

**Maryland State Lottery and Gaming Control Agency  
Standard Rules - Mississippi Stud**

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**Chapter 1 - Definitions.**

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

B. Terms Defined.

(1) “Bet Wager” means a 3rd Street, 4th Street or 5th Street Wager made by a player.

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

(3) “Envy Bonus” means an additional fixed sum payout made to a player who placed a Progressive Payout Wager when another player at the Mississippi Stud table is the holder of an Envy Bonus Qualifying Hand.

(4) “Envy Bonus Qualifying Hand” means a Mississippi Stud hand with a rank of a royal flush or a straight flush.

(5) “5th Street Wager” means an additional wager made by a player, in an amount equal to one, two or three times the player’s Ante Wager, after the dealer reveals a second community card.

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

(7) “4th Street Wager” means an additional wager made by a player, in an amount equal to one, two or three times the player’s Ante Wager, after the dealer reveals the first community card.

(8) “Progressive Payout Hand” means a Mississippi Stud hand formed using the two player cards and three community cards with a rank of a three-of-a-kind or better.

(9) “Push” means a player’s hand that results in neither payment on nor collection of the player’s wagers.

(10) “3rd Street Wager” means an additional wager made by a player, in an amount equal to one, two or three times the player’s Ante Wager, after the player has been dealt the initial two cards.

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**Chapter 2 - Mississippi Stud Tables.**

A. Mississippi Stud shall be played on a table which has 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 Mississippi Stud table shall be submitted to the Commission for approval and contain at least:

- (1) The name or logo of the facility operator;
- (2) Four separate betting areas designated for the placement of the wagers for each player required under Chapter 7 - Wagers;
- (3) Separate areas designated for the placement of the three community cards located directly in front of the table inventory container, with each area inscribed as:
  - (a) "3rd Street";
  - (b) "4th Street"; or
  - (c) "5th Street";
- (4) If a facility operator offers the optional Progressive Payout Wager authorized under chapter .07 of this chapter, a separate area designated for the placement of the Progressive Payout Wager for each player;
- (5) 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;
- (6) 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; and
- (7) Inscriptions that advise a player of the payout odds or amounts for all permissible wagers and the rules governing the required amount of the 3rd Street, 4th Street or 5th Street Wager as a multiple of the player's Ante Wager, except that if the information is not inscribed on the layout, a sign that sets forth the required information shall be posted at each Mississippi Stud table.

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C. If a facility operator offers the Progressive Payout Wager in accordance with Chapter 7 - Wagers, a Mississippi Stud 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 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 Mississippi Stud table shall have a:

- (1) Drop box and a tip box attached on the same side of the gaming table as, but on opposite side 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 if a card shuffling device or other table game equipment prevents the placement of the drop box and tip box as required in §D of this chapter.

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

A. Except as provided in §B, Mississippi Stud shall be played with one deck of cards and one cover card.

B. If an automated card shuffling device is utilized, Mississippi Stud 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 a different color than the backs of the cards in the other deck.
- (3) One deck 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 are continually alternated in and out of play, with each deck being used for every other round of play.
- (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 Mississippi Stud shall be changed at least:

- (1) Every 4 hours if the cards are dealt by hand; or
- (2) Every 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 defects and a floorperson assigned to the table shall verify the inspection.

B. After the cards are inspected, the dealer shall spread the cards 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—D 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. A facility operator may use an automated card shuffling device which inserts the stack of cards directly into a dealing shoe after shuffling is complete.

C. 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.

D. After the cards have been shuffled and placed in a single stack by the dealer or automated card shuffling device, the dealer shall:

- (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 Cards from the Hand or 10 - Procedure for Dealing Cards from an Automated Dealing Shoe or Shuffler.
- (2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with the procedures in §E of this chapter.

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

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F. 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.

G. If there is no gaming activity at a Mississippi Stud table that is open for gaming, the dealer shall:

- (1) Remove the cards from the dealing shoe and the discard rack;
- (2) Unless a player requests that the cards be spread face up on the table, spread out the cards on the table face down; and
- (3) After the first player is afforded an opportunity to visually inspect the cards, complete the procedures in Chapter 4 - Opening a Table for Gaming.

