (6) If a facility operator offers the optional Three Card Bonus Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Three Card Bonus Wager for each player;
- (7) If a 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;
- (8) If a 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;
- (9) 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 Let It Ride Poker table; and

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(10) Inscriptions that advise players of the payout limit per hand established by the facility operator under Chapter 12 – Payout Odds, except that if the payout limit is not inscribed on the layout, a sign identifying the payout limits shall be posted at each Let It Ride Poker table.

C. If a facility operator offers the Progressive Payout Wager under Chapter 7 - Wagers, the Let It Ride 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 including a mechanism that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced “no more bets”.

D. A Let it Ride Poker table shall have a 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 under COMAR 36.05.03.16.

E. 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, the Commission may approve an alternative location for the tip box from the location required under §D of this chapter.

F. Each Let It Ride 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, Let It Ride 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 utilized, Let It Ride Poker may be played with two decks of cards in accordance with the following requirements:

- (1) The cards in each deck must be of the same design;
- (2) The backs of the cards in one deck must 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 Let It Ride Poker shall be changed at least every:

- (1) 4 hours if the cards are dealt by hand; and
- (2) 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.

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

C. A 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 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 the Cards from the Hand, or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe and Shuffler; or
- (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures in §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.

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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 the 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 Let It Ride 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 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.

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.

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**Chapter 6 - Let It Ride Poker Rankings.**

A. In order of highest to lowest rank, the rank of cards used in Let it Ride 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 straight with a 2, 3, 4, and 5; and
- (2) May not be combined with any other sequence of cards including a sequence of queen, 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 Let It Ride Poker 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 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 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 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;
- (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;

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(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 containing two cards of the same rank, with two aces being the highest ranking pair and two 10s being the lowest ranking pair.

D. If a facility operator offers the optional Three Card Bonus Wager under Chapter 7 - Wagers, the hands eligible for a payout are:

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

(2) A three-of-a-kind, which is a hand consisting of three cards of the same rank;

(3) A straight, which is a hand consisting of three cards of consecutive rank, including an ace, 2, and 3;

(4) A flush, which is a hand consisting of three cards of the same suit, not in consecutive order; and

(5) A pair, which is a hand consisting of two cards of the same rank.

E. 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;

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(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, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10, and 9 of the same suit.

F. If a facility operator offers the Progressive Payout Wager under Chapter 7 - Wagers, the following 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, 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 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 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 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; and

(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.

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**Chapter 7 - Wagers.**

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

B. Only a player seated at a Let It Ride 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, any wagers made by the player may be considered abandoned and may be treated as a losing wager.

C. All wagers at Let It Ride Poker 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 the Cards from the Hand, or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe and 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 Let it Ride Poker:

(1) A player shall place three equal, but separate, Let It Ride Poker Wagers designated as Bet Number 1, Bet Number 2, and Bet Number 3.

(2) Bet Number 1 and Bet Number 2 may subsequently be removed by the player in accordance with Chapter 11 – Procedures for Completing a Round of Play.

(3) If specified in its Rules Submission, a facility operator may offer to a player at a Let It Ride Poker table the option to make an additional Five Card Bonus Wager, which a player may make after placing the three wagers required under §E(1) of this chapter by placing a value chip onto the designated betting area for that player.

(4) If specified in its Rules Submission, a facility operator may offer to a player at a Let It Ride Poker table the option to make an additional Three Card Bonus Wager, which a player may make after placing the three wagers required under §E(1) of this chapter by placing a value chip on the designated betting area for that player.

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(5) If specified in its Rules Submission, a facility operator may offer to each player at a Let it Ride Poker table the option to make an additional Six Card Bonus Wager, which a player may make after placing the three wagers required under §§E(1), (3) and (4) of this chapter by placing a value chip on the designated betting area for that player.

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

(a) After placing the Let It Ride Poker Wagers, a player may make an additional Progressive Payout Wager by placing a value chip into the progressive wagering device designated for that player.

