

- 22 (c) Place the value chips into the table inventory container.
- 23 B. The dealer shall deal the cards in accordance with the standard rules.
- 24 C. After the cards has been dispensed and delivered in accordance with the standard rules, the
25 dealer shall:
- 26 (1) Remove the stub from the automated dealing shoe; and
- 27 (2) Except as provided in §D of this regulation, place the cards in the discard rack
28 without exposing the cards.
- 29 D. If the count of the stub indicates that the correct number of cards required by the standard
30 rules is in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- 31 E. If the count of the stub indicates that the number of cards in the deck is not correct, the dealer
32 shall determine if the cards were misdealt.
- 33 F. If the correct number of cards remains in the deck, but the cards were misdealt so that a player
34 has more or less than the required number of cards or the dealer has more or less than the
35 required number of cards, all hands are void and the dealer shall return all wagers to the players.
- 36 G. If the cards were not misdealt as described in §F of this regulation, all hands are void and the
37 dealer shall return all wagers to the players and remove the entire deck of cards from the table.

For May 26, 2016 Commission.

This text is currently in the table game rules regulations for card games (for example: COMAR 36.05.16.10 – Ultimate Texas Hold ‘Em; COMAR 36.05.18.10 – Let It Ride Poker, etc.), which will be repealed along with the other chapters of game-specific table game rules regulations. This language will now appear in the chapter of regulations governing table games procedures. The only variations are those necessary to comply with the *Style Manual for Maryland Regulations*.

Revised May 3, 2016