H. A facility operator may use a dealing shoe or other device that automatically reshuffles and counts the cards provided if the device is submitted and approved prior to its use in the facility.

I. If a facility operator is using a device described in §H of this chapter, §§D—F of this chapter do not apply.



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**Chapter 6 - Mississippi Stud Hand Rankings.**

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

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

C. All suits shall be equal in rank.

D. The permissible five-card Poker hands in the game of Mississippi Stud, in order of highest to lowest rank, 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;

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

(4) A full house, which is a hand consisting of a three-of-a-kind and a pair;

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

(6) A straight, which is a hand consisting of five cards of more than one suit and of consecutive rank;

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

(8) Two pairs, which is a hand consisting of two pairs; and

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

E. For purposes of the Three Card Bonus authorized under Chapter 7 - Wagers, the permissible three-card Poker hands are:

(1) A mini-royal, which is straight flush of an ace, king and queen;

(2) A straight flush, which is three cards of the same suit in consecutive rank;

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- (3) A Three-of-a-kind, which is three cards of the same rank;
- (4) A straight, which is three cards of consecutive rank;
- (5) A flush, which is three cards of the same suit; and
- (6) A pair, which is two cards of the same rank.

F. 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;
- (7) A three-of-a-kind, which is a hand consisting of three cards of the same rank, regardless of suit; or
- (8) A super royal, if the facility operator selects Paytable A or B in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression, which is a six-card Poker hand consisting of an ace, king, queen, jack, 10 and 9 of the same suit.

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**Chapter 7 - Wagers.**

A. A player shall make a wager at Mississippi Stud by placing a value chip, plaque or other Commission-approved wagering instrument on the appropriate betting areas of the table layout.

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

C. Only a player who is seated at the Mississippi Stud table may place a 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 wager made by the player may be considered abandoned and may be treated as a losing wager.

D. A player shall place all Ante, Progressive Payout, Three Card Bonus Wagers, and Six Card Bonus Wagers 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 player may not make, increase or withdraw a wager after the dealer announces "no more bets" and begins dealing the cards.

F. The following wagers may be placed in the game of Mississippi Stud:

(1) A player shall place an Ante Wager to participate in a round of play;

(2) In accordance with Chapter 11 - Procedure for Completing a Round of Play, 3rd Street, 4th Street, and 5th Street Wagers;

(3) A facility operator may, if specified in its Rules Submission, offer to each player at a Mississippi Stud table the option to make an additional Progressive Payout Wager that the player will receive a Progressive Payout Hand.

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

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(b) A player shall be responsible for verifying that the player's respective Progressive Payout Wager has been accepted.

(4) If specified in its Rules Submission, a facility operator may offer to each player at a Mississippi Stud table the option to make an additional Three Card Bonus Wager that the three community cards will form a three-card Poker hand of a pair or better, as defined in Chapter 6 - Mississippi Stud Hand Rankings.

(5) If specified in its Rules Submission, a facility operator may offer to each player at a Mississippi Stud table the option to make an additional Six Card Bonus Wager.

(a) The Six Card Bonus Wager is based on the four Six Card Bonus community cards and two cards dealt to the player that will form a five-card Poker hand with a rank of a three-of-a-kind or better.

(b) If the facility operator has selected Paytable A or B in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression, the four cards dealt to the Six Card Bonus community card box and the two cards dealt to the player shall be used to form a six-card Poker hand for purposes of the Super Royal payout.

(c) After placing an Ante Wager and Three Card Bonus Wager, a player may make the additional Six Card Bonus Wager by placing a value chip on the designated betting area prior to the dealer announcing "no more bets".

G. A player may not wager on more than one player position at a Mississippi Stud table.

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**Chapter 8 - Procedure for Dealing Cards from a Manual Dealing Shoe.**

A. If a manual dealing shoe is used, it must 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 any cards, the dealer shall announce "no more bets".

(1) 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.

(2) If any Progressive Payout Wagers have 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. Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

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

(1) Two cards face down to each player who placed an Ante Wager in accordance with Chapter 7 - Wagers; and

(2) Three cards face down to the area designated for the placement of the community cards.

