

**Maryland State Lottery and Gaming Control Agency
Standard Rules - Three Card Blitz**

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Chapter 1 - Definitions.

A. In addition to the terms defined in the Three Card Blitz chapters, which have the same meaning in this chapter, in this chapter the following terms have the meaning indicated.

B. Terms Defined.

(1) "Ante" means the wager along with the "Blind" that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

(2) "Blind" means the wager along with the "Ante" that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

(3) "Dealt Hand" means the seven-card hand that is held by each player and the dealer after the cards are dealt.

(4) "Hand" means the cards used by the player and dealer using up to three suited cards out of the seven cards dealt that will be used in the competition between the player and dealer.

(5) "Flush Bonus" means an optional wager that a player can make prior to any cards being dealt in order to compete against a posted pay table, regardless of the outcome of the player's hand against the dealer.

(6) "Blitz Jackpot" means an optional wager that a player can make prior to any cards being dealt in order to compete against a posted pay table, regardless of the outcome of the player's hand against the dealer. This wager can be offered as a progressive or non-progressive pay table

(7) "Play wager" means an additional wager, equal in value to the Ante Wager, which a player must make if the player opts to remain in competition against the dealer.

(8) "Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected.

(9) "Point Total" means the score of a hand which is made by using up to three suited cards out of the seven cards dealt.

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(10) “Push” means the player and dealer have identical point totals and the player’s wagers involved in the direct competition with the dealers are considered a tie and the player retains their wagers.

(11) “Blitz” means a hand consisting of an Ace and two Ten value cards.

(12) “Royal Blitz” means a hand consisting of an Ace, King, and Queen in the same suit.

(13) “Double Blitz” means a hand consisting of two Blitz combinations.

(14) “Royal Flush” means a hand consisting of an Ace, King, Queen, Jack, and Ten in the same suit that is used as the top jackpot for the Blitz Bonus wager.

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Chapter 2 - Three Card Blitz Tables.

A. Three Card Blitz 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 Three Card Blitz 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, Blind, and Play Wagers for each player;
- (3) If a facility operator offers the optional Flush Bonus Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Flush Bonus Wager for each player;
- (4) If a facility operator offers the optional Blitz Jackpot Wager authorized under Chapter 7 - Wagers, a separate area designated for the placement of the Blitz Jackpot Wager for each player;
- (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) An inscription that:
 - (a) Advises players of the payout odds or amounts for all permissible wagers offered by the facility operator, and
 - (b) Indicates the payout limit per hand established by the facility operator or a generic inscription that the game is subject to the posted payout limit; and
- (7) If the payout odds or amounts are not inscribed on the layout as required under §B(6) of this chapter, a sign or posting that identifies the payout odds or amounts, and payout limit per hand, for all permissible wagers.

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

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(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 Three Card Blitz 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.

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Chapter 3 - Cards; Number of Decks.

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

- (1) Three Card Blitz 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, Three Card Blitz 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 Three Card Blitz shall be changed at least every:

- (1) Four hours if the cards are dealt by hand; and
- (2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

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Chapter 4 - Opening a Table for Gaming.

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

B. After the cards are inspected, the dealer shall spread 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 pre-inspected and pre-shuffled, §§A—D of this chapter do not apply.

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Chapter 5 - Shuffling and Cutting the Cards.

A. Unless the cards were pre-shuffled, 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 pre-shuffled, 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.

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

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

H. If there is no gaming activity at a Three Card Blitz 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.

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Chapter 6 - Three Card Blitz Rankings.

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

B. The value of the cards shall be as follows:

- (1) Any card from 2 to 10 shall have its face value;
- (2) Any jack, queen or king shall have a value of 10; and
- (3) An ace is valued at 11.

C. All suits are equal in rank.

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Chapter 7 - Wagers.

A. A player shall make a wager at Three Card Blitz 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 Three Card Blitz 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 Play 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 Three Card Blitz:

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

(2) In addition to the Ante Wager and Blind Wager, a player may compete against a posted payable by placing a Flush Bonus Wager.

