

RULES AND REGULATIONS

Title 58—RECREATION

PENNSYLVANIA GAMING CONTROL BOARD

[58 PA. CODE CHS. 617b, 617c, 623b, 623c, 627b, 627c, 629b, 629c, 631b, 631c, 633b, 633c, 635b, 635c, 639b, 639c, 641b, 641c, 643b, 643c, 645b, 645c, 647b, 647c, 649b, 649c, 653b, 653c, 655b, 655c, 657b, 657c, 659b, 659c, 670b, 670c, 685b, 685c, 687b, 687c, 688b, 688c, 689 AND 689a]

Roulette Side Wagers and Variations; Craps and Mini-Craps Side Wagers and Variations; Minibaccarat Side Wagers and Variations; Midibaccarat Side Wagers and Variations; Baccarat Side Wagers and Variations; Blackjack Side Wagers and Variations; Spanish 21 Side Wagers and Variations; Caribbean Stud Poker Side Wagers and Variations; Four Card Poker Side Wagers and Variations; Let It Ride Side Wagers and Variations; Pai Gow Poker Side Wagers and Variations; Texas Hold 'Em Bonus Poker Side Wagers and Variations; Three Card Poker Side Wagers and Variations; Ultimate Texas Hold 'Em Poker Side Wagers and Variations; Mississippi Stud Side Wagers and Variations; Crazy 4 Poker Side Wagers and Variations; Fortune Asia Poker Side Wagers and Variations; Six-Card Fortune Pai Gow Poker Side Wagers and Variations; Down Under Blackjack Side Wagers and Variations; DJ Wild Stud Poker Side Wagers and Variations; Face Up Pai Gow Poker Side Wagers and Variations; Dreamcatcher

The Pennsylvania Gaming Control Board (“board” or “PGCB”), under the general authority in 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers), the specific authority in 4 Pa.C.S. § 13A02(1) and (2) (relating to regulatory authority) and section 204 of the act of July 31, 1968 (P.L. 769, No. 240) (45 P.S. § 1204), referred to as the Commonwealth Documents Law (CDL), adopts this final-omitted rulemaking to read as set forth in Annex A and Annex B. The board’s regulations in Annex A and Annex B will be added to Part VII (relating to Gaming Control Board) as part of Subpart K (relating to table games).

Purpose

This final-omitted rulemaking adopts and moves existing temporary regulations related to table games rules and procedures into final-form regulations.

Explanation

The regulations which comprise this final-omitted rulemaking package represent the rules and procedures for table games, variations on table games and side wagers to table games. To date, these games, variations and side wagers have been adopted as temporary regulations under the authority granted to the PGCB. As part of the PGCB review process, which precedes PGCB promulgating temporary table game regulations, the rules and procedures of the games, variations or side wagers, or both, were reviewed, including a mathematical analysis.

In each case it was determined that the game, variation or side wager, or both, met the acceptable parameters to be offered to patrons in this Commonwealth.

Annex A outlines those sections of temporary table games regulations that are being deleted and reserved. Annex B reflects those sections of temporary table games regulations that are being moved into final-form regulation status. The regulations comprising Annex B match the language of the temporary regulations being deleted in Annex A, except for minimal edits relating to cross references or to incorporate consistent language and phrasing.

Section 204 of the CDL establishes three circumstances in which an agency is permitted to promulgate final-omitted regulations: 1. Comments from the public are not appropriate, necessary or beneficial; 2. All persons subject to the regulation are named or given personal notice; and 3. Notice is impracticable, unnecessary or contrary to the public interest.

The regulations of this final-omitted regulation package meet the contemplated criteria for final-omitted regulations under the CDL.

1. Comments from the public are not necessary, appropriate or beneficial.

The regulations in this package represent the rules and procedures of table games, variations or side wagers, or both, which are the intellectual property of PGCB licensees, rendering public comments and edits derived therefrom, unnecessary. The present temporary regulation language adopted by the PGCB, and now being moved into final-form regulation language, represents authorization of games, variations or side wagers, or both, covered by intellectual property rights of PGCB licensees. PGCB licensees are not willing to relinquish their intellectual property protections in these games/wagers as a direct result of public commentary. It is anticipated that alterations in regulatory language which would alter the rules/procedures outside the scope of present intellectual property protections would result in PGCB licensees removing the relevant gaming products from this Commonwealth’s market. As the regulations are specific to a particular licensee’s intellectual property, any edit to the terms of the game amounts to a revocation of an authorized gaming product. A reduction to the number of options available to both the regulated community and gaming patrons will result in a contraction in gaming revenues to operators, and gaming taxes received throughout this Commonwealth.

2. Persons subject to the regulations have received notice.

Except for the present edits relating to cross referencing or incorporation of consistent phrasing, the regulations comprising this final-omitted rulemaking package are presently in force and effect as temporary regulations. To become temporary regulations, the process begins with PGCB licensees making a table games submission, which in part seeks temporary table game regulations be promulgated and in part seeks the PGCB to grant approval for the game/wager to be authorized for play in this Commonwealth. The PGCB’s issuance of authorization for a game or wager provides that the game/wager is subject to the relevant regulatory provisions—be those provisions temporary regulations or final-form regulations. Those entities with the greatest interest in the contents of the

present final-omitted regulations received notice of the relevant regulations as part of the PGCB notification that their requested game/wager has been approved for play in this Commonwealth. Having given notice to the relevant parties, the PGCB has not received comments on the regulatory language, and therefore is moving the temporary regulations forward through the final-omitted rulemaking process.

3. Notice is impracticable, unnecessary or contrary to the public interest.

Specifically, the editing being made represents a corrective measure for which notice and comment is unnecessary, and generally impracticable. Some sections of regulations have been discovered to contain typos. The edits correct these errors and ensure proper cross references.

Fiscal Impact

Commonwealth. The board does not expect that this final-omitted rulemaking will have a fiscal impact on the board or other Commonwealth agencies. Updates to Rules Submission forms and internal control procedures will be reviewed by existing board staff.

Political subdivisions. This final-omitted rulemaking will have no fiscal impact on political subdivisions of this Commonwealth.

Private sector. This final-omitted rulemaking codifies temporarily approved table games, variations and side wagers into final-form, and thereby provides certificate holders with additional table game options. If a certificate holder decides to offer, or continue to offer, any of the table games, side wagers and/or variations codified under these final-form regulations, the certificate holder will be required to train their dealers on the rules of play and purchase new equipment—specifically table layouts corresponding to the game and wagers offered. Costs incurred to train employees or purchase/lease equipment should be offset by the proceeds of gaming.

General public. This final-omitted rulemaking will have no fiscal impact on the general public.

Paperwork Requirements

If a certificate holder seeks to offer any of the table games, side wagers or variations contained in these regulations, the certificate holder will be required to submit a Rules Submission form reflecting the choices in how the game will be offered and with the selected side wagers and variations identified. These forms are available on the board's public web site and submitted to board staff electronically.

Effective Date

This final-omitted rulemaking will become effective upon publication in the *Pennsylvania Bulletin*.

Regulatory Review

Under section 5.1(c) of the Regulatory Review Act (71 P.S. § 745.5a(c)), on February 15, 2024, the Board submitted a copy of the final-omitted rulemaking and a copy of the Regulatory Analysis Form to the Independent Regulatory Review Commission (IRRC), to the chairperson of the Community, Economic and Recreational Development Committee of the Senate and the chairperson of the Gaming Oversight Committee of the House of Representatives. On the same date, the regulations were submitted to the Office of Attorney General for review and approval under the Commonwealth Attorneys Act (71 P.S. §§ 732-101—732-506).

Under section 5.1(j.2) of the Regulatory Review Act, on March 20, 2024, the final-omitted rulemaking was deemed approved by the House and Senate Committees. Under section 5.1(e) of the Regulatory Review Act, IRRC met on March 21, 2024, and approved the final-omitted rulemaking.

Findings

The board finds that:

(1) Public notice of intention to adopt these amendments and opportunity for public comment may be omitted under section 204 of the CDL and the regulations thereunder, 1 Pa. Code § 7.4 (relating to omission of notice of proposed rulemaking).

(2) The adoption of the regulations prescribed in Annex A and Annex B are necessary and appropriate for the administration and enforcement of 4 Pa.C.S. Part II (relating to gaming).

Order

The board, acting under 4 Pa.C.S. Part II, orders that:

(1) The regulations of the board, 58 Pa. Code Chapters 617b, 623b, 627b, 629b, 631b, 633b, 635b, 639b, 641b, 643b, 645b, 647b, 649b, 653b, 655b, 657b, 659b, 670b, 685b, 687b, 688b and 689, are amended by deleting §§ 617b.1—617b.3, 623b.1—623b.4, 627b.1—627b.3, 629b.1—629b.4, 631b.1—631b.7, 633b.1—633b.15, 635b.1, 635b.2, 639b.1, 641b.1, 643b.1, 645b.1—645b.3, 647b.1, 649b.1, 653b.1, 655b.1, 657b.1, 659b.1, 670b.1, 685b.1, 687b.1, 688b.1 and 689.1—689.3 to read as set forth in Annex A.

(2) The regulations of the board, 58 Pa. Code Chapters 617c, 623c, 627c, 629c, 631c, 633c, 635c, 639c, 641c, 643c, 645c, 647c, 649c, 653c, 655c, 657c, 659c, 670c, 685c, 687c, 688c and 689a, are amended by adding §§ 617c.1—617c.3, 623c.1—623c.4, 627c.1—627c.3, 629c.1—629c.4, 631c.1—631c.7, 633c.1—633c.15, 635c.1, 635c.2, 639c.1, 641c.1, 643c.1, 645c.1—645c.3, 647c.1, 649c.1, 653c.1, 655c.1, 657c.1, 659c.1, 670c.1, 685c.1, 687c.1, 688c.1 and 689a.1—689a.3 to read as set forth in Annex B.

(3) The chairperson of the board shall certify this order, Annex A and Annex B and submit them to the Office of General Counsel and the Office of Attorney General for approval as to form and legality as required by law.

(4) The chairperson of the board shall certify this order, Annex A and Annex B and submit them to IRRC, the chairperson of the Gaming Oversight Committee of the House of Representatives and the chairperson of the Community, Economic and Recreational Development Committee of the Senate as required by law.

(5) The chairperson of the board shall certify this order, Annex A and Annex B and deposit them with the Legislative Reference Bureau as required by law.

(6) This order shall take effect upon publication in the *Pennsylvania Bulletin*.

DENISE J. SMYLER,
Chairperson

Fiscal Note: 125-246. No fiscal impact; recommends adoption.

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 617b. ROULETTE SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§§ 617b.1—617b.3. [Reserved].

CHAPTER 623b. CRAPS AND MINI-CRAPS SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§§ 623b.1—623b.4. [Reserved].

CHAPTER 627b. MINIBACCARAT SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§§ 627b.1—627b.3. [Reserved].

CHAPTER 629b. MIDIBACCARAT SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§§ 629b.1—629b.4. [Reserved].

CHAPTER 631b. BACCARAT SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§§ 631b.1—631b.7. [Reserved].

CHAPTER 633b. BLACKJACK SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§§ 633b.1—633b.15. [Reserved].

CHAPTER 635b. [Reserved]

§§ 635b.1. and 635b.2. [Reserved].

CHAPTER 639b. [Reserved]

§ 639b.1. [Reserved].

CHAPTER 641b. [Reserved]

§ 641b.1. [Reserved].

CHAPTER 643b. [Reserved]

§ 643b.1. [Reserved].

CHAPTER 645b. [Reserved]

§§ 645b.1—645b.3. [Reserved].

CHAPTER 647b. [Reserved]

§ 647b.1. [Reserved].

CHAPTER 649b. [Reserved]

§ 649b.1. [Reserved].

CHAPTER 653b. ULTIMATE TEXAS HOLD 'EM POKER SIDE WAGERS AND VARIATIONS—TEMPORARY REGULATIONS

§ 653b.1. [Reserved].

CHAPTER 655b. [Reserved]

§ 655b.1. [Reserved].

CHAPTER 657b. [Reserved]

§ 657b.1. [Reserved].

CHAPTER 659b. [Reserved]

§ 659b.1. [Reserved].

CHAPTER 670b. [Reserved]

§ 670b.1. [Reserved].

CHAPTER 685b. [Reserved]

§ 685b.1. [Reserved].

CHAPTER 687b. [Reserved]

§ 687b.1. [Reserved].

CHAPTER 688b. [Reserved]

§ 688b.1. [Reserved].

CHAPTER 689. [Reserved]

§§ 689.1—689.3. [Reserved].

Annex B

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 617c. ROULETTE SIDE WAGERS AND VARIATIONS

Sec.

617c.1. B2B Roulette wager.

617c.2. Blazing 7's wager.

617c.3. Lightning Roulette.

§ 617c.1. B2B Roulette wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Roulette wager in accordance with § 617a.3 (relating to placement of wagers) the option of placing a B2B Roulette wager. If the certificate holder is offering the B2B Roulette wager, Roulette may be played on a double zero Roulette wheel or a single zero Roulette wheel as described in § 617a.1(c)—(e) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) The layout for a Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the B2B Roulette wager, in addition to the requirements in § 617a.1, the layout shall contain a separate area designated for the placement of the B2B Roulette wager. The certificate holder shall also have in place a board-approved Roulette reader board that contains a random number generator to determine the payout of the B2B Roulette wager.

(c) A player may place a B2B Roulette wager before each Roulette spin at any time before the croupier calls, "no more bets." A B2B Roulette wager may be made for any amount within the table limits.

(d) After placing a B2B Roulette wager, if the Roulette ball comes to rest on the same number as the previous spin, the B2B Roulette wager will win. The B2B Roulette wager shall lose in all other scenarios.

(e) If a B2B Roulette wager wins, the payout shall be determined by a random number generator, which shall then be displayed on the Roulette reader board. The possible payouts, all of which shall be included in the certificate holder's Rules Submission filed in accordance with § 601a.2, are as follows:

- (1) 1000 to 1.
- (2) 500 to 1.
- (3) 250 to 1.
- (4) 100 to 1.
- (5) 50 to 1.
- (6) 25 to 1.
- (7) 10 to 1.

§ 617c.2. Blazing 7's wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Roulette

wager in accordance with § 617a.3 (relating to placement of wagers) the option of placing a Blazing 7's wager which shall win and trigger a Blazing 7's bonus round if the Roulette ball comes to rest in the compartment of the number 7, 17 or 27.

(b) The layout for the Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's wager, in addition to the requirements in § 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as single zero Roulette wheel), the layout shall contain a separate area designated for the placement of the Blazing 7's wager as well as an electromechanical release device approved by the Bureau of Gaming Operations and Office of Gaming Laboratory.

(c) After placing a Roulette wager, as required in § 617a.3, a player may place a Blazing 7's wager before each round of Roulette at any time before the croupier calls, "no more bets."

(d) The croupier shall rotate the Roulette ball and complete the round of play in accordance with § 617a.5(a)—(e) (relating to rotation of wheel and ball), stopping all winning and losing Roulette wagers.

(e) If a player has placed a Blazing 7's wager and the Roulette ball comes to rest in the compartment of the number 7, 17 or 27, the player's Blazing 7's wager shall win and trigger the Blazing 7's bonus round spin to determine the payout of the wager.

(f) The Blazing 7's bonus round shall begin with the croupier loading three Roulette balls into the approved electromechanical release device.

(g) The croupier shall activate the Roulette wheel and press the release button on the electromechanical release device, releasing the three Roulette balls on the Roulette wheel simultaneously. The certificate holder may offer a wireless button to a player who has placed a winning Blazing 7's wager that would release the three Roulette balls onto the activated Roulette wheel.

(h) If two or more Roulette balls come to rest in the same compartment on the Roulette wheel, the croupier shall leave one ball in the compartment, remove the others and relaunch the removed Roulette balls.

(i) If two Roulette balls come to rest in the same compartment on the Roulette wheel, the croupier shall not remove the ball that did not come to rest in the same compartment while the other ball is relaunched.

(j) Based upon the compartments that the three Roulette balls come to rest in during the Blazing 7's bonus round, the certificate holder may use one of the four paytables as follows, which shall be specified in its Rules Submission under § 601a.2:

<i>Outcome</i>	<i>Paytable 1</i>	<i>Paytable 2</i>
7-17-27 (all three)	1,000 to 1	299 to 1
7-17-27 (two of three)	100 to 1	100 to 1
7-17-27 (one of three)	17 to 1	17 to 1
Other	7 to 1	7 to 1

<i>Outcome</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
7-17-27 (all three)	1,000 to 1	299 to 1
7-17-27 (two of three)	100 to 1	100 to 1

<i>Outcome</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
7-17-27 (one of three)	17 to 1	17 to 1
Three balls in one color	11 to 1	11 to 1
Other	6 to 1	6 to 1

§ 617c.3. Lightning Roulette.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to players a game variation entitled Lightning Roulette, where each player who placed and wins a straight wager in Roulette accordance with § 617a.3 (relating to placement of wagers) has the ability to win an increased payout based upon the results of a random number generator. If the certificate holder is offering Lightning Roulette, it must be played on a single zero Roulette wheel as described in § 617a.1(c) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel).

(b) The layout for a Lightning Roulette table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). A Lightning Roulette table shall have in place a board-approved Roulette random number generator that determines the Lucky Numbers and also determines the specific payout that will be paid for a winning straight wager placed on a Lucky Number.