F. After dealing two cards to each player and three cards to the area designated for 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.

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G. 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.

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

I. 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.

J. 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 a player has more or less than 2 cards or the area designated for the placement of the community cards 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 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.
- (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.
  - (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.
  - (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) Before dealing any cards, the dealer shall:
  - (a) Announce "no more bets"; and
  - (b) If the Progressive Payout Wager is being offered, use the progressive table game system to prevent the placement of any additional Progressive Payout Wagers.
- (4) If any Progressive Payout Wagers have been made, the dealer shall:
  - (a) On the layout in front of the table inventory container collect the wagers;
  - (b) 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. Starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, the dealer shall:

- (1) Deal two cards face down to each player who placed an Ante Wager in accordance with Chapter 7 - Wagers;
- (2) Deal three cards face down to the area designated for the placement of the community cards;

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(3) After two cards have been dealt to each player and three cards have been dealt to the area designated for the community cards, except as provided in §C of this chapter, 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:

(1) 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

(2) Determine the number of cards in the stub 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 not 52, the dealer shall determine if:

(1) A player has more or less than 2 cards;

(2) The area designated for the placement of the community cards has more or less than 3 cards.

F. If the cards were misdealt as described in §E of this chapter but 52 cards remain in the deck, all hands are void, and the dealer shall return all wagers to the players.

G. If the cards were not misdealt as described in §E of this chapter, 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 dealer shall place the cards in the automated dealing shoe or shuffler.

(2) Prior to the dealing shoe dispensing any stacks, the dealer shall:

(a) Announce “no more bets”; and

(b) 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, the dealer shall:

(a) On the layout in front of the table inventory container, collect the wagers;

(b) 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 use the following procedures when dealing a game of Mississippi Stud:

(1) Deliver the first four-card stack face down to the area designated for the Six Card Bonus Wager card box;

(2) Deliver the next three-card stack face down to the area designated for the placement of the community cards;

(3) Deliver the next two card stacks face down to each player who placed an Ante Wager in accordance with Chapter 7 - Wagers; and

(4) After dispensing each stack of two cards and delivering them in accordance with §B of this chapter, 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 that 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 there are not 52 cards in the deck, the dealer shall determine if:

(1) A player has more or less than 2 cards; or

(2) The area designated for the placement of the community cards has more or less than 3 cards.

F. If 52 cards remain in the deck but the cards were misdealt as described in §E of this chapter, all hands are void, and the dealer shall return all wagers to the players.

G. If the cards were not misdealt as described in §E of this chapter, 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 §§B and C of this chapter, if a facility operator is using an automated dealing shoe that automatically reshuffles the cards, the three community cards may be dispensed before the two cards are dispensed to each player.

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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 or Shuffler have been completed, a player shall examine the player's cards subject to the following limitations:

- (1) A player who wagers at Mississippi Stud 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 player's cards in full view of the dealer at all times;
- (4) A player may not exchange or communicate information regarding the player's hand prior to the dealer revealing all of the community cards; and
- (5) Any violation of §A(1)—(4) of this chapter shall result in a forfeiture of all wagers on that round by the player in violation.

B. After all players have examined their cards and replaced them face down on the layout, beginning with the player farthest to the dealer's left and moving clockwise around the table:

- (1) The dealer shall ask each player who placed an Ante Wager if the player wishes to:
  - (a) Place a 3rd Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager; or
  - (b) Fold.
- (2) If a player folds, the dealer shall immediately collect the player's:
  - (a) Ante Wager and place it in the table inventory container; and
  - (b) Folded hand and place it in the discard rack;
- (3) Notwithstanding §B(2) of this chapter, if a folding player made a Progressive Payout Wager, a Three Card Bonus Wager, or a Six Card Bonus Wager, the player's

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cards shall be left on the table until all wagers are resolved in accordance with §I of this chapter.

C. After all players have either placed a 3rd Street Wager or folded, the dealer shall turn over and reveal the first community card.

D. Each player shall then either place a 4th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designed 4th Street betting area or fold.

(1) If a player folds, the dealer shall immediately collect the:

(a) Ante Wager and 3rd Street Wager, and place them in the table inventory container; and

(b) Folded hand, and place it in the discard rack.