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

(7) A Five Card Bonus Wager, Three Card Bonus Wager, Six Card Bonus Wager and Progressive Payout Wager do not have a bearing on any other wagers made by the player.

F. A facility operator shall specify in its Rules Submission under 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 Five Card Bonus Wagers is being offered, the dealer shall:

(a) Collect the Five Card Bonus Wagers;

(b) Place a lammer in front of each player who placed a Five Card Bonus wager;

(c) On the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Five Card Bonus Wagers acknowledged by the lammer replacement; and

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

(2) 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.

(3) If any Progressive Payout Wagers has 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. 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 placed the card on the appropriate area of the layout with the opposite hand;

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- (2) Place the first three cards dealt in the marked Six Card Bonus card box;
- (3) Starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:
  - (a) Deal one card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with Chapter 7 - Wagers;
  - (b) Deal one card face down to the area designated for the placement of the community cards;
  - (c) Deal a second card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with Chapter 7- Wagers;
  - (d) Deal a second card face down to the area designated for the placement of the community cards; and
  - (e) Deal a third card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with Chapter 7 – Wagers;
- (4) After dealing the Six Card Bonus community cards, three cards to each player and two cards to the area designated for the placement of the community cards, remove the stub from the manual dealing shoe and, except as provided in §D(5) of this chapter, place the stub in the discard rack without exposing the cards;
- (5) If an automated card shuffling device described in Chapter 5 – Shuffling and Cutting the Cards is not being used, 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
- (6) Determine the number of cards in the stub by counting the cards face down on the layout.
  - E. 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.
  - 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.
    - (1) If 52 cards remain in the deck, but the cards were misdealt so that there are more or less than three cards in the Six Card Bonus Community card box or the dealer has more or less than 2 cards or the area designated for the placement of the community

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cards or a player has more or less than 3 cards, 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.

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**Chapter 9 - Procedure for Dealing the 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 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; and
- (3) Before dealing any cards, the dealer shall announce “no more bets”, and:
  - (a) If the Five Card Bonus Wager is being offered, the dealer shall:
    - (i) Collect the Five Card Bonus Wagers;
    - (ii) Place a lammer in front of each player who made a Five Card Bonus wager;
    - (iii) On the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Five Card Bonus Wagers acknowledged by the lammer replacement; and
    - (iv) Place the value chips into the table inventory container;
  - (b) 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; and
  - (c) If any Progressive Payout Wagers have been made, the dealer shall:
    - (i) Collect the Progressive Payout wagers;

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(ii) 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 will place the first three cards dealt in the marked Six Card Bonus card box.

C. Starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall deal:

(1) One card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with Chapter 7 - Wagers;

(2) One card face down to the area designated for the placement of the community cards;

(3) A second card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with Chapter 7 - Wagers;

(4) A second card face down to the area designated for the placement of the community cards; and

(5) A third card face down to each player who placed the three required Let It Ride Poker Wagers in accordance with Chapter 7 - Wagers.

D. After dealing the Six Card Bonus community cards, three cards to each player and the area designated for the placement of the community cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in §G 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.

F. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

G. 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.

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H. 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 52 cards remain in the deck, but the cards were misdealt so that there are more or less than three cards in the Six Card Bonus Community card box or the dealer has more or less than 2 cards or the area designated for the placement of the community cards or a player has more or less than 3 cards, all hands are void and the dealer shall return all wagers to the players; and

(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.

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

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

(a) Prior to the dealing shoe dispensing any stacks, the dealer shall announce “no more bets”;

(b) If any Five Card Bonus Wagers have been made:

(i) Collect the Five Card Bonus Wagers;

(ii) Place a lammer in front of each player who made a Five Card Bonus wager;

(iii) On the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of Five Card Bonus Wagers acknowledged by the lammer replacement; and

(iv) Place the value chips into the table inventory container;

(c) 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; and

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

(i) Collect the Progressive Payout wagers;

(ii) 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:

