

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

3  
4 **Subtitle 05 TABLE GAMES**

5  
6 **Chapter .11 Mississippi Stud Rules**

7  
8 **Authority: State Government Article, §§ 9-1A-02(b), 9-1A-04(d), Annotated Code of**  
9 **Maryland**

10 **01. Definitions.**

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

12 B. Terms Defined.

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

14  
15 (2) "Community card" means a card which is used by all players to form the best possible  
16 five-card Poker hand.

17  
18 (3) "Envy Bonus" means an additional fixed sum payout made to a player who placed a  
19 Progressive Payout Wager when another player at the Mississippi Stud table is the holder  
20 of an Envy Bonus Qualifying Hand.

21  
22 (4) "Envy Bonus Qualifying Hand" means a Mississippi Stud hand with a rank of a royal  
23 flush or a straight flush.

24  
25 (5) "5th Street Wager" means an additional wager made by a player, in an amount equal  
26 to one, two or three times the player's Ante Wager, after the dealer reveals a second  
27 community card.

28  
29 (6) "Fold" means the withdrawal of a player from a round of play by not making a Bet  
30 Wager.

31  
32 (7) "4th Street Wager" means an additional wager made by a player, in an amount equal  
33 to one, two or three times the player's Ante Wager, after the dealer reveals the first  
34 community card.

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1  
2 (8) "Progressive Payout Hand" means a Mississippi Stud hand formed using the two  
3 player cards and three community cards with a rank of a three-of-a-kind or better.

4 (9) "Push" means a player's hand that results in neither payment on nor collection of the  
5 player's wagers.  
6

7 (10) "3rd Street Wager" means an additional wager made by a player, in an amount equal  
8 to one, two or three times the player's Ante Wager, after the player has been dealt the  
9 initial two cards.

10 **02. Mississippi Stud Tables.**

11 A. Mississippi Stud shall be played on a table which has betting positions for no more than six  
12 players on one side of the table and a place for the dealer on the opposite side of the table.

13 B. The layout for a Mississippi Stud table shall be submitted to the Commission for approval and  
14 contain at least:

15 (1) The name or logo of the facility operator;

16 (2) Four separate betting areas designated for the placement of the wagers for each player  
17 required under Regulation .07 of this chapter;

18 (3) Separate areas designated for the placement of the three community cards located  
19 directly in front of the table inventory container, with each area inscribed as:

20 (a) "3rd Street;"

21 (b) "4th Street;" or

22 (c) "5th Street;"

23 (4) If a facility operator offers the optional Progressive Payout Wager authorized under  
24 Regulation .07 of this chapter, a separate area designated for the placement of the  
25 Progressive Payout Wager for each player;

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1 (5) If a facility operator offers the optional Three Card Bonus Wager authorized under  
2 Regulation .07 of this chapter, a separate area designated for the placement of the Three  
3 Card Bonus Wager for each player; ~~and~~ and

4 (6) If a facility operator offers the optional Six Card Bonus Wager authorized under  
5 Regulation .07 of this chapter, a separate area designated for the placement of the  
6 Six Card Bonus Wager for each player; and

7 ~~(6)~~ (67) Inscriptions that advise a player of the payout odds or amounts for all permissible  
8 wagers and the rules governing the required amount of the 3rd Street, 4th Street or 5th  
9 Street Wager as a multiple of the player's Ante Wager, except that if the information is  
10 not inscribed on the layout, a sign that sets forth the required information shall be posted  
11 at each Mississippi Stud table.

12 C. If a facility operator offers the Progressive Payout Wager in accordance with Regulation .07  
13 of this chapter, a Mississippi Stud table shall have a progressive table game system for the  
14 placement of Progressive Payout Wagers that shall include:

15 (1) A wagering device at each betting position that acknowledges or accepts the  
16 placement of the Progressive Payout Wager; and

17 (2) A device that controls or monitors the placement of Progressive Payout Wagers at the  
18 gaming table including a mechanism that prevents the recognition of any Progressive  
19 Payout Wager that a player attempts to place after the dealer has announced "no more  
20 bets."

21 D. A Mississippi Stud table shall have a:

22 (1) Drop box and a tip box attached on the same side of the gaming table as, but on  
23 opposite side of, the dealer, as approved by the Commission; and

24 (2) Discard rack securely attached to the top of the dealer's side of the table.