(3) In addition to the Ante Wager and Blind Wager, a player may compete against a posted payable by placing a Blitz Jackpot Wager.

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

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

(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 Three Card Blitz 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 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 seven cards;

(3) After dealing all 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.

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.

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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.

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Chapter 9 - Procedure for Dealing Cards from the Hand.

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

- (1) An automated shuffling device shall be used to shuffle the cards; 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 seven cards;

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(3) Except as provided in §C of this chapter, after dealing all 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.

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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 Three Card Blitz:

(1) Deliver to the dealer a set of seven starting cards from the shuffler, and starting from the dealer’s left and working clockwise around the table, deliver the next seven-card stacks, face down to each player who placed an Ante and Blind 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 seven-card stacks, face down to each player who placed an Ante and Blind 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

(4) After dispensing and delivering each seven-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.

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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.

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Chapter 11 - Procedure for Completing a Round of Play.

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

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

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

C. If a player:

- (1) Has placed an Ante Wager, Blind Wager and a Flush Bonus Wager but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Blind Wager but does not forfeit the Flush Bonus Wager;
- (2) Has placed an Ante Wager, Blind Wager and a Blitz Jackpot Wager but does not make a Play Wager, the player shall forfeit both the Ante Wager and the Blind Wager but does not forfeit the Blitz Jackpot Wager; or
- (3) A Progressive Payout Wager but does not make a Play Wager, the player shall forfeit both the Ante Wager, Blind Wager and the Progressive Payout Wager.

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

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

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

(3) Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player:

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

(b) Examine the cards of the player and form the highest possible ranking suited three-card hand for each player;

(c) If the player's Three Card Blitz hand is lower than the dealer's Three Card Blitz hand, immediately collect the Ante, Blind and Play Wagers made by the player;

(d) If the player's highest ranking Three Card Blitz hand is ranked higher than the dealer's Three Card Blitz hand, pay the Ante, Blind, and Play Wagers in accordance with the payout odds in Chapter 12 - Payout Odds;

(e) If the player's Three Card Blitz hand is equal to the dealer's Three Card Blitz hand, return the player's Ante, Blind, and Play Wagers;

E. After settling a player's Ante, Blind, and Play Wagers, the dealer shall:

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

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

(3) Settle any Blitz Jackpot Wager made by the player by determining whether the player's hand qualifies for a payout in accordance with Chapter 12 - Payout Odds;

(4) Pay a winning Blitz Jackpot Wager regardless of whether the player's hand outranks the dealer's hand;

F. 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.

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(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.

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

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Chapter 12 - Payout Odds.

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

B. A facility operator shall pay the player's winning Blind 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 Double Blitz the payout is 50 to 1;

(b) For a Royal Blitz the payout is 10 to 1;

(c) For a Blitz the payout is 4 to 1;

(d) For a score of 30 the payout is 3 to 1;

(e) For a score of 29 the payout is 1 to 1;

(f) For a score of 28 the payout is a push;

(g) For a score of 27 the payout is a push; or

(h) For a score of 26 or less the payout is a push;

(2) Paytable B:

(a) For a Double Blitz the payout is 50 to 1;

(b) For a Royal Blitz the payout is 10 to 1;

(c) For a Blitz the payout is 4 to 1;

(d) For a score of 30 the payout is 1 to 1;

(e) For a score of 29 the payout is 1 to 1;

(f) For a score of 28 the payout is 1 to 1;

(g) For a score of 27 the payout is 1 to 1; or

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(h) For a score of 26 or less the payout is a push;

(3) Paytable C:

(a) For a Double Blitz the payout is 50 to 1;

(b) For a Royal Blitz the payout is 8 to 1;

(c) For a Blitz the payout is 4 to 1;

(d) For a score of 30 the payout is 1 to 1;

(e) For a score of 29 the payout is 1 to 1;