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- (1) Deliver the first stack of three cards dispensed by the automated dealing shoe face down to the Six Card Bonus Community card box;
  - (2) Deliver the next stack of two cards dispensed by the automated dealing shoe face down to the community card area in front of the dealer;
  - (3) Deliver the next stack of three cards dispensed by the automated dealing shoe face down to the player farthest to the dealer's left who has placed the three required Let It Ride Poker wagers in accordance with Chapter 7 - Wagers; and
  - (4) Moving clockwise around the table as the remaining stacks are dispensed to the dealer by the automated dealing shoe, deliver a stack face down to each of the other players who has placed the three required Let It Ride Poker wagers in accordance with Chapter 7 - Wagers.
- C. After each stack of three cards has been dispensed and delivered in accordance with §B of this chapter, the dealer shall 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.
- 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.
- E. The dealer shall determine the number of cards in the stub 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 52 cards remain in the deck, but the cards were misdealt so that there are more or less than three cards in the 6 Card Bonus Community card box or the dealer has more or less than 2 cards or the area designated for the placement of the community cards and a player has more or less than 3 cards, all hands are void and the dealer shall return all wagers to the players; and

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(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.

H. Notwithstanding the requirements in §§C and D of this chapter, if a facility operator is utilizing an automated dealing shoe that automatically reshuffles the cards, the three card stack of community cards may be dispensed before the three cards are dispensed to each player and one card of the three card community card stack will be discarded, leaving two community cards.

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**Chapter 11 - Procedures 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 the Cards from the Hand, or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe and Shuffler have been completed, a player shall examine the player's cards subject to the following limitations:

- (1) A player who wagers at Let It Ride Poker is responsible for the player's hand;
- (2) No individual other than the dealer and the player to whom the cards were dealt may touch the cards of that player;
- (3) A player shall keep the players' three cards in full view of the dealer at all times; and
- (4) A player shall make a decision regarding bet number two before the player's cards shall be placed face down on the appropriate area of the layout and the player shall not touch the cards again.

B. After all players have examined their cards and placed the players 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 if the player wishes to withdraw Bet Number 1 or Let It Ride.

- (1) The player shall:
  - (a) Choose to let Bet Number 1 ride and remain on the designated betting area of the layout until the end of the round of play by:
    - (i) Tucking the player's card under the player's Let it Ride wager; or
    - (ii) Waving their hand in a left-to-right motion; or
  - (b) Choose to withdraw Bet Number 1 and the dealer shall move the value chips on the betting area designated for Bet Number 1 toward the player who shall then immediately remove the value chips from the betting area.
- (2) The dealer shall turn the community card located to the dealer's left side face up after each player has made a decision regarding Bet Number 1.

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C. After the first community card is exposed, 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 withdraw Bet Number 2 or Let It Ride.

(1) The player shall:

(a) Choose to let Bet Number 2 ride and remain on the designated betting area of the layout until the end of the round of play by:

(i) Tucking their card under their Let it Ride wager; or

(ii) Waving their hand in a left-to-right motion; or

(b) Choose to withdraw Bet Number 2 by:

(i) Scratching the table with or without their cards and the dealer shall move the value chips on the betting area designated for Bet Number 2 toward the player;

(ii) Immediately removing the value chips from the betting area; and

(iii) Tucking their cards under their final Let it Ride wager spot.

(2) The dealer shall then turn the second community card face up on the table.

D. After the second community card is turned face up, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall:

(1) Turn the three cards of the player face up on the layout and use the two community cards to form the five-card Poker hand of that player;

(2) Examine the cards of the player and form the highest ranking five-card Poker hand for each player; and

(3) Settle all Let It Ride Poker Wagers of that player by collecting losing wagers and paying winning wagers in accordance with Chapter 12 – Payout Odds.