25 E. The Commission may approve an alternative location for the tip box if a card shuffling device  
26 or other table game equipment prevents the placement of the drop box and tip box as required in  
27 § D of this regulation.

28 **03. Cards; Number of Decks.**

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

3 B. If an automated card shuffling device is utilized, Mississippi Stud may be played with two  
4 decks of cards in accordance with the following requirements:

5 (1) The cards in each deck shall be of the same design.

6 (2) The backs of the cards in one deck shall be a different color than the backs of the  
7 cards in the other deck.

8 (3) One deck shall be shuffled and stored in the automated card shuffling device while  
9 the other deck is being used to play the game.

10 (4) Both decks are continually alternated in and out of play, with each deck being used  
11 for every other round of play.

12 (5) The cards from only one deck shall be placed in the discard rack at any given time.

13 C. The decks of cards used in Mississippi Stud shall be changed at least:

14 (1) Every 4 hours if the cards are dealt by hand; or

15 (2) Every 8 hours if the cards are dealt from a manual or automated dealing shoe.

16 **04. Opening a Table for Gaming.**

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

19 B. After the cards are inspected, the dealer shall spread the cards out face up on the table, in  
20 horizontal fan shaped columns by deck according to suit and in sequence, for visual inspection  
21 by the first player to arrive at the table.

22 C. After the first player arriving at the table has been afforded an opportunity to visually inspect  
23 the cards, the dealer shall:

24 (1) Turn the cards face down on the table;

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1 (2) Mix the cards thoroughly by washing them; and

2 (3) Stack the cards.

3 D. After the cards have been stacked, the dealer shall shuffle them in accordance with Regulation  
4 .05 of this chapter.

5 E. If an automated card shuffling device is utilized and two decks of cards are received at the  
6 table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in  
7 accordance with §§ A – D of this regulation.

8 F. If the decks of cards received at the table are preinspected and reshuffled §§ A - D of this  
9 regulation do not apply.

10 **05. Shuffling and Cutting the Cards.**

11 A. Unless the cards were reshuffled, the dealer shall shuffle the cards so they are randomly  
12 intermixed, manually or with an automated card shuffling device:

13 (1) Immediately prior to commencement of play;

14 (2) After each round of play has been completed; or

15 (3) When directed by a floorperson or above.

16 B. A facility operator may use an automated card shuffling device which inserts the stack of  
17 cards directly into a dealing shoe after shuffling is complete.

18 C. The deck shall be removed from the table if an automated card shuffling device:

19 (1) Is being used which counts the number of cards in the deck after the completion of  
20 each shuffle and indicates whether 52 cards are present; and

21 (2) The device reveals that an incorrect number of cards are present.

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

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1 (1) If the cards were shuffled using an automated card shuffling device, deal the cards in  
2 accordance with Regulations .08, .09 and .10 of this chapter.

3 (2) If the cards were shuffled manually or were reshuffled, cut the cards in accordance  
4 with the procedures in § E of this regulation.

5 E. If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten  
6 cards in from the top of the stack.

7 (1) After the cover card has been inserted, the dealer shall take all cards above the cover  
8 card and the cover card and place them on the bottom of the stack.

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

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

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

16 (1) Remove the cards from the dealing shoe and the discard rack;

17 (2) Unless a player requests that the cards be spread face up on the table, spread out the  
18 cards on the table face down; and

19 (3) After the first player is afforded an opportunity to visually inspect the cards, complete  
20 the procedures in Regulation .04 of this chapter.

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

23 I. If a facility operator is using a device described in § H of this regulation, §§ D – F of this  
24 regulation do not apply.

25 **06. Mississippi Stud Hand Rankings.**

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

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

6 C. All suits shall be equal in rank.

7 | DB. The permissible five-card Poker hands in the game of Mississippi Stud, in order of highest  
8 to lowest rank, are:

9 (1) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the  
10 same suit;

11 (2) A straight flush, which is a hand, other than a royal flush, consisting of five cards of  
12 the same suit in consecutive ranking;

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

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

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

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

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

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

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

22 | EC. For purposes of the Three Card Bonus authorized under Regulation .07 of this chapter, the  
23 permissible three-card Poker hands are:

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

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

6 **FD. If a facility operator offers the optional Six Card Bonus Wager under Regulation .07 of**  
7 **this chapter, the five-card Poker hands eligible for a payout are:**