(c) A player may place a straight wager before each Roulette spin at any time before the croupier calls, "no more bets" in accordance with § 617a.5 (relating to rotation of wheel and ball).

(d) After all wagers have been placed, the random number generator shall be initiated and will select between 1 and 5 numbers on the layout that are the Lucky Numbers. The Lucky Numbers will be illuminated and will also indicate what the increased payout will be for a winning straight wager placed on that Lucky Number.

(e) If the Roulette ball comes to rest in one of the Lucky Numbers and a player has placed a straight wager on that number, the player's straight wager shall win and be paid based upon the increased payout displayed on the layout and listed in subsection (g).

(f) Notwithstanding the provisions of § 617a.4 (relating to payout odds), if a player's straight wager wins but the number the player wagered on is not selected as a Lucky Number by the random number generator, the player shall be paid 29 to 1.

(g) The possible payouts, all of which shall be included in the certificate holder's Rules Submission filed in accordance with § 601a.2, that may be selected by the random number generator are as follows:

- (1) 499 to 1.
- (2) 399 to 1.
- (3) 349 to 1.
- (4) 299 to 1.
- (5) 249 to 1.
- (6) 199 to 1.
- (7) 149 to 1.
- (8) 99 to 1.
- (9) 49 to 1.

CHAPTER 623c. CRAPS AND MINI-CRAPS SIDE WAGERS AND VARIATIONS

- Sec.
- 623c.1. Hot Roller Craps.
- 623c.2. Lucky Shooter wager.
- 623c.3. Bonus Craps alternate payable option; change in wager verbiage.
- 623c.4. Hot Shooter jackpot wager.

§ 623c.1. Hot Roller Craps.

(a) The layout for a Craps table shall be submitted to Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). The layout shall:

(1) Comply with the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics).

(2) If the certificate holder offers Hot Roller Craps:

(i) No more than 16 areas designated for the placement of a Hot Roller wager. The Hot Roller wager areas must be located around the perimeter of the layout, corresponding to player positions at the table, and sequentially numbered in a clockwise direction with the area numbered 1 being located immediately to the left of the boxperson.

(ii) A designated area of the layout for the relocation and identification of all Hot Roller wagers placed by players. The designated area must be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in subparagraph (i).

(iii) A designated area of the layout for the placement of marker buttons with the following:

(A) A number 4 showing a 1 and 3 dice and a 2 and 2 dice.

(B) A number 5 showing a 1 and 4 dice and a 2 and 3 dice.

(C) A number 6 showing a 1 and 5 dice, a 2 and 4 dice, and a 3 and 3 dice.

(D) A number 8 showing a 2 and 6 dice, a 3 and 5 dice, and a 4 and 4 dice.

(E) A number 9 showing a 3 and 6 dice and a 4 and 5 dice.

(F) A number 10 showing a 4 and 6 dice and a 5 and 5 dice.

(iv) The payout odds for the Hot Roller wager.

(b) A Hot Roller wager may be made only prior to the come out roll and may not be reduced, increased or removed until resolved in accordance with subsection (g). A Hot Roller wager shall be made by placing value chips or plaques on the appropriate area of the layout. A verbal Hot Roller wager may not be accepted. The Hot Roller wager shall have no bearing on any other wagers made by a player.

(c) After placing a Hot Roller wager, the dealer shall place each player's wager in the corresponding designated area in front of the boxperson where the wagers shall remain until they are either collected or paid.

(d) With each throw of the dice, the dealer shall place a marker button in the area of the table layout containing the corresponding depiction of the dice which were just thrown. For example, if a shooter throws a 1 and 3, the dealer shall place the marker button in the box on the table layout that contains a 1 and 3 dice located below the number 4.

(e) Marker buttons shall be maintained by the boxperson or dealers at the Craps table and must be visually distinguishable from and have a diameter different than any authorized value chip utilized in the licensed facility.

(f) Once all dice combinations for a specific number on the layout are thrown, the dealer shall place a marker button on the corresponding number combination. For example, if a shooter throws a 1 and 3 and then throws a 2 and 2, the dealer shall place a marker button on the number 4.

(g) A Hot Roller wager shall be settled when a shooter throws a 7. A Hot Roller wager shall win if at least two different number combinations are thrown by the shooter before a 7 is thrown and shall lose if the shooter throws a 7 on the come out roll or if fewer than two different number combinations are thrown by the shooter before a 7 is thrown. For example, if a shooter throws the two ways to make a 4 (marker buttons have been placed on the 1 and 3 and the 2 and 2), the two ways to make a 5 (marker buttons have been placed on the 2 and 3 and the 4 and 1) and both ways to make a 9 (marker buttons have been placed on the 3 and 6 and the 4 and 5) and then throws a 7, all players who placed a Hot Roller wager shall be paid out for any three number combination.

(h) A winning Hot Roller wager shall be paid at the payout odds contained in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Outcome</i>	<i>Paytable A</i>	<i>Paytable B</i>
All six number combinations	200 to 1	300 to 1
Any five number combinations	50 to 1	50 to 1
Any four number combinations	20 to 1	20 to 1
Any three number combinations	10 to 1	10 to 1
Any two number combinations	5 to 1	5 to 1

§ 623c.2. Lucky Shooter wager.

(a) If the certificate holder offers Craps on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Shooter wager.

(b) The layout for a Craps table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Shooter wager, in addition to the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics) the electronic layout shall contain a separate area designated for the electronic placement of the Lucky Shooter wager for each player.

(c) A player may place a Lucky Shooter wager by electronically placing a value chip on the designated area of the table layout prior to the shooter throwing the dice on the come out roll to establish a point.

(d) If on the come out roll the shooter throws:

(1) A 2, 3 or 12, the Lucky Shooter wager shall be lost and collected.

(2) A 7 or 11, the Lucky Shooter wager shall be paid out for the 7 or 11 as provided in subsection (e) and remain working for the next come out roll.

(3) A 4, 5, 6, 8, 9 or 10, the point shall be established for purposes of the Lucky Shooter wager. If the player rolls at least two or three of the other 5 numbers, depending on the payout table selected by the certificate holder, in any order during the next 5 rolls, the player's winning Lucky Shooter wager shall be paid in accordance with subsection (e). If any number other than one of the remaining, not already rolled numbers is rolled, the Lucky Shooter wager shall then be settled. For example:

(i) If a 9 is rolled, then a 10, 4, 6 and another 10, the player shall be paid out for 3 of the other 5 points as provided in subsection (e).

(ii) If a 9 is rolled, then a 10, 4, 6, 8, 5, then another 9 on the sixth roll, the player shall be paid out for rolling 5 of the 5 points and the established point as provided in subsection (e).

(iii) If a 6 is rolled, then a 9, then another 6, the losing Lucky Shooter wager shall be collected.

(e) The certificate holder shall pay out a winning Lucky Shooter wager at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
5 of 5 other points and established point	1000 for 1	500 for 1	1000 for 1	500 for 1
5 of 5 other points	150 for 1	100 for 1	150 for 1	100 for 1
4 of 5 other points	15 for 1	10 for 1	20 for 1	10 for 1
3 of 5 other points	5 for 1	4 for 1	5 for 1	5 for 1
2 of 5 other points	N/A	2 for 1	N/A	2 for 1
1st roll of 7 or 11	1 for 1	1 for 1	1 for 1	1 for 1

§ 623c.3. Bonus Craps alternate payable option; change in wager verbiage.

(a) If the certificate holder offers Craps as described in Chapter 623a (relating to Craps and Mini-Craps), specifically the Bonus Craps side wager as described in § 623a.3(a)(43) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players an alternate payable to the payable outlined in § 623a.5(h) (relating to payout odds) and shall change the verbiage of one of the Bonus Craps wagers.

(b) The Bonus Craps wager previously named "All or Nothing at All wager" shall be renamed to "Make 'Em All wager," and the certificate holder shall update its layout and submit it to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), if necessary.

(c) If a Bonus Craps side wager wins, the certificate holder may use one of the two following paytables, which shall be specified in its Rules Submission under § 601a.2:

<i>Wager</i>	<i>Paytable 1</i>	<i>Paytable 2</i>
All Small	34 to 1	30 to 1
All Tall	34 to 1	30 to 1
Make 'Em All	175 to 1	150 to 1

(d) Notwithstanding the provisions in this section, the remaining rules and procedures for Bonus Craps as described in § 623a.12 (relating to additional procedures and rules for Bonus Craps) shall remain in effect.

§ 623c.4. Hot Shooter jackpot wager.

(a) If the certificate holder offers Craps on a fully automated electronic gaming table or a hybrid gaming table, the certificate holder may offer players the option to place a Hot Shooter jackpot wager.

(b) The layout for a Craps table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate

holder offers the Hot Shooter jackpot wager, in addition to the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics), the electronic or hybrid layout shall contain a separate area designated for the electronic placement of the Hot Shooter jackpot wager for each player.

(c) A player may place a Hot Shooter jackpot wager by electronically placing a value chip on the designated area of the table layout prior to the shooter throwing the dice on the come out roll to establish a point.

(d) If after the come out roll the shooter:

(1) Throws the dice 7 times or less before the next 7 out, the Hot Shooter jackpot wager shall lose.

(2) Throws the dice 8 times to 15 times before the next 7 out, the Hot Shooter jackpot wager shall push.

(3) Throws the dice 16 times or more before the next 7 out, the Hot Shooter jackpot wager shall win and be paid in accordance with subsection (e).

(e) The certificate holder shall pay out a winning Hot Shooter jackpot wager at the odds in the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Outcome</i>	<i>Paytable</i>
8 to 15 rolls	Push
16 to 23 rolls	2 to 1
24 to 31 rolls	4 to 1
32 to 39 rolls	6 to 1
40 to 44 rolls	11 to 1
45 to 49 rolls	29 to 1
50 or more rolls	99 to 1

CHAPTER 627c. MINIBACCARAT SIDE WAGERS AND VARIATIONS

- Sec. 627c.1. Perfect Pairs wager.
- 627c.2. Commission-free Minibaccarat.
- 627c.3. Royal 9 progressive wager.

§ 627c.1. Perfect Pairs wager.

(a) The layout for a Minibaccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs wager authorized under subsection (b), the layout shall contain separate areas designated for the placement of the Perfect Pairs wager on the player hand and the banker hand for each player.

(b) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player the option of placing a Perfect Pairs wager on the player hand or the banker hand, or both. The Perfect Pairs wager shall win if the initial two cards dealt to the player hand or banker hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks or two 4s.

(c) After the dealer positions the cards in accordance with § 627a.8(c)(1) or (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the point count of the player's hand and the banker's hand and shall settle a Perfect Pairs wager by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager on the player's hand or the banker's hand and the initial two cards dealt to the player's hand or banker's hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (d). If a player placed a Perfect Pairs wager on both the player's hand and banker's hand, and both the player's hand and banker's hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (d) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.

(d) The certificate holder shall pay out a winning Perfect Pairs wager at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Perfect pair	25 to 1	30 to 1	25 to 1
Colored pair	12 to 1	10 to 1	15 to 1
Mixed pair	6 to 1	5 to 1	5 to 1

(e) As used in this section, the following words and terms shall have the meanings given to them in this subsection:

Colored pair—The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

Mixed pair—The initial two cards dealt to the player or banker that are of the same rank but different colors.

Perfect pair—The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

§ 627c.2. Commission-free Minibaccarat.

(a) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer commission-free Minibaccarat in which no commission is collected.

(b) In addition to the requirements in § 627a.2(a) and (b)(1)—(4), (relating to Minibaccarat table physical characteristics), the layout for commission-free Minibaccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the player hand, banker hand and tie hand, which shall win or lose as provided in § 627a.7(a) (relating to wagers), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair wager, which shall win if the initial two cards dealt to the player's hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the player's hand are not a pair.

(2) Banker Pair wager, which shall win if the initial two cards dealt to the banker's hand are a pair and shall lose if the initial two cards dealt to the banker's hand are not a pair.

(3) A Lucky Six wager, which shall win if the point count of the banker's hand is a 6 and is higher than the point count of the player's hand and shall lose if:

(i) The point count of the banker's hand is a 6 but is lower than the point count of the player's hand.

(ii) The point count of the banker's hand is not a 6.

(d) Commission-free Minibaccarat shall be dealt and played in accordance with §§ 627a.3—627a.8. If a player placed a Player Pair wager or Banker Pair wager, the wager shall be settled prior to dealing a third card to the player's hand or banker's hand. A winning pair wager shall be paid out in accordance with subsection (g). After settling a pair wager, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 627a.9 and 627a.10 (relating to procedure for dealing a third card; and rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 627a.9 and 627a.10, the dealer shall announce the final point count of each hand, indicating which hand has won the round. If two hands have equal point counts, the dealer shall announce "tie hand." If the point counts of the banker's hand and player's hand results in a Lucky Six, the dealer shall announce "Lucky Six."

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. A winning wager on the player's hand shall be paid in accordance with subsection (h). A winning wager on the banker's hand shall be paid in accordance with subsection (i). A winning tie wager shall be paid in accordance with subsection (j). A Lucky Six wager shall be paid in accordance with subsection (k).

(g) A winning pair wager on either the player's hand or banker's hand shall be paid at odds of 11 to 1.

(h) A winning wager made on the player's hand shall be paid at odds of 1 to 1.

(i) A winning wager made on the banker’s hand shall be paid at odds of 1 to 1, except if the banker’s hand wins with a point count of 6, then the winning wager on the banker’s hand shall be paid out at odds of 1 to 2.

(j) A winning tie wager shall be paid at odds of 8 to 1.

(k) When the banker’s hand wins with a total of six points:

(1) With only two cards dealt to the banker’s hand, the winning Lucky Six wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the banker’s hand, the winning Lucky Six wager shall be paid at odds of 20 to 1.

(l) At the conclusion of a round of play, the dealer shall remove all cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute. Irregularities during play shall be handled in accordance with § 627a.13 (relating to irregularities).

§ 627c.3. Royal 9 progressive wager.

(a) The layout for a Minibaccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Royal 9 progressive wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Royal 9 progressive wager for each player. The Minibaccarat table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games) for the placement of a Royal 9 progressive wager. The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Royal 9 progressive wager.

(2) A device that controls or monitors the placement of progressive payout wagers at the gaming table including a mechanism, such as a lock-out button, that prevents the placement of a Royal 9 progressive wager that a player attempts to place after the dealer has begun dealing the cards.

(b) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Minibaccarat wager in accordance with § 627a.7(b) (relating to wagers), the option of placing a Royal 9 progressive wager which shall win if the first two cards to either the banker hand or player hand consist of a face card (king, queen or jack) and a nine.

(c) After placing a Minibaccarat wager, as required in § 627a.7(b), and any optional wagers, including the Royal 9 progressive wager, the dealer shall deal the cards in accordance with § 627a.8(a)—(c) (relating to hands of player and banker; procedure for dealing initial two cards to each hand).

(d) A winning Royal 9 progressive wager as outlined in subsection (e) will be paid by the dealer in accordance with subsections (f) and (g). The dealer will then complete the dealing procedures in § 627a.9 (relating to procedure for dealing a third card).

(e) Winning Royal 9 progressive wagers are as follows:

(1) *Royal 9*—Either the player hand or banker hand contains a Royal 9.

(2) *Suited Royal 9*—Either the player or banker hand contains a Royal 9 where both cards are of the same suit.

(3) *Royal 9 tie hand*—Both player hand and banker have a Royal 9; not necessarily the same Royal 9 combination.

(4) *Suited Royal 9 tie hand*—Both player and banker have a suited Royal 9; not necessarily the same suited Royal 9.

(5) *Personal progressive combinations*—Each player position has a unique combination consisting of a king and a nine which is printed on the layout in front of the wagering area which can trigger a progressive payout.

(6) *Mega jackpot*—Personal king 9 versus Personal king 9—The player hand and banker hand both contain the same king and nine combination that is a personal progressive combination assigned to a player position.

(7) *Major jackpot*—Personal king 9 on banker hand—The banker hand contains the king 9 combination that is a personal progressive combination assigned to a player position.

(8) *Minor jackpot*—Personal king 9 on player hand—The player hand contains the king 9 combination that is a personal progressive combination assigned to a player position.

(9) *Mega envy*—Any player position’s king 9 versus king 9—The banker hand and player hand contains the same king 9 combination that is assigned to one of the player positions. It does not matter if the player position is occupied or if there is a wager in the player position that contains the winning king 9 combination.

(f) Royal 9 progressive wager payable for \$5 wager.

(1) If a table game certificate holder offers a \$5 denomination Royal 9 progressive wager, the Royal 9 progressive wager pay table is as follows:

<i>Hand</i>	<i>Paytable</i>
Personal king 9 v. personal king 9	100% of mega jackpot
Personal king 9 on banker hand	100% major jackpot
Personal king 9 on player hand	100% minor jackpot
Mega envy—any position’s king 9 v. king 9	\$5,000
Suited Royal 9 tie hand	\$1,500
Royal 9 tie hand	\$250
Suited Royal 9	\$50
Royal 9	\$25

(2) The rate of progression for the meters used for the Royal 9 progressive wager must be specified in the certificate holder’s Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$5 denomination Royal 9 progressive wager, the initial and reset amounts must also be in the Rules Submission and shall be at least \$50,000 for the mega jackpot, \$450 for the major jackpot, and \$450 for the minor jackpot.