(f) For a score of 28 the payout is 1 to 1;

(g) For a score of 27 the payout is 1 to 1; or

(h) For a score of 26 or less the payout is a push;

C. A player placing a Flush Bonus Wager shall be paid at the odds in the following payable, selected by the facility operator in its Rules Submission:

(1) Paytable A:

(a) For seven suited cards the payout is 200 to 1;

(b) For six suited cards the payout is 50 to 1;

(c) For five suited cards the payout is 8 to 1; or

(d) For four suited cards the payout is 2 to 1;

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

(1) Paytable A:

(a) For a Five Card Royal Flush the payout is 2,500 to 1;

(b) For a Double Blitz the payout is 250 to 1;

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(c) For a Royal Blitz the payout is 25 to 1;

(d) For a Blitz the payout is 10 to 1; or

(e) For a score of 30 the payout is 5 to 1.

E. 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:

(a) Paytable A:

(i) For a Five Card Royal Flush the payout is 100 percent of meter 1;

(ii) For a Royal Blitz in Diamonds the payout is 100 percent of meter 2;

(iii) For a Royal Blitz in Hearts the payout is 100 percent of meter 3;

(iv) For a Royal Blitz in Spades the payout is 100 percent of meter 4;

(v) For a Royal Blitz in Clubs the payout is 100 percent of meter 5;

(vi) For a Double Blitz the payout is 200 to 1;

(vii) For a Blitz the payout is 6 to 1;

(viii) For a Score of 30 the payout is 3 to 1; or

(ix) For a Score of 29 the payout is 2 to 1;

(b) Paytable B:

(i) For a Five Card Royal Flush the payout is 100 percent of meter 1;

(ii) For a Royal Blitz in Diamonds the payout is 100 percent of meter 2;

(iii) For a Royal Blitz in Hearts the payout is 100 percent of meter 2;

(iv) For a Royal Blitz in Spades the payout is 100 percent of meter 3;

(v) For a Royal Blitz in Clubs the payout is 100 percent of meter 3;

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- (vi) For a Double Blitz the payout is 200 to 1;
 - (vii) For a Blitz the payout is 6 to 1;
 - (viii) For a Score of 30 the payout is 3 to 1; or
 - (ix) For a Score of 29 the payout is 2 to 1;
- (2) A player shall receive the payout for only the highest ranking hand formed;
- (a) Except, if the player has a “Double Blitz” hand they shall receive both the “Double Blitz” payout and any qualifying “Royal Blitz” jackpot payout.
- (3) The facility operator’s Rules Submission shall include the:
- (a) Rate of progression for the meter used for the progressive payout in §E(1) of this chapter; and
 - (b) Initial and reset amount, which shall be at least:
 - (c) Paytable A;
 - (i) \$1,000 for meter 1;
 - (ii) \$30 for meter 2;
 - (iii) \$30 for meter 3;
 - (iv) \$30 for meter 4; and
 - (v) \$30 for meter 5;
 - (d) Paytable B;
 - (i) \$1,000 for meter 1;
 - (ii) \$30 for meter 2; and
 - (iii) \$30 for meter 3.

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(4) 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.

(a) Jackpot meter payouts shall be rounded up to the nearest \$1.00 when awarded.

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Chapter 13 - Irregularities.

A. If one or more cards is found face up in the shoe or the deck during the dealing of the cards, all hands are void, all wagers shall be returned to the players and the cards shall be reshuffled.

B. 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.

C. If a player or the dealer is dealt an incorrect number of cards, all hands are void, all wagers shall be returned to the players and the cards shall be reshuffled.

D. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his cards in accordance with Chapter 11 - Procedure for Completing a Round of Play, all hands are void, all wagers shall be returned to the players and the cards shall be reshuffled.

E. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.

F. If an automated dealing shoe is being used and the device jams, stops dealing cards or fails to deal all cards during a round of play, the round of play are void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

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

(1) Covered;

(2) Removed; or

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