8 **(1) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of**  
9 **the same suit;**

10 **(2) A straight flush, which is a hand consisting of five cards of the same suit in**  
11 **consecutive ranking;**

12 **(3) A four-of-a-kind, which is a hand consisting of four cards of the same rank,**  
13 **regardless of suit;**

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

15 **(5) A flush, which is a hand consisting of five cards of the same suit;**

16 **(6) A straight, which is a hand consisting of five cards of consecutive rank,**  
17 **regardless of suit;**

18 **(7) A three-of-a-kind, which is a hand consisting of three cards of the same rank,**  
19 **regardless of suit; or**

20 **(8) A Super Royal, if the facility operator selects Paytable ~~E~~ A or B in Regulation .12**  
21 **of this chapter, which is a six-card Poker hand consisting of an ace, king, queen,**  
22 **jack, 10 and 9 of the same suit.**

23 **07. Wagers.**

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

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

4 C. Only a player who is seated at the Mississippi Stud table may place a wager at the game.

5 (1) After a player has placed a wager and received cards, the player shall remain seated  
6 until the completion of the round of play.

7 (2) If a player leaves the table during a round of play, any wager made by the player may  
8 be considered abandoned and may be treated as a losing wager.

9 ~~DC~~. A player shall place all Ante, Progressive Payout, ~~and and~~ Three Card Bonus Wagers and  
10 Six Card Bonus Wagers prior to the dealer announcing “no more bets” in accordance with  
11 the dealing procedure in Regulations .08, .09 and .10 of this chapter.

12 ~~ED~~. Except as provided in Regulation .11 of this chapter, a player may not make, increase or  
13 withdraw a wager after the dealer announces “no more bets” and begins dealing the cards.

14 ~~FE~~. The following wagers may be placed in the game of Mississippi Stud:

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

16 (2) In accordance with Regulation .11 of this chapter, 3rd Street, 4th Street and 5th Street  
17 Wagers;

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

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

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

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1 (4) If specified in its Rules Submission, a facility operator may offer to each player at a  
2 Mississippi Stud table the option to make an additional Three Card Bonus Wager that the  
3 three community cards will form a three-card Poker hand of a pair or better, as defined in  
4 Regulation .06 of this chapter.

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

7 (a) The Six Card Bonus Wager is based on the four 6-Card Bonus  
8 community cards and that the three cards dealt to the dealer and the three  
9 two cards dealt to the player that will form a five-card Poker hand with a  
10 rank of a three-of-a-kind or better.

11 (ab) If the facility operator has selected Paytable EA or B in Regulation .12  
12 of this chapter, the three-four cards dealt to the dealer-6-Card Bonus  
13 community card box and the three-two cards dealt to the player shall be used  
14 to form a six-card Poker hand for purposes of the Super Royal payout.

15 (cb) After placing an Ante Wager or a Play Wager, or both, and 3 Card  
16 Bonus Wager, a player may make the additional Six Card Bonus Wager by  
17 placing a value chip on the designated betting area prior to the dealer  
18 announcing “no more bets.”

19  
20 F. G. A player may not wager on more than one player position at a Mississippi Stud table.

## 21 **08. Procedure for Dealing Cards from a Manual Dealing Shoe.**

22 A. If a manual dealing shoe is used, it must be located on the table in a location approved by the  
23 Commission.

24 B. After the procedures required under Regulation .05 of this chapter have been completed, the  
25 stacked deck of cards shall be placed in the dealing shoe by the dealer or by the automated card  
26 shuffling device.

27 C. Prior to dealing any cards, the dealer shall announce “no more bets.”

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1 (1) If the Progressive Payout Wager is being offered, the dealer shall use the progressive  
2 table game system to prevent the placement of any additional Progressive Payout  
3 Wagers.

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

5 (a) Collect the Progressive Payout Wagers;

6 (b) On the layout in front of the table inventory container, verify that the number  
7 of value chips wagered equals the number of Progressive Payout Wagers accepted  
8 by the progressive table game system; and

9 (c) Place the value chips into the table inventory container.

10 D. Each card shall be removed from the dealing shoe with the hand of the dealer that is the  
11 closest to the dealing shoe and placed on the appropriate area of the layout with the opposite  
12 hand.