(g) Royal 9 progressive wager payable for \$1 wager.

(1) If a table game certificate holder offers a \$1 denomination Royal 9 progressive wager, the Royal 9 progressive wager pay table is as follows:

<i>Hand</i>	<i>Paytable</i>
Personal king 9 v. personal king 9	100% of mega jackpot
Personal king 9 on banker hand	100% major jackpot
Personal king 9 on player hand	100% minor jackpot
Mega envy—any position's king 9 v. king 9	\$1,000
Suited Royal 9 tie hand	\$300
Royal 9 tie hand	\$50
Suited Royal 9	\$10
Royal 9	\$5

(2) The rate of progression for the meters used for the Royal 9 progressive wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$1 denomination Royal 9 progressive, the initial and reset amounts must also be in the Rules Submission and shall be at least \$10,000 for the mega jackpot, \$90 for the major jackpot and \$90 for the minor jackpot.

(h) If the progressive table game system utilized by the certificate holder has the capability to offer a mystery progressive, the seed and reseed amount, random must hit by amount and incrementation rate shall be as follows:

<i>Configuration</i>	<i>Reseed Random</i>	<i>Must-Hit-By</i>	<i>Incrementation Rate</i>
1	\$250	\$1,000	5%
2	\$100	\$500	5%
3	\$100	\$200	2%

CHAPTER 629c. MIDIBACCARAT SIDE WAGERS AND VARIATIONS

- Sec. 629c.1. Perfect Pairs wager.
- 629c.2. Commission-free Midibaccarat.
- 629c.3. Royal 9 progressive wager.
- 629c.4. Alternative card reveal procedure.

§ 629c.1. Perfect Pairs wager.

(a) The layout for a Midibaccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs wager authorized under subsection (b), the layout shall contain separate areas designated for the placement of the Perfect Pairs wager on the player's hand and the banker's hand for each player.

(b) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player the option of placing a Perfect Pairs wager on the player's hand or the banker's hand, or both. The Perfect Pairs wager shall win if the initial two cards dealt to the player's hand or dealer's hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks or two 4s.

(c) After the dealer positions the cards in accordance with § 629a.8(c)(1) and (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the point count of

the player's hand and the banker's hand and shall settle a Perfect Pairs wager by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager on the player's hand or the banker's hand and the initial two cards dealt to the player's hand or the banker's hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (d). If a player placed a Perfect Pairs wager on both the player's hand and banker's hand, and both the player's hand and banker's hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (d) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.

(d) The certificate holder shall pay out a winning Perfect Pairs wager at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Perfect pair	25 to 1	30 to 1	25 to 1
Colored pair	12 to 1	10 to 1	15 to 1
Mixed pair	6 to 1	5 to 1	5 to 1

(e) As used in this section, the following words and terms shall have the meanings given to them in this subsection:

Colored pair—The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

Mixed pair—The initial two cards dealt to the player or banker that are of the same rank but different colors.

Perfect pair—The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

§ 629c.2 Commission-free Midibaccarat.

(a) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer commission-free Midibaccarat in which no commission is collected.

(b) In addition to the requirements in § 629a.2(a) and (b)(1)–(4), (relating to Midibaccarat table physical characteristics), the layout for commission-free Midibaccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the player's hand, banker's hand and tie hand, which shall win or lose as provided in § 629a.7(a)(1)–(3) (relating to wagers), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair wager, which shall win if the initial two cards dealt to the player's hand are a pair such as two 9s or two queens and shall lose if the initial two cards dealt to the player's hand are not a pair.

(2) Banker Pair wager, which shall win if the initial two cards dealt to the banker's hand are a pair and shall lose if the initial two cards dealt to the banker's hand are not a pair.

(3) A Lucky Six wager, which shall win if the point count of the banker's hand is a 6 and is higher than the point count of the player's hand and shall lose if:

(i) The point count of the banker's hand is a 6 but is lower than the point count of the player's hand.

(ii) The point count of the banker's hand is not a 6.

(d) Commission-free Midibaccarat shall be dealt and played in accordance with §§ 629a.3—629a.8. If any player placed a Player Pair wager or Banker Pair wager, the wager shall be settled prior to dealing a third card to the player's hand or banker's hand. A winning pair wager shall be paid out in accordance with subsection (g). After settling any Pair wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 629a.9 and 629a.10 (relating to procedure for dealing a third card; and rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 629a.9 and 629a.10, the dealer shall announce the final point count of each hand indicating which hand has won the round. If two hands have equal point counts, the dealer shall announce "tie hand." If the point counts of the banker's hand and player's hand result in a Lucky Six, the dealer shall announce Lucky Six.

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. Winning wagers on the player's hand shall be paid in accordance with subsection (h). Winning wagers on the banker's hand shall be paid in accordance with subsection (i). A winning tie wager shall be paid in accordance with subsection (j). A Lucky Six wager shall be paid in accordance with subsection (k).

(g) A winning pair wager on either the player's hand or banker's hand shall be paid at odds of 11 to 1.

(h) A winning wager made on the player's hand shall be paid at odds of 1 to 1.

(i) A winning wager made on the banker's hand shall be paid at odds of 1 to 1, except if the banker's hand wins with a point count of 6, then the winning wager on the banker's hand shall be paid out at odds of 1 to 2.

(j) A winning tie wager shall be paid at odds of 8 to 1.

(k) When the banker's hand wins with a total of six points:

(1) With only two cards dealt to the banker's hand, the winning Lucky Six wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the banker's hand, the winning Lucky Six wager shall be paid at odds of 20 to 1.

(l) At the conclusion of a round of play, the dealer shall remove all cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute. Irregularities during play shall be handled in accordance with § 629a.13 (relating to irregularities).

§ 629c.3. Royal 9 progressive wager.

(a) The layout for a Midibaccarat table shall be submitted to the Bureau of Gaming Operations and approved in

accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Royal 9 progressive wager authorized under subsection (c), the layout shall contain a separate area designated for the placement of the Royal 9 progressive wager for each player. The Midibaccarat table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games) for the placement of Royal 9 progressive wagers. The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Royal 9 progressive wager.

(2) A device that controls or monitors the placement of progressive payout wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the placement of any Royal 9 progressive wagers that a player attempts to place after the dealer has begun dealing the cards.

(b) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Midibaccarat wager in accordance with § 629a.7(b) (relating to wagers) the option of placing a Royal 9 progressive wager which shall win if the first two cards to either the banker hand or player hand consist of a face card (king, queen or jack) and a nine.

(c) After placing a Midibaccarat wager, as required in § 629a.7(b), and any optional wagers, including the Royal 9 progressive wager, the dealer shall deal the cards in accordance with § 629a.8(a)—(d) (relating to hands of player and banker; procedure for dealing initial two cards to each hand).

(d) A winning Royal 9 progressive wager as outlined in subsection (e) will be paid by the dealer in accordance with subsections (f) and (g). The dealer will then complete the dealing procedures in § 629a.8(c)(4)—(6).

(e) Winning Royal 9 progressive wagers are as follows:

(1) *Royal 9*—Either the player hand or banker hand contains a Royal 9.

(2) *Suited Royal 9*—Either the player or banker hand contains a Royal 9 where both cards are of the same suit.

(3) *Royal 9 tie hand*—Both player and banker have a Royal 9; not necessarily the same Royal 9 combination.

(4) *Suited Royal 9 tie hand*—Both player and banker have a suited Royal 9; not necessarily the same suited Royal 9.

(5) *Personal progressive combinations*—Each player position has a unique combination consisting of a king and a 9 which is printed on the layout in front of the wagering area which can trigger a progressive payout.

(6) *Mega jackpot*—Personal king 9 versus personal king 9—The player hand and banker hand both contain the same king and 9 combination that is a personal progressive combination assigned to a player position.

(7) *Major jackpot*—Personal king 9 on banker hand—The banker hand contains the king 9 combination that is a personal progressive combination assigned to a player position.

(8) *Minor jackpot*—Personal king 9 on player hand—The player hand contains the king 9 combination that is a personal progressive combination assigned to a player position.

(9) *Mega envy*—Any player position’s king 9 versus king 9—The banker and player hand contains the same king 9 combination that is assigned to one of the player positions. It does not matter if the player position is occupied or if there is a wager in the player position that contains the winning king 9 combination.

(f) Royal 9 progressive wager payable for \$5 wager.

(1) If a table game certificate holder offers a \$5 denomination Royal 9 progressive wager, the Royal 9 progressive wager pay table is as follows:

<i>Hand</i>	<i>Paytable</i>
Personal king 9 v. personal king 9	100% of mega jackpot
Personal king 9 on banker hand	100% major jackpot
Personal king 9 on player hand	100% minor jackpot
Mega envy—any position’s king 9 v. king 9	\$5,000
Suited Royal 9 tie hand	\$1,500
Royal 9 tie hand	\$250
Suited Royal 9	\$50
Royal 9	\$25

(2) The rate of progression for the meters used for the Royal 9 progressive wager must be specified in the certificate holder’s Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$5 denomination Royal 9 progressive wager, the initial and reset amounts must also be in the Rules Submission and shall be at least \$50,000 for the mega jackpot, \$450 for the major jackpot and \$450 for the minor jackpot.

(g) Royal 9 progressive wager payable for \$1 wager.

(1) If a table game certificate holder offers a \$1 denomination Royal 9 progressive wager, the Royal 9 progressive wager pay table is as follows:

<i>Hand</i>	<i>Paytable</i>
Personal king 9 v. personal king 9	100% of mega jackpot
Personal king 9 on banker hand	100% major jackpot
Personal king 9 on player hand	100% minor jackpot
Mega envy—any position’s king 9 v. king 9	\$1,000
Suited Royal 9 tie hand	\$300
Royal 9 tie hand	\$50
Suited Royal 9	\$10
Royal 9	\$5

(2) The rate of progression for the meters used for the Royal 9 progressive wager must be specified in the certificate holder’s Rules Submission filed in accordance with § 601a.2. If a table game certificate holder offers a \$1 denomination Royal 9 progressive wager, the initial and reset amounts must also be in the Rules Submission and shall be at least \$10,000 for the mega jackpot, \$90 for the major jackpot and \$90 for the minor jackpot.

(h) If the progressive table game system utilized by the certificate holder has the capability to offer a mystery progressive, the seed and reseed amount, random must hit by amount and incrementation rate shall be as follows:

<i>Configuration</i>	<i>Reseed Random</i>	<i>Must-Hit-By</i>	<i>Incrementation Rate</i>
1	\$250	\$1,000	5%
2	\$100	\$500	5%
3	\$100	\$200	2%

§ 629c.4. Alternative card reveal procedure.

(a) If the certificate holder offers Midibaccarat as described in Chapter 629a (relating to Midibaccarat), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players an alternative procedure for the reveal of the dealer’s hand and player’s hand.

(b) Notwithstanding the procedures for revealing the hands described in § 629a.8(c)(1) and (2) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), if all players have wagered on the player’s hand, upon request of the player with the highest wager on the player’s hand, the dealer shall place the two cards of the banker’s hand face up on the area designated for the banker’s hand and announce the point count of the banker’s hand. The dealer shall then hand the two cards of the player’s hand, face down, to the player with the highest wager on the player’s hand. After viewing the player’s hand, the player shall return the two cards face up, to the dealer, who shall place the cards face up on the area designated for the player’s hand and announce the point count of the player’s hand.

(c) The round of play shall then continue as set forth in § 629a.8(c)(3)—(6).

CHAPTER 631c. BACCARAT SIDE WAGERS AND VARIATIONS

Sec.	
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§ 631c.1. Perfect Pairs wager.

(a) The layout for a Baccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs wager authorized under subsection (b), the layout shall contain separate areas designated for the placement of the Perfect Pairs wager on the player’s hand and the banker’s hand for each player.

(b) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player the option of placing a Perfect Pairs wager on the player’s hand or the banker’s hand, or both. The Perfect Pairs wager shall win if the initial two cards dealt to the player’s hand or dealer’s hand or both contain a colored pair, mixed pair or perfect pair. For purposes of the Perfect Pairs wager, only cards that are identical in either number or type will be considered of the same rank. For example: two jacks, or two 4s.

(c) After the cards are positioned in accordance with § 631a.9(c) or (d)(1)—(3) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the point count of the player’s hand and the banker’s hand and shall settle a

Perfect Pairs wager by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager on the player's hand or the banker's hand and the initial two cards dealt to the player's hand or banker's hand:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (d). If a player placed a Perfect Pairs wager on both the player's hand and banker's hand, and both the player's hand and banker's hand contain a colored pair, mixed pair or perfect pair, the player shall receive a payout in accordance with subsection (d) for both winning hands.

(2) Do not contain a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.

(d) The certificate holder shall pay out a winning Perfect Pairs wager at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B	Paytable C
Perfect pair	25 to 1	30 to 1	25 to 1
Colored pair	12 to 1	10 to 1	15 to 1
Mixed pair	6 to 1	5 to 1	5 to 1

(e) As used in this section, the following words and terms shall have the meanings given to them in this subsection:

Colored pair—The initial two cards dealt to the player or banker that are of the same rank and the same color but different suits.

Mixed pair—The initial two cards dealt to the player or banker that are of the same rank but different colors.

Perfect pair—The initial two cards dealt to the player or banker that are of the same rank, the same color and the same suit.

§ 631c.2. Heavenly 9 progressive Baccarat wager.

(a) If the certificate holder offers Baccarat as described in Chapter 631a (relating to Baccarat), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers) the option of placing a Heavenly 9 progressive wager, a wager based on the hand total of the player, banker or both being a 3-card hand total of 9.

(b) The layout for the Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Heavenly 9 progressive Baccarat wager, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics), the layout shall contain a separate area designated for the placement of the Heavenly 9 progressive Baccarat wager for each player.

(c) After placing a Baccarat wager, as required in § 631a.8(a), and any other available optional wagers, a player may place a Heavenly 9 progressive Baccarat wager of no less than \$5 at any time before the dealer calls, "no more bets."

(d) If the certificate holder is offering the Heavenly 9 progressive Baccarat wager, the Baccarat table must have a progressive table game system, in accordance with

§ 605a.7 (relating to progressive table games), for the placement of the Heavenly 9 progressive Baccarat wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced "no more bets."

(e) The dealer shall then deal the cards in accordance with § 631a.9(b)—(f) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance to the house rules and provisions of §§ 631a.10—631a.12 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(f) After the round of play is completed and the announcement of the result is made, the dealer shall settle the players' Heavenly 9 progressive Baccarat wagers while settling the Baccarat wagers and other optional wagers placed by each player.

(g) A Heavenly 9 progressive Baccarat wager placed shall win, and be paid out in accordance with the payable in subsection (i) if the following outcomes occur:

- (1) The banker and the player tie with a 3-card hand total of 9 and all cards are the same suit.
- (2) The banker and the player tie with a 3-card hand total of 9 and all cards are the same color.
- (3) The banker and the player tie with a 3-card hand total of 9.
- (4) The banker has a 3-card hand total of 9.
- (5) The player has a 3-card hand total of 9.

(h) Each Heavenly 9 progressive Baccarat wager placed shall lose and be collected by the dealer if one of the outcomes specified in subsection (g) does not occur.

(i) If a Heavenly 9 progressive Baccarat wager wins, it shall be paid out based upon the following payable:

Hand	Paytable
Player and banker 3-card tie— all cards same suit	100% progressive
Player and banker 3-card tie— all cards same color	299 for 1
Player and banker 3-card tie	60 for 1
Banker 3-card 9	9 for 1
Player 3-card 9	8 for 1
Meter seed/reseed	\$10,000
Increment rate	10%

§ 631c.3. 5 Treasures Baccarat wagers.

(a) If the certificate holder offers Baccarat as described in Chapter 631a (relating to Baccarat), the certificate

holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers) the option of placing one or more 5 Treasures Baccarat wagers, which are five wagers that win if a specific outcome occurs in the game.

(b) The layout for the Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the 5 Treasures Baccarat wagers, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics), the layout shall contain a separate area designated for the placement of each of the following 5 Treasures Baccarat wagers:

- (1) Fortune 7 bonus wager.
- (2) Golden 8 bonus wager.
- (3) Heavenly 9 bonus wager.
- (4) Blazing 7s bonus wager.
- (5) Cover All bonus wager.

(c) After placing a Baccarat wager, as required in § 631a.8(a), and any other available optional wagers, a player may place one or more of the 5 Treasures Baccarat wagers at any time before the dealer calls, “no more bets.”

(d) The dealer shall then deal the cards in accordance with § 631a.9(b)—(f) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), and the round of play shall be played and completed in accordance to the house rules and provisions of §§ 631a.10—631a.12 (relating to procedure for dealing a third card; rules for determining whether a third card shall be dealt; and announcement of result of round; payment and collection of wagers).

(e) After the round of play is completed and the announcement of the result is made, the dealer shall settle the player’s 5 Treasures Baccarat wagers while settling the Baccarat wagers and other optional wagers placed by each player.

(f) Each 5 Treasures Baccarat wager placed shall win, and be paid out in accordance with one of the paytables in subsection (h), if the following outcomes occur:

- (1) The Fortune 7 bonus wager shall win if the banker’s hand wins with a 3-card total of 7.
- (2) The Golden 8 bonus wager shall win if the player’s hand wins with a 3-card total of 8.
- (3) The Heavenly 9 bonus wager shall win if the banker’s or player’s hand has a 3-card total of 9, and a higher payout shall occur if both hands have a 3-card total of 9.
- (4) The Blazing 7s bonus wager shall win if the banker’s and player’s hands are either a 2-card total of 7 or 3-card total of 7.
- (5) The Cover All bonus wager shall win if any of the other four 5 Treasures Baccarat wagers wins. The player

need not place one of the four other 5 Treasures Baccarat wagers to place a Cover All bonus wager.

