

1 **Title 36 STATE LOTTERY AND**
2 **GAMING CONTROL AGENCY**

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4 **Subtitle 05 TABLE GAMES**

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6 **Chapter .19 Double Draw Poker**

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8 **Authority: State Government Article, §§9-1A-02(b) and 9-1A-04(d), Annotated Code of**
9 **Maryland**

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11 **ALL NEW**

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13 **.13 Irregularities**

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15 A. A card that is found face up in the shoe or the deck while the cards are being dealt
16 may not be used in that round of play and shall be placed in the discard rack.

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18 B. If more than one card is found face up in the shoe or the deck during the dealing of
19 the cards, all hands are void, and the dealer shall return all wagers to the players and
20 reshuffle the cards.

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22 C. A card drawn in error without its face being exposed shall be used as though it
23 were the next card from the shoe or the deck.

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

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28 E. If an automated dealing shoe is in use and jams, stops dealing cards or fails to deal
29 cards during a round of play, the round of play is void, and the dealer shall return all
30 wagers to the players and remove the cards from the device and reshuffle them with
31 any cards already dealt.
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For June 18, 2015 Commission meeting.

This regulation is part of the all-new chapter of regulations for Double Draw Poker.

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

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(1) Covered; or

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

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For June 18, 2015 Commission meeting.

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