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

15 (1) Two cards face down to each player who placed an Ante Wager in accordance with  
16 Regulation .07 of this chapter; and

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

19 F. After dealing two cards to each player and three cards to the area designated for the  
20 community cards, the dealer shall remove the stub from the manual dealing shoe and, except as  
21 provided in § G of this regulation, place the stub in the discard rack without exposing the cards.

22 G. If an automated card shuffling device described in Regulation .05C of this chapter is not being  
23 used, the dealer shall count the stub at least once every 5 rounds of play to determine if the  
24 correct number of cards are still present in the deck.

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

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1 I. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in  
2 the discard rack without exposing the cards.

3 J. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer  
4 shall determine if the cards were misdealt.

5 (1) If 52 cards remain in the deck, but the cards were misdealt so that a player has more  
6 or less than 2 cards or the area designated for the placement of the community cards has  
7 more or less than 3 cards, all hands are void and the dealer shall return all wagers to the  
8 players; and

9 (2) If the cards were not misdealt, all hands are void, and the dealer shall return all  
10 wagers to the players and remove the entire deck of cards from the table.

11 **09. Procedure for Dealing Cards from the Hand.**

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

13 (1) An automated shuffling device shall be used to shuffle the cards.

14 (2) After the procedures required under Regulation .05 of this chapter have been  
15 completed, the dealer shall place the stacked deck of cards in either hand.

16 (a) After the dealer has chosen the hand in which he will hold the cards, the dealer  
17 shall continue to use that hand whenever holding the cards during that round of  
18 play.

19 (b) The cards held by the dealer shall be kept over the table inventory container  
20 and in front of the dealer at all times.

21 (3) Before dealing any cards, the dealer shall:

22 (a) Announce "no more bets;" and

23 (b) If the Progressive Payout Wager is being offered, use the progressive table  
24 game system to prevent the placement of any additional Progressive Payout  
25 Wagers.

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- 1 (4) If any Progressive Payout Wagers have been made, the dealer shall:
- 2 (a) On the layout in front of the table inventory container collect the wagers;
- 3 (b) Verify that the number of value chips wagered equals the number of
- 4 Progressive Payout Wagers accepted by the progressive table game system; and
- 5 (c) Place the value chips into the table inventory container.
- 6 B. Starting with the player farthest to the dealer's left and continuing around the table in a
- 7 clockwise manner, the dealer shall:
- 8 (1) Deal two cards face down to each player who placed an Ante Wager in accordance
- 9 with Regulation .07 of this chapter;
- 10 (2) Deal three cards face down to the area designated for the placement of the community
- 11 cards;
- 12 (3) After two cards have been dealt to each player and three cards have been dealt to the
- 13 area designated for the community cards, except as provided in § C of this regulation,
- 14 place the stub in the discard rack without exposing the cards.
- 15 C. If an automated card shuffling device described in Regulation .05C of this chapter is not being
- 16 used, the dealer shall:
- 17 (1) Count the stub at least once every 5 rounds of play to determine if the correct number
- 18 of cards are still present in the deck; and
- 19 (2) Determine the number of cards in the stub by counting the cards face down on the
- 20 layout.
- 21 D. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in
- 22 the discard rack without exposing the cards.
- 23 E. If the count of the stub indicates that the number of cards in the deck is not 52, the dealer shall
- 24 determine if:
- 25 (1) A player has more or less than 2 cards;

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

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

5 G. If the cards were not misdealt as described in § E of this regulation, all hands are void, and  
6 the dealer shall return all wagers to the players and remove the entire deck of cards from the  
7 table.

8 **10. Procedure for Dealing Cards from an Automated Dealing Shoe /or -Shuffler<sup>[CH1]</sup>.**

9 A. If the cards are dealt from an automated dealing sshoe/shufflerShoe or Sshuffler, the  
10 following requirements shall be met:

11 (1) After the procedures required under Regulation .05 of this chapter have been  
12 completed, the dealer shall place the cards in the automated dealing sshoe/shufflerShoe  
13 or SShuffler.

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

15 (a) Announce “no more bets;” and

16 (b) If the Progressive Payout Wager is being offered, use the progressive table  
17 game system to prevent the placement of any additional Progressive Payout  
18 Wagers.