E. After settling the player's Let It Ride Poker Wagers, the dealer shall settle any Five Card Bonus Wagers, Three Card Bonus Wagers, Six Card Bonus Wagers or Progressive Payout Wagers as follows:

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- (1) If a player placed a Five Card Bonus Wager and the two community cards and the three cards dealt to the player form a five-card Poker hand of two pair or better, pay the winning Five Card Bonus Wager in accordance with Chapter 12 – Payout Odds;
- (2) If a player placed a Three Card Bonus Wager and the three cards dealt to the player form a three-card Poker hand of a pair or better as defined in Chapter 6 – Let It Ride Poker Rankings, pay the winning Three Card Bonus Wager in accordance with Chapter 12 – Payout Odds;
- (3) If a player placed a Six Card Bonus Wager and has won, the dealer shall pay the winning Six Card Bonus Wager in accordance with Chapter 12 – Payout Odds;
- (4) If a player placed a Progressive Payout Wager and the three cards dealt to the player and the two community cards form a three-of-a-kind or better, as defined in Chapter 6 –Let It Ride Poker Rankings, pay the winning Progressive Payout Wager in accordance with the payout odds in Chapter 12 – Payout Odds; and
- (5) Pay any Envy Bonus won in accordance with Chapter 12 – Payout Odds.

F. All cards shall remain face up on the layout until all wagers have been settled by the dealer.

G. After all wagers of the player have been settled, the dealer shall:

- (1) Remove all remaining cards from the table; and
- (2) Place the cards from the table 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 Let It Ride Poker wager 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 1,000 to 1;
- (b) For a Straight flush the payout is 200 to 1;
- (c) For a Four-of-a-kind the payout is 50 to 1;
- (d) For a Full House the payout is 11 to 1;
- (e) For a Flush the payout shall is 8 to 1;
- (f) For a Straight the payout is 5 to 1;
- (g) For a Three-of-a-kind the payout is 3 to 1;
- (h) For a Two pair the payout is 2 to 1; or
- (i) For a Pair of tens, jack, queens, kings or aces the payout is 1 to 1;

(2) Paytable B:

- (a) For a Royal flush the payout is 500 to 1;
- (b) For a Straight flush the payout is 100 to 1;
- (c) For a Four-of-a-kind the payout is 25 to 1;
- (d) For a Full House the payout is 15 to 1;
- (e) For a Flush the payout shall is 10 to 1;
- (f) For a Straight the payout is 5 to 1;
- (g) For a Three-of-a-kind the payout is 3 to 1;

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- (h) For a Two pair the payout is 2 to 1; or
- (i) For a Pair of tens, jack, queens, kings or aces the payout is 1 to 1; or
- (3) Paytable C:
  - (a) For a Royal flush the payout is 100 to 1;
  - (b) For a Straight flush the payout is 50 to 1;
  - (c) For a Four-of-a-kind the payout is 30 to 1;
  - (d) For a Full house the payout is 15 to 1;
  - (e) For a Flush the payout is 9 to 1;
  - (f) For a Straight the payout is 6 to 1;
  - (g) For a Three-of-a-kind the payout is 3 to 1;
  - (h) For a Two pair the payout is 2 to 1; or
  - (i) For a Pair of tens, jack, queens, kings or aces the payout is 1 to 1.

B. If a facility operator offers the Five Card Bonus Wager, the facility operator shall pay out winning Five 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 Royal flush the payout is \$20,000;
  - (b) For a Straight flush the payout is \$2,000;
  - (c) For a Four-of-a-kind the payout is \$150;
  - (d) For a Full house the payout is \$75;
  - (e) For a Flush the payout is \$50;
  - (f) For a Straight the payout is \$25;

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- (g) For a Three-of-a-kind the payout is \$4;
  - (h) For Two Pair the payout is \$3; or
  - (i) For a pair of two tens, jacks, queens, kings or aces the payout is \$2;
- (2) Paytable B:
- (a) For a Royal flush the payout is \$20,000;
  - (b) For a Straight flush the payout is \$2,000;
  - (c) For a Four-of-a-kind the payout is \$200;
  - (d) For a Full house the payout is \$75;
  - (e) For a Flush the payout is \$50;
  - (f) For a Straight the payout is \$25;
  - (g) For a Three-of-a-kind the payout is \$5;
  - (h) For Two Pair the payout is \$4; or
  - (i) For a pair of two tens, jacks, queens, kings or aces the payout is \$1;
- (3) Paytable C:
- (a) For a Royal flush the payout is \$20,000;
  - (b) For a Straight flush the payout is \$2,000;
  - (c) For a Four-of-a-kind the payout is \$100;
  - (d) For a Full House the payout is \$75;
  - (e) For a Flush the payout is \$50;
  - (f) For a Straight the payout is \$25;
  - (g) For a Three-of-a-kind the payout is \$9; or