(g) Each 5 Treasures Baccarat wager placed shall lose and be collected by the dealer if the outcomes specified in subsection (f) do not occur.

(h) If one of the 5 Treasures Baccarat wagers wins, it shall be paid out based upon one of the following paytables, which shall be specified in the certificate holder’s Rules Submission, required under § 601a.2:

<i>Wager</i>	<i>Paytable A</i>	<i>Paytable B</i>
Fortune 7	40 to 1	40 to 1
Golden 8	25 to 1	25 to 1
Heavenly 9, player and banker	75 to 1	75 to 1
Heavenly 9, player or banker	10 to 1	10 to 1
3-card Blazing 7s	400 to 1	200 to 1
2-card Blazing 7s	N/A	50 to 1
Cover All	6 to 1	6 to 1

§ 631c.4. Lucky Nines.

(a) If the certificate holder offers Baccarat on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Nines wager which shall win if any of the player’s two cards or the banker’s two cards contain at least one nine.

(b) The layout for a Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Nines wager, in addition to the requirements in § 631a.2 (relating to Baccarat table physical characteristics) the layout shall contain a separate area designated for the electronic placement of the Lucky Nines wager for each player.

(c) After placing an initial wager, as required under § 631a.8(a) (relating to wagers), a player may place a Lucky Nines wager by electronically placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 631a.9(a)—(d) (relating to hands of player and banker; procedure for dealing initial two cards to each hand). After the initial two cards of the player’s hand and banker’s hand have been turned face up on the layout but prior to dealing a third card, the dealer shall settle all players’ Lucky Nines wagers. If any of the player’s two cards or the banker’s two cards:

- (1) Do not contain a nine, the losing Lucky Nines wagers shall be collected.
- (2) Contain a nine, the winning Lucky Nines wagers shall be paid in accordance with subsection (e) based on the number of nines in the player and banker hands.

(e) The certificate holder shall pay out winning Lucky Nines wagers at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
four nines	500 to 1	500 to 1	1000 to 1	2000 to 1
three nines same suit	250 to 1	250 to 1	500 to 1	500 to 1

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
three nines	20 to 1	30 to 1	35 to 1	15 to 1
two nines same suit	8 to 1	12 to 1	16 to 1	10 to 1
two nines	5 to 1	5 to 1	5 to 1	4 to 1
one nine diamonds	2 to 1	2 to 1	2 to 1	2 to 1
one nine	1 to 1	1 to 1	1 to 1	1 to 1

(f) After settling the player's Lucky Nines wager, the dealer shall complete the dealing procedures in § 631a.9(e) and (f).

§ 631c.5. Commission-free Baccarat.

(a) If specified in its Rules Submission, a certificate holder may offer commission-free Baccarat in which no commission is collected.

(b) In addition to the requirements in § 631a.2(a) and (b)(1)—(4) (relating to Baccarat table physical characteristics), the layout for commission-free Baccarat shall contain:

(1) Separate areas designated for the placement of the Player Pair wager authorized under subsection (c)(1).

(2) Separate areas designated for the placement of the Banker Pair wager authorized under subsection (c)(2).

(3) Separate areas designated for the placement of the Lucky Six wager for each player, as authorized under subsection (c)(3).

(c) In addition to the wager on the player's hand, banker's hand and tie hand, which shall win or lose as provided in § 631a.8(a)(1)—(3) (relating to wagers), a player may place the following optional wagers if offered by the certificate holder:

(1) Player Pair wager, which shall win if the initial two cards dealt to the player's hand are a pair such as two nines or two queens and shall lose if the initial two cards dealt to the player's hand are not a pair.

(2) Banker Pair wager, which shall win if the initial two cards dealt to the banker's hand are a pair and shall lose if the initial two cards dealt to the banker's hand are not a pair.

(3) A Lucky Six wager, which shall win if the point count of the banker's hand is a six and is higher than the point count of the player's hand and shall lose if:

(i) The point count of the banker's hand is a six but is lower than the point count of the player's hand.

(ii) The point count of the banker's hand is not a six.

(d) Commission-free Baccarat shall be dealt and played in accordance with §§ 631a.3—631a.9. If any player placed a Player or Banker Pair wager, the wager shall be settled prior to dealing a third card to the player's hand or banker's hand. A winning pair wager shall be paid out in accordance with subsection (g). After settling any pair wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with §§ 631a.10 and 631a.11 (relating to procedure for dealing a third card; and rules for determining whether a third card shall be dealt).

(e) After each hand has received all the cards to which it is entitled under §§ 631a.10 and 631a.11, the dealer shall announce the final point count of each hand indicating which hand has won the round. If two hands have equal point counts, the dealer shall announce "tie hand."

If the point counts of the banker's hand and player's hand results in a Lucky Six, the dealer shall announce "Lucky Six."

(f) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager. A winning wager on the player's hand shall be paid in accordance with subsection (h). A winning wager on the banker's hand shall be paid in accordance with subsection (i). A winning tie wager shall be paid in accordance with subsection (j). A Lucky Six wager shall be paid in accordance with subsection (k).

(g) A winning pair wager on either the player's hand or banker's hand shall be paid at odds of 11 to 1.

(h) A winning wager made on the player's hand shall be paid at odds of 1 to 1.

(i) A winning wager made on the banker's hand shall be paid at odds of 1 to 1, except if the banker's hand wins with a point count of 6, then the winning wager on the banker's hand shall be paid out at odds of 1 to 2.

(j) A winning tie wager shall be paid at odds of 8 to 1.

(k) When the banker's hand wins with a total of six points:

(1) With only two cards dealt to the banker's hand, the winning Lucky Six wager shall be paid at odds of 12 to 1.

(2) With three cards dealt to the banker's hand, the winning Lucky Six wager shall be paid at odds of 20 to 1.

(l) At the conclusion of a round of play, the dealer shall remove all cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute. Irregularities during play shall be handled in accordance with § 631a.15 (relating to irregularities).

§ 631c.6. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Baccarat as described in Chapter 631a (relating to Baccarat) and the optional Heavenly 9 progressive Baccarat wager under § 631c.2 (relating to Heavenly 9 progressive Baccarat wager), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Baccarat wager in accordance with § 631a.8(a) (relating to wagers) and an optional Heavenly 9 progressive Baccarat wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Baccarat table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Baccarat wager and a Heavenly 9 progressive Baccarat wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Heavenly 9 progressive Baccarat wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Heavenly 9 progressive Baccarat wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

§ 631c.7. Majestic Match wager.

(a) The layout for a Baccarat table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the

certificate holder offers the Majestic Match wager authorized under subsection (b), the layout shall contain separate areas designated for the placement of the Majestic Match wager on the player's hand and the banker's hand for each player.

(b) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player the option of placing a Majestic Match wager on the player's hand or the banker's hand, or both, without the necessity of placing a Baccarat wager. The Majestic Match wager shall win if the initial two cards dealt to the player's hand or banker's hand, or both, contain a Royal Match or Suited Match.

(c) After the cards are positioned in accordance with § 631a.9(c) or (d)(1)—(3) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the point count of the player's hand and the banker's hand and shall settle a Majestic Match wager by collecting all losing wagers and paying all winning wagers. If a player placed the Majestic Match wager on the player's hand or the banker's hand and the initial two cards dealt to the player's hand or banker's hand:

(1) Are a Royal Match or Suited Match, the dealer shall pay the winning Majestic Match wager in accordance with subsection (d). If a player placed a Majestic Match wager on both the player's hand and banker's hand, and both the player's hand and banker's hand contain a Royal Match or Suited Match, the player shall receive a payout in accordance with subsection (d) for both winning hands.

(2) Do not contain a Royal Match or Suited Match, the dealer shall collect the Majestic Match wager.

(d) The certificate holder shall pay out a winning Majestic Match wager at the odds in the following payable specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Majestic Match</i>	
<i>Outcome</i>	<i>Payback</i>
Royal Match (suited king and queen)	25 to 1
Suited Match (any other suited)	2.5 to 1

(e) As used in this section, the following words and terms shall have the meanings given to them in this subsection:

Royal Match—The initial two cards dealt to the player or banker that are a king and queen of the same suit.

Suited Match—The initial two cards dealt to the player or banker that are of the same suit but are not a king and queen.

CHAPTER 633c. BLACKJACK SIDE WAGERS AND VARIATIONS

- Sec. 633c.1. Perfect Pairs wager.
- 633c.2. Jackpot Party progressive wager.
- 633c.3. Match the Dealer progressive wager.
- 633c.4. Switch Hands and Blackjack Premium.
- 633c.5. Blackjack played on a hybrid gaming table.
- 633c.6. Super 4 progressive Blackjack wager.
- 633c.7. Top 3 wager.
- 633c.8. Lucky Aces wager.
- 633c.9. Blazing 7's progressive wager.
- 633c.10. Blackjack Match progressive.
- 633c.11. TriLuxe Deluxe wager.
- 633c.12. AxMan wager.
- 633c.13. Buster Blackjack wager.

- 633c.14. Must-Hit-By Mystery bonus.
- 633c.15. Upcard Luck wager.

§ 633c.1. Perfect Pairs wager.

(a) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Perfect Pairs wager authorized under subsection (b), the layout shall contain a separate area designated for the placement of the Perfect Pairs wager for each player.

(b) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Perfect Pairs wager which shall win if the player's initial two cards are a colored pair, mixed pair or perfect pair.

(c) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Perfect Pairs wager, the dealer shall deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(d) Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, settle the player's optional wagers in accordance with § 633a.7(g) by collecting all losing wagers and paying all winning wagers. If a player placed the Perfect Pairs wager and the player's initial two cards:

(1) Are a colored pair, mixed pair or perfect pair, the dealer shall pay the winning Perfect Pairs wager in accordance with subsection (e).

(2) Are not a colored pair, mixed pair or perfect pair, the dealer shall collect the Perfect Pairs wager.

(e) The certificate holder shall pay out a winning Perfect Pairs wager at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Perfect pair	25 to 1	30 to 1
Colored pair	12 to 1	10 to 1
Mixed pair	6 to 1	5 to 1

(f) As used in this section, the following words and terms shall have the meanings given to them in this subsection:

Colored pair—The player's initial two cards that are of the same rank and the same color but different suits.

Mixed pair—The player's initial two cards that are of the same rank but different colors.

Perfect pair—The player's initial two cards that are of the same rank, the same color and the same suit.

§ 633c.2. Jackpot Party progressive wager.

(a) A certificate holder may offer players the option to place a Jackpot Party progressive wager that the dealer's two cards and the player's two cards will form any of the following winning Jackpot Party progressive combinations:

(1) *Royal flush* (diamonds)—Dealer Blackjack and the player’s two cards and the dealer’s two cards contain an ace, king, queen and jack of diamonds, with the dealer’s hand containing the ace of diamonds.

(2) *Royal flush* (other suit)—Dealer Blackjack and the player’s two cards and the dealer’s two cards contain an ace, king, queen and jack of one the other remaining three suits, with the dealer’s hand containing the ace of the same suit.

(3) *Three-of-a-kind*—Dealer Blackjack and the player’s two cards and the dealer’s two cards contain three cards of the same rank.

(4) *Straight*—Dealer Blackjack and the player’s two cards and the dealer’s two cards contain four cards of more than one suit in consecutive rank.

(5) *Flush*—Dealer Blackjack and the player’s two cards and the dealer’s two cards are all the same suit.

(6) *Two pair*—Dealer Blackjack and player Blackjack with the dealer’s two cards identical in rank with the player’s two cards.

(7) *All cards same color*—Dealer Blackjack and the player’s two cards and the dealer’s two cards are all of the same color.

(8) *Pair*—Dealer Blackjack and the player’s two cards and the dealer’s two cards contain two cards of the same rank.

(9) A hand with dealer Blackjack.

(10) *Dealer ace up*—Dealer’s upcard is an ace but the dealer does not have a Blackjack.

(b) The Jackpot Party progressive wager may be played on a Blackjack table that utilizes 1, 2, 4, 6 or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Jackpot Party progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Jackpot Party progressive wager for each player.

(d) If the certificate holder is offering the Jackpot Party progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Jackpot Party progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a

mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Jackpot Party progressive wager of \$1 or \$5.

(f) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Jackpot Party progressive wager, the dealer shall announce “no more bets” and, if the Jackpot Party progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h). If the dealer:

(1) Does not have an ace showing or have a Blackjack, all Jackpot Party progressive wagers shall lose and the dealer shall continue the hand in accordance with § 633a.7(i)—(t).

(2) Has an ace showing or a Blackjack, the dealer shall settle each player’s winning Jackpot Party progressive wager as provided in subsection (h).

(h) If a player has won a Jackpot Party progressive payout, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder’s approved internal control procedures.

(4) Pay the winning Jackpot Party progressive wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(i) The certificate holder shall pay out a winning Jackpot Party progressive wager, for the highest ranking four-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

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<i>Outcome</i>	<i>Six Decks—P1</i>	<i>Six Decks—P2</i>	<i>Six Decks—P3</i>
Royal flush—diamonds	100% of progressive	100% of progressive	100% of progressive
Royal flush—other	10% of progressive	10% of progressive	10% of progressive
Three-of-a-kind	150 to 1	150 to 1	100 to 1
Straight	80 to 1	70 to 1	75 to 1
Flush	60 to 1	50 to 1	50 to 1
Two pair	40 to 1	30 to 1	25 to 1
All same color	20 to 1	15 to 1	15 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	4 to 1
Dealer ace up (no Blackjack)	2 to 1	3 to 1	2 to 1
Wager	\$5	\$5	\$1
Meter seed	\$50,000	\$50,000	\$10,000
Primary increment rate	16%	15%	19%
Secondary increment rate	3.75%	3.50%	4.25%

<i>Outcome</i>	<i>Eight Decks—P4</i>	<i>Eight Decks—P5</i>	<i>Eight Decks—P6</i>
Royal flush—diamonds	100% of progressive	100% of progressive	100% of progressive
Royal flush—other	10% of progressive	10% of progressive	10% of progressive
Three-of-a-kind	150 to 1	150 to 1	100 to 1
Straight	80 to 1	70 to 1	75 to 1
Flush	60 to 1	50 to 1	50 to 1
Two pair	40 to 1	30 to 1	25 to 1
All same color	20 to 1	15 to 1	15 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	4 to 1
Dealer ace up (no Blackjack)	2 to 1	3 to 1	2 to 1
Wager	\$5	\$5	\$1
Meter seed	\$50,000	\$50,000	\$10,000
Primary increment rate	16%	15%	19%
Secondary increment rate	3.75%	3.50%	4.25%

<i>Outcome</i>	<i>Single Deck—P7</i>	
	<i>Pays</i>	<i>w / Envy</i>
Royal flush (ace—jack)—diamonds	100% progressive	\$3,000
Royal flush (ace—jack)—other	10% progressive	\$1,000
Three-of-a-kind	150 to 1	
Straight	70 to 1	
Flush	50 to 1	
Two pair	30 to 1	
All same color	15 to 1	
Pair	10 to 1	
Dealer Blackjack	5 to 1	
Dealer ace up (no Blackjack)	3 to 1	
Wager	\$5	
Meter seed	\$50,000	
Total increment rate	18.50%	

<i>Outcome</i>	<i>Two Decks—P8</i>		<i>Four Decks—P9</i>	
	<i>Pays</i>	<i>w /Max Envy</i>	<i>Pays</i>	<i>w /Max Envy</i>
Royal flush (ace—jack)—diamonds	100% progressive	\$3,000	100% progressive	\$3,000
Royal flush (ace—jack)—other	10% progressive	\$1,000	10% progressive	\$1,000
Three-of-a-kind	150 to 1		150 to 1	
Straight	70 to 1		70 to 1	
Flush	50 to 1		50 to 1	
Two pair	30 to 1		30 to 1	
All same color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1	
Dealer ace up (no Blackjack)	3 to 1		3 to 1	
Wager	\$5		\$5	
Meter seed/reseed	\$50,000		\$50,000	
Total increment rate	18.50%		18.50%	

<i>Outcome</i>	<i>Six Decks—P10</i>		<i>Eight Decks—P11</i>	
	<i>Pays</i>	<i>w /Max Envy</i>	<i>Pays</i>	<i>w /Max Envy</i>
Royal flush (ace—jack)—diamonds	100% progressive	\$3,000	100% progressive	\$3,000
Royal flush (ace—jack)—other	10% progressive	\$1,000	10% progressive	\$1,000
Three-of-a-kind	150 to 1		150 to 1	
Straight	70 to 1		70 to 1	
Flush	50 to 1		50 to 1	
Two pair	30 to 1		30 to 1	
All same color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1	
Dealer ace up (no Blackjack)	3 to 1		3 to 1	
Meter seed/reseed	\$50,000		\$50,000	
Total increment rate	18.50%		18.50%	