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

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

21 (b) Verify that the number of value chips wagered equals the number of  
22 Progressive Payout Wagers accepted by the progressive table game system; and

23 (c) Place the value chips into the table inventory container.

24 B. The dealer shall use the following procedures when dealing a game of Mississippi Stud:

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1 (1) Deliver the first stack of cards dispensed by the automated dealing shoe face down to  
2 the player farthest to the dealer's left who has placed an Ante Wager in accordance with  
3 Regulation .07 of this chapter.

4 (2) Moving clockwise around the table as the remaining stacks are dispensed to the dealer  
5 by the automated dealing shoe, deliver a stack face down to each of the other players who  
6 has placed an Ante Wager.

7 (3) After each stack of two cards has been dispensed and delivered in accordance with  
8 this section, remove the remaining cards from the automated dealing shoe;

9 (4) Following the procedures in Regulation .09 of this chapter, deal from the dealer's  
10 hand three community cards; and

11 (5) Except as provided in §C of this regulation, after all three community cards have been  
12 dealt, place the stub in the discard rack without exposing the cards.

13  
14 (1) Deliver the first four-card stack face down to the area designated for the Six6  
15 Card Bonus Wager card box; and

16 ~~(2) DThen deliver the next three-card stack face down to the area designated for~~  
17 ~~the placement of the community cards; and~~

18 ~~(3) DThen deliver the next two card stacks, face down to each player who placed an~~  
19 ~~Ante Wager in accordance with Regulation .07 of this chapter; and;~~

20 ~~(1) Deliver the first stack of cards dispensed by the automated dealing shoe face~~  
21 ~~down to the player farthest to the dealer's left who has placed an Ante Wager in~~  
22 ~~accordance with Regulation .07 of this chapter.~~

23 ~~(2) Moving clockwise around the table as the remaining stacks are dispensed to the~~  
24 ~~dealer by the automated dealing shoe, deliver a stack face down to each of the other~~  
25 ~~players who has placed an Ante Wager.~~

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1 (34) After dispensing each stack of two cards ~~has been dispensed~~ and delivering  
2 themed in accordance with § B of this regulation~~section~~, the dealer will remove the  
3 remaining cards from the automated dealing ~~shoe/shuffler~~~~Sshoe or Sshuffler~~ ;

4 (4) ~~Following the procedures in Regulation .09 of this chapter, deal from the~~  
5 ~~dealer's hand three community cards; and~~

6 (5) ~~Except as provided in § C of this regulation, after all three community cards~~  
7 ~~have been dealt, and -place the stub in the discard rack without exposing the cards.~~

8 C. If an automated card shuffling device described in Regulation .05C of this chapter is not being  
9 used, the dealer shall count the stub at least once every 5 rounds of play to determine that the  
10 correct number of cards are still present in the deck by counting the cards face down on the  
11 layout.

12 D. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in  
13 the discard rack without exposing the cards.

14 E. If the count of the stub indicates that there are not 52 cards in the deck, the dealer shall  
15 determine if:

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

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

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

21 G. If the cards were not misdealt as described in § E of this regulation, all hands are void, and  
22 the dealer shall return all wagers to the players and remove the entire deck of cards from the  
23 table.

24 H. Notwithstanding the requirements in §§ B and C of this regulation, if a facility operator is  
25 using an automated dealing shoe that automatically reshuffles the cards, the three community  
26 cards may be dispensed before the two cards are dispensed to each player.

## 27 **11. Procedure for Completing a Round of Play.**

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[The proposed amendments to this chapter would update the regulations for changes to the rules of play and paytables for the Six Card Bonus identified by the owner of the game and related wagering](#)

1 A. After the dealing procedures required under Regulations .08, .09 and .10 have been  
2 completed, a player shall examine the player's cards subject to the following limitations:

3 (1) A player who wagers at Mississippi Stud is responsible for the player's hand;

4 (2) No individual other than the dealer and the player to whom the cards were dealt may  
5 touch the cards of that player;

6 (3) A player shall keep the player's cards in full view of the dealer at all times;

7 (4) A player may not exchange or communicate information regarding the player's hand  
8 prior to the dealer revealing all of the community cards; and

9 (5) Any violation of § A (1) – (4) of this regulation shall result in a forfeiture of all  
10 wagers on that round by the player in violation.