(2) Notwithstanding §D(1) of this chapter, if the folding player made a Progressive Payout Wager, a Three Card Bonus Wager, or a Six Card Bonus Wager, the player's cards shall be left on the table until all wagers are resolved in accordance with §I of this chapter.

E. After all remaining players have either placed a 4th Street Wager or folded, the dealer shall turn over and reveal the second community card.

F. Each player shall then either place a 5th Street Wager in an amount equal to one, two or three times the amount of the player's Ante Wager in the designed 5th Street betting area or fold.

(1) If a player folds, the dealer shall immediately collect the:

(a) Ante Wager, 3rd Street and 4th Street Wagers, and place them in the table inventory container; and

(b) Folded hand, and place it in the discard rack.

(2) Notwithstanding §F(1) of this chapter, if the folding player made a Progressive Payout Wager, a Three Card Bonus Wager, or a Six Card Bonus Wager, the player's cards shall be left on the table until all wagers are resolved in accordance with §I of this chapter.

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G. After all remaining players have either placed a 5th Street Wager or folded, the dealer shall turn over and reveal the third community card.

H. If a player has placed an Ante Wager and a Progressive Payout Wager, a Three Card Bonus Wager, or a Six Card Bonus Wager, but does not make a 3rd Street, 4th Street, or 5th Street Wager, the player:

(1) Shall forfeit the Ante Wager, the Progressive Payout Wager and any 3rd and 4th Street Wagers; and

(2) Does not forfeit the eligibility to receive an Envy Bonus, a Three Card Bonus payout, or a Six Card Bonus payout under Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.

I. Beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, the dealer shall turn over and reveal the player's cards.

(1) The dealer shall evaluate and announce the best possible five-card Poker hand that can be formed using the player's two cards and the three community cards; and

(2) The wagers of each remaining player shall be resolved one player at a time regardless of outcome, as follows:

(a) All losing wagers shall immediately be collected by the dealer and placed in the table inventory container and the player's cards shall be collected and placed in the discard rack;

(b) If a player's five-card Poker hand is a pair of 6s, 7s, 8s, 9s, or 10s, the player's hand is a push, for which the dealer may not collect or pay the wagers, but shall immediately collect the player's cards;

(c) Notwithstanding §I(2)(a) and (b) of this subsection, if the player has made a Progressive Payout Wager, a Three Card Bonus Wager, or a Six Card Bonus Wager, the player's cards will remain on the layout; and

(d) All winning Mississippi Stud Wagers shall be paid in accordance with the payout odds in Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.

(3) After settling the player's Mississippi Stud Wager, the dealer shall settle the Progressive Payout Wager, a Three Card Bonus Wager, or a Six Card Bonus Wager if offered by the facility operator;

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(4) If a player has won the progressive payout, the dealer shall settle the Progressive Payout Wager as follows:

- (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) Ensure that a floorperson or above validates the progressive payout in accordance with the facility operator's approved internal control procedures;
- (d) Pay the winning Progressive Payout Wager in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.
  - (i) If a player has won a progressive payout that is 100% of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container.
  - (ii) If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player shall remain on the table until the necessary documentation has been completed.
- (e) Pay any Envy Bonus won in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression:
  - (i) A player making a Progressive Payout Wager shall receive an Envy Bonus when another player at the same Mississippi Stud table is the holder of an Envy Bonus Qualifying Hand;
  - (ii) A player is entitled to multiple Envy Bonuses if more than one player is the holder of an Envy Bonus Qualifying Hand; and
  - (iii) A player is not entitled to an Envy Bonus for the player's hand;

(5) If a player has won the Three Card Bonus, the dealer shall pay the winning Three Card Bonus Wager in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression; and

(6) If a player has won the Six Card Bonus, the dealer shall pay the winning Six Card Bonus Wager in accordance with Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.

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J. After all wagers 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 if there is a question or player dispute.