<i>Outcome</i>	<i>Single Deck—P12</i>	
	<i>Pays</i>	<i>w /Envy</i>
Royal flush (ace—jack)—diamonds	100% progressive	\$3,000
Royal flush (ace—jack)—other	10% progressive	\$1,000
Three-of-a-kind	100 to 1	
Straight	75 to 1	
Flush	50 to 1	
Two pair	25 to 1	
All same color	15 to 1	
Pair	10 to 1	
Dealer Blackjack	4 to 1	
Dealer ace up (no Blackjack)	2 to 1	
Wager	\$5	
Meter seed	\$50,000	
Total increment rate	23.25%	

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<i>Outcome</i>	<i>Two Decks—P13</i>		<i>Four Decks—P14</i>	
	<i>Pays</i>	<i>w /Max Envy</i>	<i>Pays</i>	<i>w /Max Envy</i>
Royal flush (ace—jack)—diamonds	100% progressive	\$3,000	100% progressive	\$3,000
Royal flush (ace—jack)—other	10% progressive	\$1,000	10% progressive	\$1,000
Three-of-a-kind	100 to 1		100 to 1	
Straight	75 to 1		75 to 1	
Flush	50 to 1		50 to 1	
Two pair	25 to 1		25 to 1	
All same color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	4 to 1		4 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1	
Wager	\$5		\$5	
Meter seed/reseed	\$50,000		\$50,000	
Total increment rate	23.25%		23.25%	

<i>Outcome</i>	<i>Six Decks—P15</i>		<i>Eight Decks—P16</i>	
	<i>Pays</i>	<i>w /Max Envy</i>	<i>Pays</i>	<i>w /Max Envy</i>
Royal flush (ace—jack)—diamonds	100% progressive	\$3,000	100% progressive	\$3,000
Royal flush (ace—jack)—other	10% progressive	\$1,000	10% progressive	\$1,000
Three-of-a-kind	100 to 1		100 to 1	
Straight	75 to 1		75 to 1	
Flush	50 to 1		50 to 1	
Two pair	25 to 1		25 to 1	
All same color	15 to 1		15 to 1	
Pair	10 to 1		10 to 1	
Dealer Blackjack	4 to 1		4 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1	
Wager	\$5		\$5	
Meter seed/reseed	\$50,000		\$50,000	
Total increment rate	23.25%		23.25%	

<i>One Deck—P17</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w /Max Envy</i>	<i>Pays</i>	<i>w /Max Envy</i>	<i>Pays</i>	<i>w /Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% Minor		100% minor		100% minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	

<i>One Deck—P17</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Major increment rate	7%		7%		7%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	7%		7%		7%	

<i>Two Decks—P18</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	7%		7%		7%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	7%		7%		7%	

<i>Four Decks—P19</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	7%		7%		7%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	7%		7%		7%	

<i>Six Decks—P20</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000

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<i>Six Decks—P20</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	7%		7%		7%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	7%		7%		7%	

<i>Eight Decks—P21</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	150 to 1		150 to 1		150 to 1	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	7%		7%		7%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	7%		7%		7%	

<i>One Deck—P22</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	

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<i>One Deck—P22</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	

<i>Two Decks—P23</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	

<i>Four Decks—P24</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	

<i>Four Decks—P24</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	

<i>Six Decks—P25</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	

<i>Eight Decks—P26</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	50 to 1		50 to 1		50 to 1	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	

<i>Eight Decks—P26</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	

<i>Single Deck—P27</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal flush (ace—jack)—diamonds	100% mega	100% mega	100% mega
Royal flush (ace—jack)—other	100% major	100% major	100% major
Three-of-a-kind	100% minor	100% minor	100% minor
Straight	100% mini	100% mini	100% mini
Flush	60 to 1	60 to 1	60 to 1
Two pair	40 to 1	40 to 1	40 to 1
All same color	20 to 1	20 to 1	20 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer ace up (no Blackjack)	2 to 1	2 to 1	2 to 1
Mega meter seed/reseed	\$50,000	\$25,000	\$10,000
Mega increment rate	6%	7%	7.5%
Major meter seed/reseed	\$5,000	\$5,000	\$5,000
Major increment rate	5%	5%	5%
Minor meter seed/reseed	\$500	\$500	\$500
Minor increment rate	3%	3%	3%
Mini meter seed/reseed	\$300	\$300	\$300
Mini increment rate	3%	3%	3%

<i>Two Decks—P28</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal flush (ace—jack)—diamonds	100% mega	100% mega	100% mega
Royal flush (ace—jack)—other	100% major	100% major	100% major
Three-of-a-kind	100% minor	100% minor	100% minor
Straight	100% mini	100% mini	100% mini
Flush	60 to 1	60 to 1	60 to 1
Two pair	40 to 1	40 to 1	40 to 1
All same color	20 to 1	20 to 1	20 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer ace up (no Blackjack)	2 to 1	2 to 1	2 to 1
Mega meter seed/reseed	\$50,000	\$25,000	\$10,000
Mega increment rate	6%	7%	7.5%
Major meter seed/reseed	\$5,000	\$5,000	\$5,000
Major increment rate	5%	5%	5%
Minor meter seed/reseed	\$500	\$500	\$500
Minor increment rate	3%	3%	3%
Mini meter seed/reseed	\$300	\$300	\$300
Mini increment rate	3%	3%	3%

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<i>Four Decks—P29</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal flush (ace—jack)—diamonds	100% mega	100% mega	100% mega
Royal flush (ace—jack)—other	100% major	100% major	100% major
Three-of-a-kind	100% minor	100% minor	100% minor
Straight	100% mini	100% mini	100% mini
Flush	60 to 1	60 to 1	60 to 1
Two pair	40 to 1	40 to 1	40 to 1
All same color	20 to 1	20 to 1	20 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer ace up (no Blackjack)	2 to 1	2 to 1	2 to 1
Mega meter seed/reseed	\$50,000	\$25,000	\$10,000
Mega increment rate	6%	7%	7.5%
Major meter seed/reseed	\$5,000	\$5,000	\$5,000
Major increment rate	5%	5%	5%
Minor meter seed/reseed	\$500	\$500	\$500
Minor increment rate	3%	3%	3%
Mini meter seed/reseed	\$300	\$300	\$300
Mini increment rate	3%	3%	3%

<i>Six Decks—P30</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal flush (ace—jack)—diamonds	100% mega	100% mega	100% mega
Royal flush (ace—jack)—other	100% major	100% major	100% major
Three-of-a-kind	100% minor	100% minor	100% minor
Straight	100% mini	100% mini	100% mini
Flush	60 to 1	60 to 1	60 to 1
Two pair	40 to 1	40 to 1	40 to 1
All same color	20 to 1	20 to 1	20 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer ace up (no Blackjack)	2 to 1	2 to 1	2 to 1
Mega meter seed/reseed	\$50,000	\$25,000	\$10,000
Mega increment rate	6%	7%	7.5%
Major meter seed/reseed	\$5,000	\$5,000	\$5,000
Major increment rate	5%	5%	5%
Minor meter seed/reseed	\$500	\$500	\$500
Minor increment rate	3%	3%	3%
Mini meter seed/reseed	\$300	\$300	\$300
Mini increment rate	3%	3%	3%

<i>Eight Decks—P31</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Royal flush (ace—jack)—diamonds	100% mega	100% mega	100% mega
Royal flush (ace—jack)—other	100% major	100% major	100% major
Three-of-a-kind	100% minor	100% minor	100% minor
Straight	100% mini	100% mini	100% mini
Flush	60 to 1	60 to 1	60 to 1

<i>Eight Decks—P31</i>	<i>Option A</i>	<i>Option B</i>	<i>Option C</i>
<i>Outcome</i>	<i>Pays</i>	<i>Pays</i>	<i>Pays</i>
Two pair	40 to 1	40 to 1	40 to 1
All same color	20 to 1	20 to 1	20 to 1
Pair	10 to 1	10 to 1	10 to 1
Dealer Blackjack	5 to 1	5 to 1	5 to 1
Dealer ace up (no Blackjack)	2 to 1	2 to 1	2 to 1
Mega meter seed/reseed	\$50,000	\$25,000	\$10,000
Mega increment rate	6%	7%	7.5%
Major meter seed/reseed	\$5,000	\$5,000	\$5,000
Major increment rate	5%	5%	5%
Minor meter seed/reseed	\$500	\$500	\$500
Minor increment rate	3%	3%	3%
Mini meter seed/reseed	\$300	\$300	\$300
Mini increment rate	3%	3%	3%

<i>Single Deck—P32</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	100% micro		100% micro		100% micro	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	
Micro meter seed/reseed	\$250		\$250		\$250	
Micro increment rate	3%		3%		3%	

<i>Two Decks—P33</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	100% micro		100% micro		100% micro	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	

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<i>Two Decks—P33</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	
Micro meter seed/reseed	\$250		\$250		\$250	
Micro increment rate	3%		3%		3%	

<i>Four Decks—P34</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	100% micro		100% micro		100% micro	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	5%		5%		5%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	
Micro meter seed/reseed	\$250		\$250		\$250	
Micro increment rate	3%		3%		3%	

<i>Six Decks—P35</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	100% micro		100% micro		100% micro	

<i>Six Decks—P35</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	2%		2%		2%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	
Micro meter seed/reseed	\$250		\$250		\$250	
Micro increment rate	3%		3%		3%	

<i>Eight Decks—P36</i>	<i>Option A</i>		<i>Option B</i>		<i>Option C</i>	
<i>Outcome</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>	<i>Pays</i>	<i>w / Max Envy</i>
Royal flush (ace—jack)—diamonds	100% mega	\$3,000	100% mega	\$3,000	100% mega	\$3,000
Royal flush (ace—jack)—other	100% major	\$1,000	100% major	\$1,000	100% major	\$1,000
Three-of-a-kind	100% minor		100% minor		100% minor	
Straight	100% mini		100% mini		100% mini	
Flush	100% micro		100% micro		100% micro	
Two pair	40 to 1		40 to 1		40 to 1	
All same color	20 to 1		20 to 1		20 to 1	
Pair	10 to 1		10 to 1		10 to 1	
Dealer Blackjack	5 to 1		5 to 1		5 to 1	
Dealer ace up (no Blackjack)	2 to 1		2 to 1		2 to 1	
Mega meter seed/reseed	\$50,000		\$25,000		\$10,000	
Mega increment rate	6%		7%		7.5%	
Major meter seed/reseed	\$5,000		\$5,000		\$5,000	
Major increment rate	2%		2%		2%	
Minor meter seed/reseed	\$500		\$500		\$500	
Minor increment rate	3%		3%		3%	
Mini meter seed/reseed	\$300		\$300		\$300	
Mini increment rate	3%		3%		3%	
Micro meter seed/reseed	\$250		\$250		\$250	
Micro increment rate	3%		3%		3%	

§ 633c.3. Match the Dealer progressive wager.

(a) A certificate holder may offer players the option to place a Match the Dealer progressive wager that one or both of the player’s cards will match the dealer’s upcard in one of the following combinations:

(1) *Two suited match, aces of spades*—Both of the player’s cards and the dealer’s upcard are matching aces of spades.

(2) *Two suited match, all others*—Both of the player’s cards and the dealer’s upcard are matching in suit and rank.

(3) *One non-suited match and one suited match*—One of the player’s cards matches the suit and rank of the dealer’s upcard and the player’s other card matches the rank of the dealer’s upcard.

(4) *One suited match*—One of the player’s cards matches the suit and rank of the dealer’s upcard.

(5) *Two non-suited matches*—Both of the player’s cards match the rank of the dealer’s upcard.

(6) *One non-suited match*—One of the player’s cards matches the rank of the dealer’s upcard.

(b) The Match the Dealer progressive wager may be played on a Blackjack table that utilizes 6 decks or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Match the Dealer progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the placement of the Match the Dealer progressive wager for each player.

(d) If the certificate holder is offering the Match the Dealer progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Match the Dealer progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Match the Dealer progressive wager of \$1 or \$5.

(f) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers including the Match the Dealer progressive wager, the dealer shall announce “no more bets” and, if the Match the Dealer progressive

wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle the Match the Dealer progressive wager as follows:

(1) If the player does not have a card that matches the dealer’s upcard, the Match the Dealer progressive wager shall lose and the dealer shall continue the hand in accordance with § 633a.7(i)—(t).

(2) If the player has one of the winning combinations provided in subsection (a), the dealer shall settle the Match the Dealer progressive wager as provided in subsection (h).

(h) If a player has won a Match the Dealer progressive payout, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder’s approved internal control procedures.

(4) Pay the winning Match the Dealer progressive wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(i) The certificate holder shall pay out a winning Match the Dealer wager, for the winning combination formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	12 to 1	10 to 1	8 to 1	75 to 1
One suited match	10 to 1	7 to 1	4 to 1	4 to 1
Two non-suited matches	4 to 1	6 to 1	8 to 1	15 to 1
One non-suited match	2 to 1	3 to 1	4 to 1	3 to 1

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	12 to 1	13 to 1	11 to 1	100 to 1
One suited match	9 to 1	10 to 1	7 to 1	5 to 1
Two non-suited matches	6 to 1	6 to 1	8 to 1	20 to 1
One non-suited match	3 to 1	3 to 1	4 to 1	3 to 1

<i>Six Decks</i>		
<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
Two suited match—aces of spades	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive
One non-suited and one suited match	15 to 1	13 to 1
One suited match	12 to 1	9 to 1
Two non-suited matches	6 to 1	8 to 1
One non-suited match	3 to 1	4 to 1

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	9 to 1	12 to 1	8 to 1	75 to 1
One suited match	6 to 1	10 to 1	4 to 1	4 to 1
Two non-suited matches	6 to 1	4 to 1	8 to 1	15 to 1
One non-suited match	3 to 1	2 to 1	4 to 1	3 to 1

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited Match	12 to 1	10 to 1	13 to 1	14 to 1
One suited match	9 to 1	6 to 1	10 to 1	11 to 1
Two non-suited matches	6 to 1	8 to 1	6 to 1	6 to 1
One non-suited match	3 to 1	4 to 1	3 to 1	3 to 1

<i>Eight Decks</i>		
<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
Two suited match—aces of spades	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive
One non-suited and one suited match	100 to 1	15 to 1
One suited match	5 to 1	12 to 1
Two non-suited matches	20 to 1	6 to 1
One non-suited match	3 to 1	3 to 1

(j) The initial seed amount of the progressive wager shall be 1,000× the wager amount offered by the certificate holder, and the primary incrementation rate and secondary incrementation rate shall be 15% and 6%.

§ 633c.4. Switch hands and Blackjack premium.

(a) If the certificate holder offers switch hands, the table layout shall be submitted to the Bureau of Gaming

Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) shall contain:

(1) A separate area for each player designated for the placement of the switch hands ante which contains the inscription “ante \$1 for every \$5 bet.”

(2) A separate area for each player designed for the placement of the switch hand cards.

(3) An inscription advising that “switch hands colored or suited Blackjacks pay 2 to 1.”

(b) A Blackjack wager placed in accordance with § 633a.6(d) (relating to wagers) shall be placed in \$5 increments.

(c) In addition to the Blackjack wager required under § 633a.6(d), a player shall place a switch hands ante equal to \$1 for every \$5 Blackjack wager placed.

(d) After placing a Blackjack wager, the switch hands ante and any optional wagers offered by the certificate holder, the dealer shall deal, starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner:

(1) One switch hands card, face down, on the designated area of the table layout.

(2) A second switch hands card, face down on the designated area of the table layout.

(e) After dealing the player’s switch hands cards, the dealer shall deal the player’s Blackjack hand in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(f) Prior to any other cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer’s right and continuing around the table in a counterclockwise direction, ask if the player would like to discard the player’s two upcards and play the two face-down cards or discard the two face-down switch hand cards. For each player who chooses to play:

(1) The two face-up cards, the dealer shall collect the two face-down cards and place them, unexposed, in the discard rack.

(2) The two face-down cards, the dealer shall collect the two face-up cards and place them in the discard rack. The dealer shall then turn over the two face-down cards and place them face up on the table.

(g) After the procedures in subsection (f) have been completed, the dealer shall complete the dealing procedures in § 633a.7(g)—(t) provided that a winning Blackjack wager shall be paid in accordance with the payout odds in subsection (i).

(h) A player may surrender on the initial two cards dealt or a switch hand, may double down or split pairs in accordance with §§ 633a.9—633a.11 (relating to surrender; Double Down wager; and splitting pairs).

(i) For players who:

(1) Did not switch hands, the certificate holder shall pay each winning Blackjack wager at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(2) Did switch hands, the certificate holder shall pay each winning Blackjack wager in accordance with paragraph (1) provided that:

(i) If the player has a winning hand containing a same suit or same color Blackjack, the winning Blackjack wager shall be paid out at odds of 2 to 1.

(ii) If specified in its Rules Submission required under § 601a.10(a), if both the player and dealer have Blackjack, instead of returning the player’s Blackjack wager, the certificate holder may pay a tie Blackjack at odds of 1 to 2.

(j) Notwithstanding the requirements in subsections (d) and (e), a certificate holder may deal the two switch hands cards as provided in subsection (d) after dealing the Blackjack hands in accordance with subsection (e).

(k) If specified in its Rules Submission under § 601a.10(a), the certificate holder may offer Blackjack premium in which a player may play, on the same gaming table, either switch hand in accordance with previous subsections (a)—(j) or elect to not place a switch hand ante and play only Blackjack in accordance with Chapter 633a (relating to Blackjack). A player who elects to play only Blackjack may not elect to switch hands after the dealer has started dealing the cards.