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

13 (1) The dealer shall ask each player who placed an Ante Wager if the player wishes to:

14 (a) Place a 3rd Street Wager in an amount equal to one, two or three times the  
15 amount of the player's Ante Wager; or

16 (b) Fold.

17 (2) If a player folds, the dealer shall immediately collect the player's:

18 (a) Ante Wager and place it in the table inventory container; and

19 (b) Folded hand and place it in the discard rack;

20 (3) Notwithstanding § B(2) of this regulation, if a folding player made a Progressive  
21 Payout, ~~or~~ ~~or~~ Three Card Bonus Wager, **or a Six Card Bonus Wager**, the player's cards  
22 shall be left on the table until all wagers are resolved in accordance with § I of this  
23 regulation.

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

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

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

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

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

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

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

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

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

18 (a) Ante Wager, 3rd Street and 4<sup>th</sup> Street Wagers, and place them in the table  
19 inventory container; and

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

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

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

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

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

6 (2) Does not forfeit the eligibility to receive an Envy Bonus ~~or, or a~~ Three Card Bonus  
7 payout; **or a Six Card Bonus payout** under Regulation .12 of this chapter.

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

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

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

14 (a) All losing wagers shall immediately be collected by the dealer and placed in  
15 the table inventory container and the player's cards shall be collected and placed  
16 in the discard rack; ~~unless the player has made a Progressive, Three Card  
17 Bonus or Six Card Bonus wager, then the cards will remain on the layout;~~

18 (b) If a player's five-card Poker hand is a pair of 6s, 7s, 8s 9s or 10s, the player's  
19 hand is a push, for which the dealer may not collect or pay the wagers, but shall  
20 immediately collect the player's cards; ~~and unless the player has made a  
21 Progressive, Three Card Bonus or Six Card Bonus wager, then the cards will  
22 remain on the layout;;~~ and

23  
24 (c) ~~Notwithstanding paragraphs (a) and (b) of this subsection, if the player  
25 has made a Progressive, Three Card Bonus or Six Card Bonus wager, the  
26 player's cards will remain on the layout; and~~ [CH2][m3]

27 (d) All winning Mississippi Stud wagers shall be paid in accordance with the  
28 payout odds in Regulation .12 of this chapter.

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

4 (4) If a player has won the progressive payout, the dealer shall settle the Progressive  
5 Payout ~~or Three Card Bonus Wager~~<sup>[CH4]</sup>; ~~or Three~~<sup>[m5]</sup> ~~Card Bonus Wager~~ Wager or Six  
6 Card Bonus Wager as follows:

7 (a) Verify that the hand is a winning hand;

8 (b) Verify that the appropriate light on the progressive table game system has  
9 been illuminated;

10 (c) Ensure that a floorperson or above validates the progressive payout in  
11 accordance with the facility operator's approved internal control procedures;

12 (d) Pay the winning Progressive Payout Wager in accordance with Regulation .12  
13 of this chapter.

14 (i) If a player has won a progressive payout that is 100% of the jackpot  
15 amount on the progressive meter, the progressive payout may not be paid  
16 from the table inventory container.

17 (ii) If a player has won a progressive payout that is not being paid from the  
18 table inventory container, the cards of that player shall remain on the table  
19 until the necessary documentation has been completed.

20 (e) Pay any Envy Bonus won in accordance with Regulation .12 of this chapter:

21 (i) A player making a Progressive Payout Wager shall receive an Envy  
22 Bonus when another player at the same Mississippi Stud table is the holder  
23 of an Envy Bonus Qualifying Hand;

24 (ii) A player is entitled to multiple Envy Bonuses if more than one player  
25 is the holder of an Envy Bonus Qualifying Hand; and

26 (iii) A player is not entitled to an Envy Bonus for the player's hand; and

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1 (5) If a player has won the Three Card Bonus, the dealer shall pay the winning Three  
2 Card Bonus Wager in accordance with Regulation .12 of this chapter.

3 **(6) If a player has won the Six Card Bonus, the dealer shall pay the winning Six**  
4 **Card Bonus Wager in accordance with Regulation .12 of this chapter.**

5  
6 J. After all wagers have been settled, the dealer shall remove all remaining cards from the table  
7 and place them in the discard rack in a manner that permits the reconstruction of each hand if  
8 there is a question or player dispute.