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(h) For Two Pair the payout is \$6;

(4) Paytable D:

(a) For a Royal flush the payout is \$10,000;

(b) For a Straight flush the payout is \$2,000;

(c) For a Four-of-a-kind the payout is \$200;

(d) For a Full house the payout is \$75;

(e) For a Flush the payout is \$50;

(f) For a Straight the payout is \$25;

(g) For a Three-of-a-kind the payout is \$5;

(h) For Two Pair the payout is \$4; or

(i) For a pair of two tens, jacks, queens, kings or aces the payout is \$1;

(5) Paytable E:

(a) For a Royal flush the payout is \$10,000;

(b) For a Straight flush the payout is \$2,000;

(c) For a Four-of-a-kind the payout is \$200;

(d) For a Full house the payout is \$100;

(e) For a Flush the payout is \$50;

(f) For a Straight the payout is \$25;

(g) For a Three-of-a-kind the payout is \$10; or

(h) For Two Pair the payout is \$6;

(6) Paytable F:

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- (a) For a Royal flush the payout is \$10,000;
- (b) For a Straight flush the payout is \$2,000;
- (c) For a Four-of-a-kind the payout is \$100;
- (d) For a Full house the payout is \$75;
- (e) For a Flush the payout is \$50;
- (f) For a Straight the payout is \$25;
- (g) For a Three-of-a-kind the payout is \$9; or
- (h) For Two Pair the payout is \$6; or

(7) Paytable G:

- (a) For a Royal flush the payout is \$20,000;
- (b) For a Straight flush the payout is \$2,000;
- (c) For a Four-of-a-kind the payout is \$300;
- (d) For a Full house the payout is \$150;
- (e) For a Flush the payout is \$50;
- (f) For a Straight the payout is \$25; or
- (g) For a Three-of-a-kind the payout is \$5.

C. If a facility operator offers the Three Card Bonus Wager, the facility operator shall pay out winning Three 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 Straight flush the payout is 40 to 1;
- (b) For a Three-of-a-kind the payout is 30 to 1;

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- (c) For a Straight the payout is 6 to 1;
  - (d) For a Flush the payout is 4 to 1; or
  - (e) For a Pair the payout is 1 to 1;
- (2) Paytable B:
- (a) For a Straight flush the payout is 40 to 1;
  - (b) For a Three-of-a-kind the payout is 30 to 1;
  - (c) For a Straight the payout is 5 to 1;
  - (d) For a Flush the payout is 4 to 1; or
  - (e) For a Pair the payout is 1 to 1; or

- (3) Paytable C:
- (a) For a Straight flush the payout is 40 to 1;
  - (b) For a Three-of-a-kind the payout is 30 to 1;
  - (c) For a Straight the payout is 6 to 1;
  - (d) For a Flush the payout is 3 to 1; or
  - (e) For a Pair the payout is 1 to 1.

D. 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 the following payable 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 5-Card Royal flush the payout is 1,000 to 1;

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(d) For a 5- Card 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; or

(2) Paytable B:

(a) For a Super Royal of diamonds the payout is \$100,000;

(b) For a Super Royal of hearts, spades or clubs the payout is \$100,000;

(c) For a 5-Card Royal flush the payout is 1,000 to 1;

(d) For a 5- Card 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.