(l) If offering Blackjack premium, the switch hand ante is optional and shall remain on the layout until the dealer has dealt the cards in accordance with subsections (d) and (e). If a player elects to switch hands, the dealer shall collect the player’s two face-up cards, placing them in the discard rack.

(m) After the procedures in subsection (l) have been completed, the dealer shall complete the dealing procedures in § 633a.7(h)—(t) provided that a winning Blackjack wager shall be paid in accordance with the payout odds in subsection (o).

(n) A player may surrender on the initial two cards dealt or a switch hand, may double down or, split pairs in accordance with §§ 633a.9—633a.11.

(o) The certificate holder shall pay out a winning Blackjack wager at odds of 1 to 1 and player Blackjack at odds of 3 to 2 unless both the dealer and player have Blackjack which shall pay out at odds of 1 to 2 provided that if the player placed a switch hands ante, the certificate holder shall pay a same suit or same color Blackjack at odds of 2 to 1.

§ 633c.5. Blackjack played on a hybrid gaming table.

(a) Hybrid gaming tables and electronic wagering terminals used to play Blackjack shall comply with the requirements in Chapter 605a (relating to electronic gaming tables).

(b) The layout for Blackjack played on a hybrid gaming table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

(1) The name or logo of the certificate holder.

(2) Three designated boxes for the placement of player’s cards.

(3) A designated box for the placement of the dealer’s cards.

(4) A community box for the placement of additional cards drawn by the dealer.

(c) Each electronic wagering terminal connected to a hybrid gaming table shall contain, at a minimum:

(1) An electronic layout submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a).

(2) A game rules icon explaining the rules of Blackjack play, including that Blackjack pays 3 to 2, dealer stands on all soft 17s and insurance pays 2 to 1, and any rules selected by the certificate holder regarding the action that may automatically be taken at the conclusion of the countdown clock when a player does not elect to hit or stand.

(3) If the certificate holder is offering the Buzzer Beater wager, a game rules icon explaining the optional wager and the payout odds.

(d) Each hybrid gaming table offering Blackjack must have a card reader device attached to the top of the dealer's side of the table. The floorperson assigned to the hybrid gaming table shall inspect the card reader device at the beginning of each gaming day to ensure that there has been no tampering with the device and that it is in proper working order.

(e) Unless a continuous shuffler is used, each hybrid gaming table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must either:

(1) Equal the height of the cards, stacked one on top of the other, in the total number of decks that are to be used in the dealing shoe at that table.

(2) Be taller than the height of the total number of decks being used if the discard rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards in the number of decks to be used in the dealing shoe at that table.

(f) Blackjack played on a hybrid gaming table shall be played with six decks or eight decks of cards that are identical in appearance and a card shuffling device.

(g) The decks of cards opened for use at a hybrid gaming table offering Blackjack shall be changed at least once every 24 hours.

(h) The value of the cards shall be as follows:

(1) A card from 2 to 10 shall have its face value.

(2) A jack, queen or king shall have a value of 10.

(3) An ace shall have a value of 11 unless that value would give a player or the dealer a score in excess of 21, in which case the ace shall have a value of 1.

(i) After receiving six decks or eight decks of cards at the table, the dealer shall inspect the cards for any defects. The floorperson assigned to the table shall verify the inspection.

(j) Unless the decks of cards received at the table were pre-inspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards, stacked and shuffled using an automated card shuffling device so that the cards are randomly intermixed. Upon completion of the shuffle, the cards shall be placed in the dealing shoe. Cards shall be dealt from a dealing shoe that reads the value of the cards which must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

(k) A Blackjack wager played on hybrid gaming tables shall be placed using each player's electronic wagering terminal. Wagers, except an Insurance wager under § 633a.8 (relating to Insurance wager), a Double Down wager under § 633a.10 (relating to Double Down wager) or a wager on split pairs under § 633a.11 (relating to splitting pairs), shall be placed prior to the first card being dealt for each round of play.

(l) To participate in a round of play, each player shall select a player position between one and three. To compete against the dealer's hand, each player shall electronically place a Blackjack wager.

(m) If specified in its Rules Submission required under § 601a.10(a), a certificate holder may offer to each player who placed a Blackjack wager, the option of placing a Buzzer Beater wager that the player's hand will have a point count of 19 or greater and will lose against the dealer's hand.

(n) At the commencement of each round of play, the dealer shall, starting with the player position farthest to the dealer's left that was selected by any player for that round of play and continuing around the table in a clockwise manner, deal the cards as follows:

(1) One card face up to each player position on the hybrid gaming table layout that was selected by any player.

(2) One card face up to the dealer.

(3) A second card face up to each player position on the hybrid gaming table layout.

(4) A second card face down to the dealer.

(o) If the dealer's first card is an ace, the dealer shall offer the Insurance wager or even money in accordance with § 633a.8. If the dealer's first card is an ace, king, queen, jack or 10, the dealer shall then determine whether the hole card will give the dealer a Blackjack. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone at the table, including the dealer. If the dealer has a Blackjack, additional cards may not be dealt and each player's Blackjack wager and the Buzzer Beater wager, if applicable, shall be settled.

(p) After the procedures in subsection (o) have been completed, if necessary, and if the player position:

(1) Has Blackjack and the dealer's upcard is a 2, 3, 4, 5, 6, 7, 8 or 9, the Blackjack shall be electronically paid in accordance with subsection (v)(1). If any Buzzer Beater wagers were placed on that player position, the losing Buzzer Beater wagers shall be cleared.

(2) Does not have Blackjack, each player shall electronically indicate whether he wishes to double down as permitted under § 633a.10, split pairs as permitted under § 633a.11, stand or draw additional cards. A player who takes no action by the conclusion of the countdown clock will be deemed to stand on his hand.

(q) If any player elects to double down, split or draw additional cards, the dealer shall draw additional cards face up. The drawn cards shall be used as community cards for all player positions.

(r) A player may elect to electronically hit to draw additional cards whenever the point count for his chosen player position is less than 21, except that:

(1) A player having Blackjack or a hard or soft total of 21 may not draw additional cards.

(2) A player electing to make a Double Down wager will utilize only the first community card.

(s) After the decisions of each player position have been implemented and all additional community cards have been dealt, the dealer shall turn the hole card face up. A additional cards required to be dealt to the hand of the dealer shall be dealt face up. The dealer shall draw additional cards until he has a hard or soft total of 17, 18, 19, 20 or 21.

(t) A player's Blackjack wager shall:

(1) Win and be electronically paid in accordance with the payout odds in subsection (v)(1) if:

(i) The total point count of the player's hand is 21 or less and the total point count of the dealer's hand is in excess of 21.

(ii) The total point count of the player's hand exceeds the total point count of the dealer's hand without exceeding 21.

(iii) The player has a Blackjack and the dealer's hand has a total point count of 21 in more than two cards.

(2) Push if the total point count of the player's hand is the same as the dealer's.

(3) Be lost if:

(i) The total point count of the player's hand is in excess of 21 and the total point count of the dealer's hand is 21 or less.

(ii) The total point count of the dealer's hand exceeds the total point count of the player's hand without exceeding 21.

(iii) The dealer has a Blackjack and the player's hand has a total point count of 21 in more than two cards.

(u) If any player placed a Buzzer Beater wager, the player's Buzzer Beater wager shall:

(1) Win and be electronically paid in accordance with subsection (v)(3) if the player's hand was a 19, 20, 21 or a Blackjack and the dealer's hand was equal to or greater than the player's hand without exceeding 21.

(2) Lose and be electronically collected if:

(i) The player's hand beat the dealer's hand.

(ii) The dealer's hand beat the player's hand and the player did not have a 19, 20, 21 or Blackjack.

(v) Payout odds:

(1) Each winning Blackjack wager shall be paid electronically at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(2) A winning Insurance wager shall be paid electronically at odds of 2 to 1.

(3) A winning Buzzer Beater wager shall be paid electronically at the following odds:

<i>Player Hand</i>	<i>Dealer Hand</i>	<i>Payout Odds</i>
Blackjack	Blackjack	5 to 1
20	20	5 to 1
20	21 or Blackjack	30 to 1
19	19	5 to 1
19	20	10 to 1
19	21 or Blackjack	10 to 1

(w) A certificate holder may offer a version of Blackjack on a hybrid gaming table whereby the dealer does not receive a hole card. If offering this version of Blackjack, subsections (a), (c)(1) and (2) and (d)—(k) apply in addition to the following provisions.

(x) To participate in a round of play, the player shall electronically place a Blackjack wager. If specified in its Rules Submission required under § 601a.10(a), the certificate holder may offer to each player who placed a Blackjack wager the option of placing electronically a Royal Match 21 wager, a Bet the Set wager or a Kings Bounty wager as provided in § 633a.6(e)(4)—(6) (relating to wagers).

(y) At the commencement of each round of play, the dealer shall deal the cards as follows:

(1) One card face up, which shall be used as all players' first card.

(2) A second card face up, which shall be used as the dealer's first card.

(3) A third card face up, which shall be used as all players' second card.

(4) Cards dealt after the first three shall be community cards and may be designated to a player or to the dealer depending on the choices each player makes with respect to his hand.

(z) If the dealer's first card is an ace, the electronic wagering terminal shall offer the Insurance wager in accordance with § 633a.8. Each player shall electronically indicate whether he wishes to place an Insurance wager, if applicable, or to surrender as permitted under § 633a.9 (relating to surrender), double down as permitted under § 633a.10, split pairs for a total of two hands as permitted under § 633a.11, stand or draw additional cards. A player may elect to electronically draw additional cards whenever the point count for his chosen player position is less than 21, except that a player having Blackjack or a hard or soft total of 21 may not draw additional cards. A player who takes no action by the conclusion of the countdown clock will be deemed to stand on his hand provided that if the certificate holder selects different options, such as a player's hand of an 11 will automatically hit if the player takes no action at the conclusion of the countdown clock, those options shall be explained to the player in the game rules icon as provided in subsection (c)(2).

(aa) After the decisions of each player position have been implemented, the dealer shall deal a community card face up which shall be used as follows:

(1) If the player's two cards gave the player Blackjack, the community card dealt shall be used as the dealer's hole card. If the hole card:

(i) Also gave the dealer a Blackjack, the player's Blackjack wager shall push and be electronically returned to the player and, if applicable, the winning Insurance wager shall be electronically paid in accordance with subsection (ee)(1).

(ii) Did not give the dealer Blackjack, the player's winning Blackjack wager shall be paid in accordance with subsection (ee)(2) and the losing Insurance wager, if applicable, shall be electronically collected.

(2) If the player's two cards did not give the player Blackjack but the player elected to stand and not receive additional cards, the first community card dealt shall be used as the dealer's hole card. If the hole card:

(i) Gives the dealer a Blackjack, no additional community cards shall be designated to the player or dealer's hand and the player's losing Blackjack wager shall be electronically collected. If applicable, the winning Insurance wager shall be electronically paid in accordance with subsection (ee)(1).

(ii) Did not give the dealer Blackjack, the losing Insurance wager, if applicable, shall be electronically collected. The community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (bb).

(3) If the player's two cards did not give the player Blackjack and the player elected to hit, split pairs or double down, the first community card shall be added to the player's hand. If a player:

(i) Split aces or doubled down in accordance with §§ 633a.10 and 633a.11, the player's hand shall be complete after the first community card is dealt and the player may not hit to receive additional community cards. After the first community card is designated to the player's hand, if the player's hand is over 21 before any additional cards are revealed, the player's losing Blackjack wager shall be electronically collected. The community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (bb).

(ii) Elected to hit or split pairs, other than aces, the player may then stand or may elect to continue to hit and receive additional community cards added to the player's hand until the point count of each of the player's hands is a hard or soft 21 or less. If the player's hand is over 21 before the dealer's second/hole card is revealed, the player's losing Blackjack wager shall be electronically collected. Once a player stands, the community cards revealed thereafter shall be added to the dealer's hand in accordance with subsection (bb).

(bb) Once the player has made all decisions with respect to his hand or hands, the next card dealt shall be designated to the dealer's hand. If the dealer's two cards:

(1) Gives the dealer a Blackjack, no additional community cards shall be designated to the dealer's hand and the player's losing Blackjack wager shall be electronically collected. If applicable, the winning Insurance wager shall be electronically paid in accordance with subsection (ee)(1). If a player split pairs and the dealer's second card gave the dealer Blackjack, the amount of the original wager of the player shall be electronically collected and if the player's split hand did not exceed 21, the additional amount wagered in splitting pairs shall be electronically returned to the player.

(2) Does not give the dealer a Blackjack, the losing Insurance wager, if applicable, shall be electronically collected. The additional community cards dealt thereafter shall be designated to the dealer's hand until the point count of the dealer's hand is a hard or soft total of 17, 18, 19, 20 or 21.

(cc) A player's Blackjack wager shall win, lose or push as provided in subsection (t).

(dd) If any player placed a Royal Match wager, a Bet the Set wager or a King's Bounty wager, those wagers shall be electronically settled in accordance with § 633a.7(g)(4)—(6) (relating to procedure for dealing the cards; completion of each round of play).

(ee) Payout odds:

(1) A winning Insurance wager shall be paid electronically at odds of 2 to 1.

(2) Each winning Blackjack wager shall be paid electronically at odds of 1 to 1 with the exception of player Blackjack which shall be paid at odds of 3 to 2.

(3) The certificate holder shall pay out winning Royal Match and the Crown Treasure bonus as provided in § 633a.13(f) (relating to payout odds; payout limitation).

(4) The certificate holder shall pay out a winning Bet the Set wager as provided in § 633a.13(g).

(5) The certificate holder shall pay out a winning King's Bounty wager as provided in § 633a.13(h).

§ 633c.6. Super 4 progressive Blackjack wager.

(a) A certificate holder may offer players the option to place a Super 4 progressive Blackjack wager that the

dealer's two cards and the player's two cards will form any of the following winning Super 4 progressive combinations:

(1) *Royal flush* (chosen suit)—The player's two cards and the dealer's two cards containing an ace, king, queen and jack of the certificate holder's chosen suit with the dealer's hand containing the ace of the same suit.

(2) *Royal flush* (other suit)—The player's two cards and the dealer's two cards containing an ace, king, queen and jack of one the other remaining three suits, with the dealer's hand containing the ace of the same suit.

(3) *Three-of-a-kind*—Dealer Blackjack and the player's two cards and the dealer's two cards contain three cards of the same rank.

(4) *Straight*—Four cards of more than one suit in consecutive rank with the dealer's hand containing the ace and a ten-value card.

(5) *Flush*—Dealer Blackjack and the player's two cards and the dealer's two cards are all the same suit.

(6) *Two pair*—Dealer Blackjack and player Blackjack with the dealer's two cards identical in suit and rank with the player's two cards.

(7) *All cards same color*—Dealer Blackjack and the player's two cards and the dealer's two cards are all of the same color.

(8) *Pair*—Dealer Blackjack with the four cards dealt to the player and the dealer containing two cards of the same suit and rank.

(9) A hand with dealer Blackjack.

(10) *Dealer ace up*—Dealer's upcard is an ace but the dealer does not have a Blackjack.

(b) The Super 4 progressive wager may be played on a Blackjack table that utilizes 1, 2, 4, 6 or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Super 4 progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for the placement of the Super 4 progressive wager for each player.

(d) If the certificate holder is offering the Super 4 progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Super 4 progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.7 and § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced "no more bets."

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers), the option of placing a Super 4 progressive wager of \$5.

(f) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Super 4 progressive wager, the dealer shall announce “no more bets” and, if the Super 4 progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h). If the dealer:

(1) Does not have an ace showing or have a Blackjack, all Super 4 progressive wagers shall lose and the dealer

shall continue the hand in accordance with § 633a.7(i)—(t).

(2) Has an ace showing or a Blackjack, the dealer shall settle each player’s winning Super 4 progressive wager as provided in subsection (h).

(h) If a player has won a Super 4 progressive payout, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder’s approved internal control procedures.