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**Chapter 12 - Payout Odds; Envy Bonus; Rate of Progression.**

A. A facility operator shall pay each winning Mississippi Stud wager at the odds in this payable:

- (1) For a Royal flush the payout is 500 to 1;
- (2) For a Straight flush the payout is 100 to 1;
- (3) For a Four-of-a-kind the payout is 40 to 1;
- (4) For a Full house the payout is 10 to 1;
- (5) For a Flush the payout shall is 6 to 1;
- (6) For a Straight the payout is 4 to 1;
- (7) For a Three-of-a-kind the payout is 3 to 1;
- (8) For a Two pair the payout is 2 to 1;
- (9) For a Pair of jacks or better the payout is 1 to 1; or
- (10) For Pair of 6s to 10s the payout is Push.

B. Notwithstanding the payout odds in §A of this chapter, the aggregate payout limit for any hand may not exceed the greater of:

- (1) \$50,000; or
- (2) The maximum amount that one player could win per round when betting the minimum wager.

C. If a facility operator offers the Progressive Payout Wager:

- (1) The facility operator shall pay each winning Progressive Payout Wager in accordance with these odds:
  - (a) For a Royal flush the payout is 100 percent of meter;
  - (b) For a Straight flush the payout is 10 percent of meter;
  - (c) For a Four-of-a-kind the payout is 300 for 1;



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- (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 a Three-of-a-kind the payout is 9 for 1;
- (2) A player shall receive the payout for only the highest ranking hand formed from the player's two cards and the three community cards;
- (3) The facility operator's Rules Submission must include the:
  - (a) Rate of progression for the meter used for the progressive payouts in §C(1) of this chapter;
  - (b) Initial and reset amount, which may not be less than \$10,000;
- (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.
- (5) Envy Bonus payouts shall be paid according to the following payout schedules for every Envy Bonus Qualifying Hand based upon the amount of the Progressive Payout Wager placed by the player receiving the Envy Bonus:
  - (a) For a \$1 Progressive the facility operator shall pay out winning wagers at the odds in the following payable:
    - (i) For a Royal flush the payout is \$1,000; or
    - (ii) For a Straight flush the payout is \$300;
  - (b) For a \$5 Progressive the facility operator shall pay out winning wagers at the odds in the following payable:
    - (i) For a Royal flush the payout is \$5,000; or
    - (ii) For a Straight flush the payout is \$1,500.

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D. A facility operator shall pay each winning Three Card Bonus 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 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 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;

(3) Paytable C:

- (a) For a Mini-royal the payout is 50 to 1;
- (b) For a Straight flush the payout is 40 to 1;
- (c) For a Three-of-a-kind the payout is 30 to 1;
- (d) For a Straight the payout is 5 to 1;
- (e) For a Flush the payout is 4 to 1; or
- (f) For a Pair the payout is 1 to 1;

(4) Paytable D:

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- (a) For a Mini-royal the payout is 50 to 1;
- (b) For a Straight flush the payout is 40 to 1;
- (c) For a Three-of-a-kind the payout is 30 to 1;
- (d) For a Straight the payout is 6 to 1;
- (e) For a Flush the payout is 3 to 1; or
- (f) For a Pair the payout is 1 to 1;

(5) Paytable E:

- (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; or

(6) Paytable F:

- (a) For a Mini-royal the payout is 50 to 1;
- (b) For a Straight flush the payout is 40 to 1;
- (c) For a Three-of-a-kind the payout is 30 to 1;
- (d) For a Straight the payout is 6 to 1;
- (e) For a Flush the payout is 4 to 1; or
- (f) For a Pair the payout is 1 to 1.

E. 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:

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- (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 Royal Flush the payout is 1,000 to 1;
- (d) For a 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.

(2) Paytable B:

- (a) For a Super Royal of diamonds, hearts, spades, or clubs the payout is \$100,000;
- (b) For a Royal Flush the payout is 1,000 to 1;
- (c) For a Straight Flush the payout is 200 to 1;
- (d) For a Four-of-a-Kind the payout is 50 to 1;
- (e) For a Full House the payout is 20 to 1;
- (f) For a Flush the payout is 15 to 1;
- (g) For a Straight the payout is 10 to 1; or
- (h) For a Three-of-a-Kind the payout is 5 to 1.

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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 reshuffle the cards.

E. If a community card is exposed prior to the dealer revealing the community cards under Chapter 11 - Procedure 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.