E. If a facility operator offers a Progressive Payout Wager, 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, based on the five-card hand comprised of the player's three cards and the two community cards:

(1) Paytable A:

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

(b) For a Straight flush the payout is 10 percent of meter;

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- (c) For a Four-of-a-Kind the payout is 300 for 1;
- (d) For a Full House the payout is 50 for 1;
- (e) For a Flush the payout is 40 for 1;
- (f) For a Straight the payout is 30 for 1; or
- (g) For Three-of-a-kind the payout is 9 for 1;
- (2) Paytable B, which is based on the player's three card hand only:
  - (a) For an Ace, King, Queen the payout is 100 percent of meter;
  - (b) For an Ace, King, Queen of hearts, diamonds, or clubs the payout is 500 for 1;
  - (c) For a Straight flush the payout is 70 for 1;
  - (d) For a Three-of-a-Kind the payout is 60 for 1; or
  - (e) For a Straight the payout is 6 for 1; or
- (3) Paytable C, which is based on the player's three card hand only:
  - (a) For Ace, King, Queen of spades the payout is 100 percent of meter;
  - (b) For Ace, King, Queen of hearts, diamonds, or clubs the payout is 500 for 1;
  - (c) For a Straight flush the payout is 100 for 1; or
  - (d) For a Three-of-a-Kind the payout is 90 for 1;
- (4) Paytable D:
  - (a) For Royal Flush the payout is 100 percent of Major Progressive;
  - (b) For Straight Flush the payout is 100 percent of Minor Progressive;
  - (c) For Four-of-a-kind the payout is 300 for 1;
  - (d) For a Full House the payout is 50 for 1;

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

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

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

(5) Paytable E:

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

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

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

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

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

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

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

(6) Paytable F:

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

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

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

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

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

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

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

F. A facility operator shall include in its Rules Submission:

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- (1) The rate of progression for the meter used for the progressive payout; and
- (2) The initial and reset amount, which shall be at least:
  - (a) \$1,000 for Paytable A;
  - (b) \$1,000 for Paytable B;
  - (c) \$1,000 for Paytable C;
  - (d) Paytable D:
    - (i) \$1,000 for Major Progressive; and
    - (ii) \$250 for Minor Progressive;
  - (e) Paytable E:
    - (i) \$10,000 for Mega Progressive;
    - (ii) \$1,000 for Major Progressive; and
    - (iii) \$250 for Minor Progressive;
  - (f) Paytable F:
    - (i) \$10,000 for Mega Progressive;
    - (ii) \$1,000 for Major Progressive; and
    - (iii) \$250 for Minor Progressive.

G. 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 – Procedures for Completing a Round of Play.

H. Envy Bonus payouts are:

- (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.

I. The payout for an Envy Bonus payout for \$1 Progressive Payout Wager is:

(1) Paytable A:

(a) For a Royal Flush, \$1,000; or

(b) For a Straight Flush, \$300;

(2) Paytable B:

(a) For an Ace, King, Queen of Spades the payout is \$100; or

(b) For an Ace, King, Queen of Diamonds, Hearts or Clubs the payout is \$25;

(3) Paytable C:

(a) For an Ace, King, Queen of Spades the payout is \$100; or

(b) For an Ace, King, Queen of Diamonds, Hearts or Clubs the payout is \$25;

(4) Paytable D Envy Bonus:

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

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

(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

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

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J. The payout for an Envy Bonus for \$5 Progressive Payout Wager is:

(1) Paytable A

(a) For a Royal Flush, \$5,000; or

(b) For a Straight Flush, \$1,500;

(2) Paytable B:

(a) For an Ace, King, Queen of Spades the payout is \$500; or

(b) For an Ace, King, Queen of Diamonds, Hearts or Clubs the payout is \$125;

(3) Paytable C:

(a) For an Ace, King, Queen of Spades the payout is \$500; or

(b) For an Ace, King, Queen of Diamonds, Hearts or Clubs the payout is \$125;

(4) Paytable D Envy Bonus:

(a) For Royal Flush the payout is \$5,000; and

(b) For Straight Flush the payout is \$1,500;

(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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**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. 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 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.

E. If a community card is exposed prior to the dealer revealing the community cards under Chapter 11 – Procedures for Completing a Round of Play, all hands are void, and the dealer shall return all wagers to the players and reshuffle the cards.

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

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

H. If an automated card 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 card shuffling device or automated dealing shoe is out of order.