(4) Pay the winning Super 4 progressive wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(i) The certificate holder shall pay out winning Super 4 progressive wagers, for the highest ranking four-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Paytable 1—Option 1</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$50,000	6%
Royal flush (other suit)	Heart progressive	\$5,000	7%
Three-of-a-kind	Spade progressive	\$500	7%
Straight	\$750		
Flush	\$250		
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		

<i>Paytable 1—Option 2</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$25,000	7%
Royal flush (other suit)	Heart progressive	\$5,000	7%
Three-of-a-kind	Spade progressive	\$500	7%
Straight	\$750		
Flush	\$250		
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		

Paytable 1—Option 3

<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$10,000	7.5%
Royal flush (other suit)	Heart progressive	\$5,000	7%
Three-of-a-kind	Spade progressive	\$500	7%
Straight	\$750		
Flush	\$250		
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		

Paytable 2—Option 1

<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$50,000	6%
Royal flush (other suit)	Heart progressive	\$5,000	5%
Three-of-a-kind	Spade progressive	\$500	3%
Straight	Diamond progressive	\$300	3%
Flush	\$250		
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		

Paytable 2—Option 2

<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$25,000	6%
Royal flush (other suit)	Heart progressive	\$5,000	5%
Three-of-a-kind	Spade progressive	\$500	3%
Straight	Diamond progressive	\$300	3%
Flush	\$250		
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		

Paytable 3—Option 1

<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$50,000	6%
Royal flush (other suit)	Heart progressive	\$5,000	2%
Three-of-a-kind	Spade progressive	\$500	3%
Straight	Diamond progressive	\$300	3%
Flush	Club progressive	\$250	3%
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		

<i>Paytable 3—Option 1</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		
No dealer face up ace	Loss		

<i>Paytable 3—Option 2</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$25,000	6%
Royal flush (other suit)	Heart progressive	\$5,000	2%
Three-of-a-kind	Spade progressive	\$500	3%
Straight	Diamond progressive	\$300	3%
Flush	Club progressive	\$250	3%
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		

<i>Paytable 3—Option 3</i>			
<i>Outcome</i>	<i>Award</i>	<i>Seed and Reseed</i>	<i>Increment Rate</i>
Royal flush in chosen suit	Star progressive	\$10,000	6%
Royal flush (other suit)	Heart progressive	\$5,000	2%
Three-of-a-kind	Spade progressive	\$500	3%
Straight	Diamond progressive	\$300	3%
Flush	Club progressive	\$250	3%
Two pair	\$200		
All cards same color	\$100		
Pair	\$50		
Any hand w/dealer Blackjack	\$25		
Dealer ace up	\$10		

(j) If the progressive table game system utilized by the certificate holder has the capability to offer a mystery progressive, the seed and reseed amount, random must hit by amount, and incrementation rate shall be as follows:

<i>Configuration</i>	<i>Reseed</i>	<i>Random must hit by</i>	<i>Increment rate</i>
1	\$250	\$1,000	5%
2	\$100	\$500	5%
3	\$100	\$200	2%

§ 633c.7. Top 3 wager.

(a) If the certificate holder offers the Three Card Poker wager authorized under § 633a.6(e)(9) (relating to wagers), the certificate holder may also offer the Top 3 wager which shall win if the player’s two cards and the dealer’s upcard form a three-of-a-kind or a straight flush.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Three Card Poker wager and

the Top 3 wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the placement of the Top 3 wager for each player.

(c) After placing a Blackjack wager, as required under § 633a.6(d), and a Three Card Poker wager, a player may place a Top 3 wager by placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle a Three Card Poker wager in accordance with § 633a.7(g)(8) and a Top 3 wager. If the player’s two cards and the dealer’s upcard:

(1) Do not contain a three-of-a-kind or a straight flush of three cards in sequence and of the same suit, the dealer shall collect the player’s losing Top 3 wager.

(2) Contain a three-of-a-kind or a straight flush of three cards in sequence and of the same suit, the dealer

shall pay the winning Top 3 wager in accordance with subsection (e).

(e) The certificate holder shall pay out a winning Top 3 wager for the highest ranking three-card hand formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Three-of-a-kind suited	270 to 1	1000 to 1
Straight flush	180 to 1	100 to 1
Three-of-a-kind	90 to 1	70 to 1

(f) After settling the player's Three Card Poker wager and Top 3 wager, the dealer shall complete the dealing procedures in § 633a.7(h)—(t).

§ 633c.8. Lucky Aces wager.

(a) If the certificate holder offers Blackjack on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Aces wager which shall win if the player's two cards and the dealer's two cards contain at least one ace.

(b) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of

table game layouts, signage and equipment) and if the certificate holder offers the Lucky Aces wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the electronic placement of the Lucky Aces wager for each player.

(c) After placing a Blackjack wager, as required under § 633a.6(d) (relating to wagers), a player may place a Lucky Aces wager by electronically placing a value chip on the designated area of the table layout.

(d) The dealer shall then deal the cards in accordance with § 633a.7(a)—(l) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the dealer's hole card is turned face up on the layout, the dealer shall settle a Lucky Aces wager. If any of the player's two cards or the dealer's two cards:

(1) Do not contain an ace, the losing Lucky Aces wagers shall be collected.

(2) Contain an ace, the winning Lucky Aces wagers shall be paid in accordance with subsection (e) based on the number of aces in the player hands and dealer hands.

(e) The certificate holder shall pay out a winning Lucky Aces wager at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
four aces	500 to 1	500 to 1	1000 to 1	2000 to 1
three aces same suit	250 to 1	250 to 1	500 to 1	500 to 1
three aces	20 to 1	30 to 1	35 to 1	15 to 1
two aces same suit	8 to 1	12 to 1	16 to 1	10 to 1
two aces	5 to 1	5 to 1	5 to 1	4 to 1
one ace of diamonds	2 to 1	2 to 1	2 to 1	2 to 1
one ace	1 to 1	1 to 1	1 to 1	1 to 1

(f) After settling the player's Lucky Aces wager, the dealer shall complete the dealing procedures in § 633a.7(m)—(t).

§ 633c.9. Blazing 7's progressive wager.

(a) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blazing 7's progressive wager authorized under subsection (b), the layout shall contain a separate area designated for the placement of the Blazing 7's progressive wager for each player. The Blackjack table must have a progressive table game system in accordance with § 605a.7 (relating to progressive table games) for the placement of a Blazing 7's progressive wager. The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Blazing 7's progressive wager.

(2) A device that controls or monitors the placement of progressive payout wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the

placement of a Blazing 7's progressive wager that a player attempts to place after the dealer has begun dealing the cards.

(b) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Blazing 7's progressive wager which shall win if either of the player's initial two cards is a seven.

(c) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Blazing 7's progressive wager, the dealer shall deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play).

(d) The dealer shall settle any optional wagers in accordance with § 633a.7(g) and complete the dealing procedures in § 633a.7(h)—(o). After settling all other optional wagers, if a player placed a Blazing 7's progressive wager:

(1) And the player chose to split, the Blazing 7's progressive wager shall be based on the two sevens and the third card dealt to the player.

(2) And the player busts, the bust card shall not count toward the player's Blazing 7's progressive wager.

(3) The player's hand shall win if either of the player's first two cards is a seven. If a player has only one seven in the first two cards, hits and receives another seven, the player shall be paid out in accordance with subsections (e) and (f) for only the seven contained in the initial two cards dealt to the player.

(4) And if the first two cards of the player are sevens and the player hits and receives another seven, the player shall be paid out for three sevens in accordance with subsections (e) and (f). If a dealer has Blackjack and the first two cards of the player are sevens, the player shall be dealt an additional card to determine if the player receives an additional seven.

(e) If a player has won the Blazing 7's progressive wager, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Have a floorperson or above verify any Blazing 7's progressive payout with odds greater than 200 for 1 in accordance with approved internal control procedures submitted under § 465a.2 (relating to internal control systems and audit protocols).

(3) Pay the player the winning Blazing 7's progressive wager in accordance with subsection (f). If a player has won a progressive payout that is 10% or more of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of the player must remain on the table until the necessary documentation has been completed. If more than one player at the table has won a progressive payout that is 100% of the jackpot amount on the progressive meter, each player shall share the maximum amount equally.

(f) The certificate holder shall pay out a winning Blazing 7's progressive wager at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Hand	Paytable A	Paytable B
Three 7s same suit	100% of meter	N/A
Three 7s diamonds	N/A	100% of meter
Three 7s—clubs, spades, hearts	N/A	10% of meter
Three 7s same color	10% of meter	500 to 1
Three 7s	200 to 1	200 to 1
First two cards (two 7s)	25 to 1	25 to 1
Either of first two cards (one 7)	2 to 1	2 to 1

(g) The rate of progression for the meter used for the Blazing 7's progressive wager must be specified in the certificate holder's Rules Submission filed in accordance with § 601a.2. The initial and reset amounts must also be in the Rules Submission and shall be at least \$2,000 if the required Blazing 7's progressive wager is \$1 and \$10,000 if the required Blazing 7's progressive wager is \$5.

(h) Notwithstanding the requirements in subsection (d)(4), if the first two cards of the player are sevens, the certificate holder may utilize a dealing procedure wherein

the dealer's upcard rather than a player's drawn card shall be used to determine whether the player receives a payout for three sevens in accordance with subsections (e) and (f). The certificate holder shall specify in its Rules Submission required under § 601a.2 if this dealing procedure is being utilized.

§ 633c.10. Blackjack Match progressive.

(a) A certificate holder may offer players the option to place a Blackjack Match progressive wager that the dealer's two cards and the player's two cards will form any of the following winning Blackjack Match progressive combinations:

(1) *Ace-king matching suited Blackjacks*—Both dealer and player have Blackjack consisting of an ace-king with the dealer's two cards identical in suit with the player's two cards.

(2) *Matching suited Blackjacks*—Both dealer and player have Blackjack with the dealer's two cards identical in suit and rank with the player's two cards, other than an ace-king. For example a player's ace-ten of spades and the dealer's ace-ten of spades.

(3) *Player and dealer suited Blackjacks*—Both dealer and player have Blackjack with the dealer's two cards identical in suit, but not rank, with the player's two cards. For example a player's ace-ten of spades and the dealer's ace-queen of spades.

(4) *Player and dealer Blackjacks*—Both dealer and player have Blackjack but the player's hand and the dealer's hand do not match in suit or rank.

(5) *Player suited Blackjack*—Player has Blackjack of the same suit and the dealer's two cards are not a Blackjack.

(6) *Player Blackjack*—Player's two cards are a Blackjack but are not the same suit and the dealer's two cards are not a Blackjack.

(7) *Player any ace*—Player's two cards are not a Blackjack but contain at least one ace.

(b) The Blackjack Match progressive wager shall be played on a Blackjack table that utilizes 6 decks or 8 decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Blackjack Match progressive wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for each player designated for the placement of the Blackjack Match progressive wager.

(d) If the certificate holder is offering the Blackjack Match progressive wager, the Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Blackjack Match progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing either a \$1 or \$5 Blackjack Match progressive wager as selected by the certificate holder in its Rules Submission.

(f) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Blackjack Match progressive wager, the dealer shall announce “no more bets” and, if the Blackjack Match progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, the dealer shall determine if he has a Blackjack as provided in § 633a.7(h), if applicable. After determining whether the dealer has Blackjack, if applicable, but prior to any additional cards being dealt, the dealer shall settle all Blackjack Match progressive wagers. If any player placed a Blackjack Match progressive wager, and the first two cards dealt to the player:

(1) Do not contain an ace or Blackjack, the Blackjack Match progressive wager shall be lost.

(2) Contain an ace or Blackjack, the dealer shall settle each player’s winning Blackjack Match progressive wager as provided in subsection (h).

(h) If a player has won a Blackjack Match progressive payout, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder’s approved internal control procedures.

(4) Pay the winning Blackjack Match progressive wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(5) Pay any envy bonus, if selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2. A player making a Blackjack Match progressive wager shall receive an envy bonus when another player at the same Blackjack table and the dealer are holders of Matching Suited Blackjacks, as defined in subsection (a). Players are entitled to multiple envy bonuses if more than one other player and the dealer have Matching Suited Blackjacks. A player is not entitled to an envy bonus for his own hand. Blackjack Match envy bonus payouts shall be made in accordance with the payouts in subsection (k).

(i) The certificate holder shall pay out a winning Blackjack Match progressive wager at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Ace-king matching suited Blackjack	100% of meter	100% of meter
Matching suited Blackjack	10% of meter	10% of meter
Player and dealer suited Blackjacks	200 to 1	200 to 1
Player and dealer Blackjacks	30 to 1	30 to 1
Player suited Blackjacks	10 to 1	10 to 1
Player Blackjack	5 to 1	5 to 1
Player any ace	3 to 1	3 to 1
Seed amount	\$10,000	\$5,000
Increment rate	13%	13%
Secondary seed	2.5%	3.25%

<i>Hand</i>	<i>Paytable C</i>	<i>Paytable D</i>
Ace-king matching suited Blackjack	100% of meter	100% of meter
Matching suited Blackjack	10% of meter	10% of meter
Player and dealer suited Blackjacks	300 to 1	300 to 1
Player and dealer Blackjacks	50 to 1	50 to 1
Player suited Blackjacks	10 to 1	10 to 1
Player Blackjack	5 to 1	5 to 1

<i>Hand</i>	<i>Paytable C</i>	<i>Paytable D</i>
Player any ace	2 to 1	2 to 1
Seed amount	\$10,000	\$5,000
Increment rate	13%	13%
Secondary seed	2.5%	3.25%

(j) If in the same round of play two or more players have won the same progressive jackpot amount on the progressive meter, the jackpot amount shall be split equally between the winning players. For example, if two players have ace-king matching suited Blackjacks in the same round of play, both players shall split 100% of the progressive jackpot amount equally.

(k) If selected by a certificate holder, a player shall be paid an envy bonus in accordance with the payout tables as follows depending on the value of the Blackjack Match progressive wager selected by the certificate holder in its Rules Submission:

<i>Hand</i>	<i>\$1 Blackjack Match Wager offered</i>	<i>\$5 Blackjack Match Wager offered</i>
Ace-king matching suited Blackjack	\$600	\$3,000
Matching suited Blackjack	\$200	\$1,000

(l) After settling the Blackjack Match progressive wagers, the dealer shall continue the hand in accordance with § 633a.7(i)—(t).

§ 633c.11. TriLux Deluxe wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a TriLux Deluxe wager which shall win if the player’s initial two cards and the dealer’s upcard form a flush, straight, three-of-a-kind or straight flush.

(b) The layout for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the TriLux Deluxe wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the TriLux Deluxe wager and TriLux Deluxe Press.

(c) After placing a Blackjack wager, as required in § 633a.6(d), a player may place a TriLux Deluxe wager before each round of Blackjack at any time before the

dealer calls, “no more bets.” A TriLux Deluxe wager may not exceed 2x the Blackjack wager.

(d) The dealer shall deal the cards in accordance with § 633a.7(a)—(f) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt or before any card reader device is utilized, the dealer shall, starting with the player farthest to the dealer’s right and continuing around the table in a counterclockwise direction, settle the player’s optional wagers in accordance with § 633a.7(g) by collecting all losing wagers and paying all winning wagers. If a player placed a TriLux Deluxe wager and the player’s initial two cards and the dealer’s upcard:

(1) Are a flush, straight, three-of-a-kind or straight flush, the dealer shall pay the TriLux Deluxe wager in accordance with subsection (h).

(2) Are not a flush, straight, three-of-a-kind or straight flush, the dealer shall collect the TriLux Deluxe wager.

(e) If a player’s TriLux Deluxe wager wins, the dealer shall give the player the option to collect his winnings, or cap his initial Blackjack wager with all or a portion of the player’s initial TriLux Deluxe wager winnings. If the player chooses to cap his initial Blackjack wager with all or a portion of the TriLux Deluxe wager winnings, the dealer shall move the winnings to the TriLux Deluxe Press area on the layout.

(f) If, after capping the initial Blackjack wager, the player wins his Blackjack hand, the TriLux Deluxe wager winnings will be paid even money, including instances where the player has Blackjack. The player may not cap TriLux Deluxe wager winnings to the initial Blackjack wager if the dealer has Blackjack.

(g) If, after capping the initial Blackjack wager, the player chooses to split a pair in accordance with § 633a.11 (relating to splitting pairs), the player must match the initial Blackjack wager and the portion of winnings in the TriLux Deluxe Press area added to the initial wager. A player may place a Double Down wager in accordance with § 633a.10 (relating to Double Down wager), and all standard and house rules shall apply.

(h) If a TriLux Deluxe wager wins, the payout shall be as follows:

<i>Hand</i>	<i>Paytable TLX-1</i>	<i>Paytable TLX-2</i>	<i>Paytable TLX-3</i>
Straight flush	20 to 1	20 to 1	25 to 1
Three-of-a-kind	15 to 1	15 to 1	15 to 1
Straight	9 to 1	9 to 1	8 to 1
Flush	6 to 1	5 to 1	5 to 1

(i) The payable used for the TriLux Deluxe wager shall be determined by the number of decks used at the Blackjack table as follows:

- (1) *One-deck*—Paytable TLX-1.
- (2) *Two decks*—Paytable TLX-2.
- (3) *Four decks*—Paytable TLX-3.
- (4) *Six decks*—Paytable TLX-3.
- (5) *Eight decks*—Paytable TLX-3.

(j) As used in this section, the following words and terms shall have the meanings given to them in this subsection:

- (1) *Flush*—The player’s initial two cards and the dealer’s upcard are of the same suit.
- (2) *Straight*—The player’s initial two cards and the dealer’s upcard are sequential in rank.
- (3) *Straight flush*—The player’s initial two cards and the dealer’s upcard are sequential in rank and of the same suit.
- (4) *Three-of-a-kind*—The player’s initial two cards and the dealer’s upcard are the same rank.

§ 633c.12. AxMan wager.

(a) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing an AxMan wager which shall win if the cards in the dealer’s hand make up a poker hand of jacks or better pair, two pair, three-of-a-kind, full house, four-of-a-kind, straight, flush, five-of-a-kind or straight flush. The AxMan wager may only be offered at Blackjack tables using a six-deck or eight-deck batch or batches of cards.

(b) The layout for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the AxMan wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the AxMan wager.

(c) After placing a Blackjack wager, as required in § 633a.6(d), a player may place an AxMan wager before each round of Blackjack at any time before the dealer calls, “no more bets.” An AxMan wager may be made for any amount within the table limits.

(d) The dealer shall then deal the cards in accordance with § 633a.7 (relating to procedure for dealing the cards; completion of each round of play), and the round of play shall be played and completed according to house rules and the provisions of § 633a.7, including the settling of the Blackjack wagers placed by each player.