9 **12. Payout Odds; Envy Bonus; Rate of Progression.**

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

11 (1) For a Royal flush the payout is 500 to 1;

12 (2) For a Straight flush the payout is 100 to 1;

13 (3) For a Four-of-a-kind the payout is 40 to 1;

14 (4) For a Full house the payout is 10 to 1;

15 (5) For a Flush the payout shall is 6 to 1;

16 (6) For a Straight the payout is 4 to 1;

17 (7) For a Three-of-a-kind the payout is 3 to 1;

18 (8) For a Two pair the payout is 2 to 1;

19 (9) For a Pair of jacks or better the payout is 1 to 1; or

20 (10) For Pair of 6s to 10s the payout is       —Push.

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

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

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

5 (1) The facility operator shall pay each winning Progressive Payout Wager in accordance  
6 with these odds:

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

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

9 (c) For a Four-of-a-kind the payout is 300 for 1;

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

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

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

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

14 (2) A player shall receive the payout for only the highest ranking hand formed from the  
15 player's two cards and the three community cards;

16 (3) The facility operator's Rules Submission must include the:

17 (a) Rate of progression for the meter used for the progressive payouts in § C(1) of  
18 this regulation;

19 (b) Initial and reset amount, which may not be less than \$10,000;

20 (4) Winning Progressive Payout Hands shall be paid in accordance with the amount on  
21 the meter when it is the player's turn to be paid in accordance with Regulation .11 of this  
22 chapter.

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1 (5) Envy Bonus payouts shall be paid according to the following payout schedules for  
2 every Envy Bonus Qualifying Hand based upon the amount of the Progressive Payout  
3 Wager placed by the player receiving the Envy Bonus:

4 (a) For a \$1 Progressive the facility operator shall pay out winning wagers at the  
5 odds in the following payable:

6 (i) For a Royal flush the payout is \$1,000; or

7 (ii) For a Straight flush the payout is \$300;

8 (b) For a \$5 Progressive the facility operator shall pay out winning wagers at the  
9 odds in the following payable:

10 (i) For a Royal flush the payout is \$5,000; or

11 (ii) For a Straight flush the payout is \$1,500.

12 D. A facility operator shall pay each winning Three Card Bonus Wager at the odds in one of the  
13 following paytables selected by the facility operator in its Rules Submission:

14 (1) Paytable A:

15  
16 (a) For a Straight flush the payouts is 40 to 1;

17 (b) For a Three-of-a-kind the payouts is 30 to 1;

18 (c) For a Straight the payouts is 6 to 1;

19 (d) For a Flush the payouts is 4 to 1; or

20 (e) For a Pair the payouts is 1 to 1;

21 (2) Paytable B:  
22

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- 1 (a) For a Straight flush the payouts is 40 to 1;  
2 (b) For a Three-of-a-kind the payouts is 30 to 1;  
3 (c) For a Straight the payouts is 5 to 1;  
4 (d) For a Flush the payouts is 4 to 1; or  
5 (e) For a Pair the payouts is 1 to 1;

6 (3) Paytable C:

- 7 (a) For a Mini-royal the payouts is 50 to 1;  
8 (b) For a Straight flush the payouts is 40 to 1;  
9 (c) For a Three-of-a-kind the payouts is 30 to 1;  
10 (d) For a Straight the payouts is 5 to 1;  
11 (e) For a Flush the payouts is 4 to 1; or  
12 (f) For a Pair the payouts is 1 to 1;

13 (4) Paytable D:

- 14 (a) For a Mini-royal the payouts is 50 to 1;  
15 (b) For a Straight flush the payouts is 40 to 1;  
16 (c) For a Three-of-a-kind the payouts is 30 to 1;  
17 (d) For a Straight the payouts is 6 to 1;  
18 (e) For a Flush the payouts is 3 to 1; or  
19 (f) For a Pair the payouts is 1 to 1.

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1 (5) Paytable E:

- 2 (a) For a Straight flush the payouts is 40 to 1;
- 3 (b) For a Three-of-a-kind the payouts is 30 to 1;
- 4 (c) For a Straight the payouts is 6 to 1;
- 5 (d) For a Flush the payouts is 3 to 1; or
- 6 (e) For a Pair the payouts is 1 to 1;

7 (6) Paytable F:

- 8 (a) For a Mini-royal the payouts is 50 to 1;
- 9 (b) For a Straight flush the payouts is 40 to 1;
- 10 (c) For a Three-of-a-kind the payouts is 30 to 1;
- 11 (d) For a Straight the payouts is 6 to 1;
- 12 (e) For a Flush the payouts is 4 to 1; or
- 13 (f) For a Pair the payouts is 1 to 1;

14

15 **E. If a facility operator offers the Six Card Bonus Wager, the facility operator shall pay out**

16 **winning Six Card Bonus Wagers at the amounts in ~~one of~~ the following paytables selected**

17 **by the facility operator in its Rules Submission:**

18 **(1) Paytable A:**

19 **~~(a) For a Royal flush the payout is 1,000 to 1;~~**

20 **~~(b) For a Straight flush the payout is 200 to 1;~~**

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1 (c) For a Four-of-a-kind the payout is 50 to 1;

2 (d) For a Full house the payout is 25 to 1;

3 (e) For a Flush the payout is 20 to 1;

4 (f) For a Straight the payout is 10 to 1; or

5 (g) For a Three-of-a-kind the payout is 5 to 1;

6 (2) Paytable B:

7 (a) For a Royal flush the payout is 1,000 to 1;

8 (b) For a Straight flush the payout is 200 to 1;

9 (c) For a Four-of-a-kind the payout is 100 to 1;

10 (d) For a Full house the payout is 20 to 1;

11 (e) For a Flush the payout is 15 to 1;

12 (f) For a Straight the payout is 9 to 1; or

13 (g) For a Three-of-a-kind the payout is 8 to 1;

14 (3) Paytable C:

15 (a) For a Royal flush the payout is 1,000 to 1;

16 (b) For a Straight flush the payout is 200 to 1;

17 (c) For a Four-of-a-kind the payout is 100 to 1;

18 (d) For a Full house the payout is 20 to 1;

19 (e) For a Flush the payout is 15 to 1;

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1 (f) For a Straight the payout is 10 to 1; or

2 (g) For a Three-of-a-kind the payout is 7 to 1;

3 (4) Paytable D:

4 (a) For a Royal flush the payout is 1,000 to 1;

5 (b) For a Straight flush the payout is 200 to 1;

6 (c) For a Four-of-a-kind the payout is 50 to 1;

7 (d) For a Full house the payout is 25 to 1;

8 (e) For a Flush the payout is 15 to 1;

9 (f) For a Straight the payout is 10 to 1; or

10 (g) For a Three-of-a-kind the payout is 5 to 1;

11 (5) Paytable E:

12 (a) For a Super Royal of diamonds the payout is \$1,000,000;

13 (b) For a Super Royal of hearts, spades or clubs the payout is  
14 \$100,000;

15 (c) For a Royal flush the payout is 1,000 to 1;

16 (d) For a Straight flush the payout is 200 to 1;

17 (e) For a Four-of-a-kind the payout is 50 to 1;

18 (f) For a Full house the payout is 20 to 1;

19 (g) For a Flush the payout is 15 to 1;

20 (h) For a Straight the payout is 10 to 1; or

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1 (i) For a Three-of-a-kind the payout is 5 to 1.

2  
3 (2) Paytable B:

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

6 (b) For a Royal flush the payout is 1,000 to 1;

7 (c) For a Straight flush the payout is 200 to 1;

8 (d) For a Four-of-a-kind the payout is 50 to 1;

9 (e) For a Full house the payout is 20 to 1;

10 (f) For a Flush the payout is 15 to 1;

11 (g) For a Straight the payout is 10 to 1; or

12 (h) For a Three-of-a-kind the payout is 5 to 1.

13  
14  
15 **13. Irregularities.**

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

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

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

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1 D. If a player or the area designated for the placement of the community cards is dealt an  
2 incorrect number of cards, all hands are void, and the dealer shall return all wagers to the players  
3 reshuffle the cards.

4 E. If a community card is exposed prior to the dealer revealing the community cards under  
5 Regulation .11 of this chapter, all hands are void, and the dealer shall return all wagers to the  
6 players and reshuffle the cards.

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

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

12 H. If an automated card shuffling device or automated dealing shoe malfunctions and cannot be  
13 used, before another method of shuffling or dealing may be used at that table, the automated card  
14 shuffling device or automated dealing shoe shall be:

15 (1) Covered; or

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

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