(e) Immediately after the completion of the round of play in accordance with § 633a.7, the dealer’s hand, including the bust card if there is one, will be interpreted as a poker hand. The dealer shall then, starting with the player farthest to the dealer’s right and continuing around the table in a counterclockwise direction, settle the player’s AxMan wagers by collecting all losing wagers and paying all winning wagers.

(f) If the dealer’s hand has five cards or less, including a bust card if there is one, the poker hand will consist of all cards in the dealer’s hand. If the dealer’s hand has six

or more cards, including a bust card if there is one, the poker hand will consist of the five highest cards in the dealer’s hand.

(g) If the dealer’s hand has less than five cards, the poker hands that can be created are jacks or better pair, two pair, three-of-a-kind or four-of-a-kind. If one of these hands is created, the AxMan wager is a winner and shall be settled in accordance with the payable in subsection (k).

(h) If the dealer’s hand has five cards or more, the poker hands that can be created are those listed in subsection (g) and full house, straight, flush, five-of-a-kind and straight flush. If one of these hands is created, the AxMan wager is a winner and shall be settled in accordance with the payable in subsection (k).

(i) If the dealer’s hand does not create a poker hand of jacks or better pair or greater, the AxMan wager shall lose.

(j) If the dealer has a king of diamonds card in his hand, this card shall be treated as a wild card, meaning it can be assigned any rank. If the player has one king of diamonds card in the initial two cards of his Blackjack hand, it shall act as a 2× multiplier for the player’s winning AxMan wager based upon the payable in subsection (k). If the player has two king of diamonds cards in the initial two cards of his Blackjack hand, it shall act as a 5× multiplier for the player’s winning AxMan wager based upon the payable in subsection (k).

(k) If an AxMan wager wins, the payout shall be as follows:

<i>Hand</i>	<i>Paytable</i>
Straight flush (five cards)	1000 to 1
Five-of-a-kind (five cards)	500 to 1
Flush (five cards)	200 to 1
Straight (five cards)	100 to 1
Four-of-a-kind	50 to 1
Full house (five cards)	30 to 1
Three-of-a-kind	20 to 1
Two pair	12 to 1
Jacks or better pair	5 to 1

(l) As used in this section, the following words and terms shall have the meanings given to them in this subsection:

- (1) *Five-of-a-kind*—Five of the dealer’s cards are the same rank.
- (2) *Flush*—Five of the dealer’s cards are of the same suit.
- (3) *Four-of-a-kind*—Four of the dealer’s cards are the same rank.
- (4) *Full house*—Five of the dealer’s cards are made up of a three-of-a-kind and a pair.
- (5) *Jacks or better pair*—Two of the dealer’s cards are of the same rank and are a jack, queen, king or ace.
- (6) *Straight*—Five of the dealer’s cards are sequential in rank.
- (7) *Straight flush*—Five of the dealer’s cards are sequential in rank and of the same suit.
- (8) *Three-of-a-kind*—Three of the dealer’s cards are the same rank.

(9) *Two-pair*—Four of the dealer’s cards are two separate pairs.

§ 633c.13. Buster Blackjack wager.

(a) If a certificate holder offers Blackjack, the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing a Buster Blackjack wager where a player places a wager as to whether the dealer’s hand will result in a total point count in excess of 21 (a “bust”).

(b) The layout for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Buster Blackjack wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections), the layout shall contain a separate area designated for the placement of the Buster Blackjack wager.

(c) The Buster Blackjack wager may be offered on tables where Blackjack is played with one-deck, four-deck, six-deck or eight-deck shoes.

(d) After placing a Blackjack wager, as required in § 633a.6(d), and any other available optional wagers, a player may place a Buster Blackjack wager before each round of Blackjack at any time before the dealer calls, “no more bets.” A Buster Blackjack wager may be made for any amount within the table limits.

(e) The dealer shall then deal the cards in accordance with § 633a.7 (relating to procedure for dealing the cards; completion of each round of play), and the round of play shall be played and completed according to house rules and the provisions of § 633a.7.

(f) After all action on the players’ hands has been completed, the dealer shall draw cards to his hand until he reaches a point total of at least 17 or busts.

(g) If the dealer’s hand does not result in a bust, the Buster Blackjack wager loses and shall be collected by the dealer.

(h) If the dealer’s hand results in a bust, the Buster Blackjack wager wins and shall be paid out based upon one of the following paytables which shall be specified in the Rules Submission under § 601a.2, with the payout determined by the number of cards in the dealer’s hand when the bust occurs:

<i>Single Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Eight or more cards	250 to 1	200 to 1	250 to 1
Seven cards	50 to 1	50 to 1	50 to 1
Six cards	15 to 1	15 to 1	12 to 1
Five cards	4 to 1	4 to 1	4 to 1
Four cards	2 to 1	2 to 1	2 to 1
Three cards	2 to 1	2 to 1	2 to 1

<i>Single Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
Eight or more cards	200 to 1	250 to 1	250 to 1
Seven cards	50 to 1	50 to 1	50 to 1

<i>Single Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
Six cards	12 to 1	12 to 1	20 to 1
Five cards	4 to 1	3 to 1	8 to 1
Four cards	2 to 1	2 to 1	2 to 1
Three cards	2 to 1	2 to 1	1 to 1

<i>Four-Deck Shoe</i>	
<i>Dealer busts with</i>	<i>Paytable</i>
Eight or more cards	250 to 1
Seven cards	50 to 1
Six cards	15 to 1
Five cards	4 to 1
Four cards	2 to 1
Three cards	2 to 1

<i>Six-Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Eight or more cards	250 to 1	200 to 1	250 to 1
Seven cards	50 to 1	50 to 1	50 to 1
Six cards	15 to 1	15 to 1	12 to 1
Five cards	4 to 1	4 to 1	4 to 1
Four cards	2 to 1	2 to 1	2 to 1
Three cards	2 to 1	2 to 1	2 to 1

<i>Six-Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
Eight or more cards	200 to 1	250 to 1	250 to 1
Seven cards	50 to 1	50 to 1	50 to 1
Six cards	12 to 1	12 to 1	20 to 1
Five cards	4 to 1	3 to 1	8 to 1
Four cards	2 to 1	2 to 1	2 to 1
Three cards	2 to 1	2 to 1	1 to 1

<i>Eight-Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Eight or more cards	250 to 1	200 to 1	250 to 1
Seven cards	50 to 1	50 to 1	50 to 1
Six cards	15 to 1	15 to 1	12 to 1
Five cards	4 to 1	4 to 1	4 to 1
Four cards	2 to 1	2 to 1	2 to 1
Three cards	2 to 1	2 to 1	2 to 1

<i>Eight-Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
Eight or more cards	200 to 1	250 to 1	250 to 1
Seven cards	50 to 1	50 to 1	50 to 1

<i>Eight-Deck Shoe</i>			
<i>Dealer busts with</i>	<i>Paytable D</i>	<i>Paytable E</i>	<i>Paytable F</i>
Six cards	12 to 1	12 to 1	20 to 1
Five cards	4 to 1	3 to 1	8 to 1
Four cards	2 to 1	2 to 1	2 to 1
Three cards	2 to 1	2 to 1	1 to 1

(i) The certificate holder may also offer a cash bonus award to any player whose hand results in a Blackjack and who also wins a Buster Blackjack wager of at least \$5 with the dealer's hand busting with seven cards or eight or more cards, with one of the following payouts specified in the Rules Submission under § 601a.2(a):

<i>Dealer busts with</i>	<i>Bonus Pay B1</i>	<i>Bonus Pay B2</i>
Eight or more cards	\$8,000	\$5,000
Seven cards	\$1,000	\$1,000

§ 633c.14. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Blackjack as described in Chapter 633a (relating to Blackjack) and either the optional Jackpot Party progressive wager under § 633c.2 (relating to Jackpot Party progressive wager), the optional Blazing 7's progressive wager under § 633c.9 (relating to Blazing 7's progressive wager), the optional Hit and Run progressive wager under § 633a.6(e)(10) (relating to wagers) or the optional Straight Jack progressive wager under § 633a.6(e)(11), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Blackjack wager in accordance with § 633a.6(d) and an optional Jackpot Party progressive wager, Blazing 7's progressive wager, Hit and Run progressive wager or Straight Jack progressive wager, the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Blackjack table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Blackjack wager and a Jackpot Party progressive wager, a Blazing 7's progressive wager, a Hit and Run progressive wager or a Straight Jack progressive wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Jackpot Party progressive wager, Blazing 7's progressive wager, Hit and Run progressive wager or Straight Jack progressive wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Jackpot Party progressive wager, Blazing 7's progressive wager, Hit and Run progressive wager, or Straight Jack progressive wager and the minimum and maximum dollar values for the Must-Hit-By Mystery

bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder’s approved internal controls:

- (i) Verify that the appropriate light on the progressive table game system has been illuminated.
- (ii) Have a floorperson or above validate the progressive payout.
- (iii) Pay the Must-Hit-By Mystery bonus.
- (iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder’s Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

§ 633c.15. Upcard Luck wager.

(a) A certificate holder may offer players the option to place an Upcard Luck wager that the dealer’s upcard will be a 2 through 7 and that the player’s two cards will total either 9 through 11, hard and soft 18 through 20 or will be a Blackjack.

(b) The Upcard Luck wager may be played on a Blackjack table that utilizes four decks, six decks or eight decks of cards.

(c) The layout for a Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Upcard Luck Blackjack wager, in addition to the requirements in § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections) the layout shall contain a separate area designated for the placement of the Upcard Luck Blackjack wager for each player.

(d) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Blackjack wager in accordance with § 633a.6(d) (relating to wagers) the option of placing an Upcard Blackjack wager in any amount that does not exceed the player’s Blackjack wager.

(e) After placing a Blackjack wager, as required in § 633a.6(d), and any optional wagers, including the Upcard Luck Blackjack wager, the dealer shall announce “no more bets.”

(f) The dealer shall then deal the cards in accordance with § 633a.7(a)—(g) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle a Upcard Blackjack wager as follows:

(1) If the dealer’s upcard is not a two through seven, the dealer shall collect the player’s losing Upcard Luck wager.

(2) If the dealer’s upcard is a 2 through 7 but the total of the player’s two cards is 2 through 8 or 12 through 17, the dealer shall collect the player’s losing Upcard Luck wager.

(3) If the dealer’s upcard is 2 through 7 and the total of the player’s two cards is 9 through 11 or 18 through 20, or if the player has Blackjack, the dealer shall pay the player’s winning Upcard Luck wager in accordance with subsection (g).

(g) The certificate holder shall pay out a winning Upcard Luck wager at the odds in the following payout tables specified by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Outcome (with Dealer Upcard 2—7)</i>	<i>Payback</i>
Ace spades and jack spades	80 to 1
Blackjack	8 to 1
9, 10 or 11	4 to 1
18, 19 or 20 (including soft totals)	3 to 1

CHAPTER 635c. SPANISH 21 SIDE WAGERS AND VARIATIONS

- Sec. 635c.1. Match the Dealer progressive Spanish 21 wager.
- 635c.2. Player’s Edge 21.

§ 635c.1. Match the Dealer progressive Spanish 21 wager.

(a) A certificate holder may offer players the option to place a Match the Dealer progressive Spanish 21 wager that one or both of the player’s cards will match the dealer’s upcard in one of the following combinations:

(1) *Two suited match, aces of spades*—Both of the player’s cards and the dealer’s upcard are matching aces of spades.

(2) *Two suited match, all others*—Both of the player’s cards and the dealer’s upcard are matching in suit and rank.

(3) *One non-suited match and one suited match*—One of the player’s cards matches the suit and rank of the dealer’s upcard and the player’s other card matches the rank of the dealer’s upcard.

(4) *One suited match*—One of the player’s cards matches the suit and rank of the dealer’s upcard.

(5) *Two non-suited matches*—Both of the player’s cards match the rank of the dealer’s upcard.

(6) *One non-suited match*—One of the player’s cards matches the rank of the dealer’s upcard.

(b) The Match the Dealer progressive wager may be played on a Spanish 21 table that utilizes six decks or eight decks of cards.

(c) The layout for a Spanish 21 table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Match the Dealer progressive wager, in addition to the requirements in § 635a.2 (relating to Spanish 21 table; card reader device; physical characteristics; inspections) the layout shall contain a separate area for the placement of the Match the Dealer progressive wager for each player.

(d) If the certificate holder is offering the Match the Dealer progressive wager, the Spanish 21 table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Match the Dealer progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Spanish 21 wager in accordance with § 635a.6(d) (relating to wagers) the option of placing a Match the Dealer progressive wager of \$1 or \$5.

(f) After placing a Spanish 21 wager, as required in § 635a.6(d), and any optional wagers including the Match the Dealer progressive wager, the dealer shall announce “no more bets” and, if the Match the Dealer progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the

layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 635a.7(a)—(e) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle the Match the Dealer progressive wager as follows:

(1) If the player does not have a card that matches the dealer’s upcard, the Match the Dealer progressive wager shall lose.

(2) If the player has one of the winning combinations provided in subsection (a), the dealer shall settle the Match the Dealer progressive wager as provided in subsection (h).

(h) If a player has won a Match the Dealer progressive payout, the dealer shall:

(1) Verify that the hand is a winning hand.

(2) Verify that the appropriate light on the progressive table game system has been illuminated.

(3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder’s approved internal control procedures.

(4) Pay the winning Match the Dealer progressive wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(i) The certificate holder shall pay out a winning Match the Dealer wager, for the winning combination formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	8 to 1	11 to 1	75 to 1	50 to 1
One suited match	5 to 1	9 to 1	4 to 1	4 to 1
Two non-suited matches	6 to 1	4 to 1	25 to 1	15 to 1
One non-suited match	3 to 1	2 to 1	2 to 1	3 to 1

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	11 to 1	12 to 1	10 to 1	13 to 1
One suited match	8 to 1	9 to 1	6 to 1	10 to 1

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two non-suited matches	6 to 1	6 to 1	8 to 1	6 to 1
One non-suited match	3 to 1	3 to 1	4 to 1	3 to 1

<i>Six Decks</i>		
<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
Two suited match—aces of spades	100% progressive	100% progressive
Two other suited match—all others	10% progressive	10% progressive
One non-suited and one suited match	75 to 1	11 to 1
One suited match	5 to 1	7 to 1
Two non-suited matches	15 to 1	8 to 1
One non-suited match	3 to 1	4 to 1

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	8 to 1	11 to 1	12 to 1	10 to 1
One suited match	5 to 1	9 to 1	10 to 1	7 to 1
Two non-suited matches	6 to 1	4 to 1	4 to 1	6 to 1
One non-suited match	3 to 1	2 to 1	2 to 1	3 to 1

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	50 to 1	100 to 1	9 to 1	12 to 1
One suited match	4 to 1	4 to 1	5 to 1	9 to 1
Two non-suited matches	15 to 1	20 to 1	8 to 1	6 to 1
One non-suited match	3 to 1	2 to 1	4 to 1	3 to 1

<i>Eight Decks</i>		
<i>Result</i>	<i>Paytable 9</i>	<i>Paytable 10</i>
Two suited match—aces of spades	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive
One non-suited and one suited match	10 to 1	13 to 1
One suited match	6 to 1	10 to 1
Two non-suited matches	8 to 1	6 to 1
One non-suited match	4 to 1	3 to 1

(j) The initial seed amount of the progressive wager shall be 1,000× the wager amount offered by the certificate holder, and the primary incrementation rate and secondary incrementation rate shall be 15% and 6%.

§ 635c.2 Player's Edge 21.

(a) A certificate holder may offer to players a game variation entitled Player's Edge 21. Player's Edge 21 shall be played consistent with Chapter 635a (relating to Spanish 21), unless otherwise provided in this section.

(b) In addition to the layout requirements of § 635a.2(b)(3) (relating to Spanish 21 table; card reader

device; physical characteristics; inspections), the layout must include the following:

(1) Insurance pays 2 to 1 with non-suited dealer Blackjack and 5 to 1 with suited dealer Blackjack.

(2) Dealer shall draw to 16 and hit on a soft 17, or similar language approved by the Executive Director in accordance with § 601a.10(a) (relating to approval of table game layouts; signage and equipment).

(c) Player's Edge 21 shall be played with five decks, six decks or eight decks of cards that are identical in appearance and at least one cover card. The decks shall consist of 48 cards, with the 10 of each suit removed from

each deck during the inspection required under § 635a.4 (relating to opening of the table for gaming).

(d) A Player's Edge 21 wager shall be handled as follows:

(1) A Player's Edge 21 wager shall be made in accordance with § 635a.6 (relating to wagers).

(2) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who placed a Player's Edge 21 wager in accordance with paragraph (1) the option of placing:

(i) A Match-Up wager that shall win if either of the player's initial two cards match the rank of the dealer's face up card.

(ii) A Match-Down wager that shall win if either of the player's initial two cards match the rank of the dealer's face down card.

(iii) A Monster Match wager.

(A) The Monster Match wager shall be offered as a progressive wager consistent with § 605a.7 (relating to progressive table games).

(B) A Monster Match wager shall win if the player's first two cards combine with the dealer's first two cards to create any of the following:

(I) A suited pair.

(II) Three-of-a-kind.

(III) Three-of-a-kind in which all three cards are of the same color.

(IV) Four-of-a-kind.

(V) Four-of-a-kind in which all four cards are of the same color.

(VI) Four-of-a-kind in which all four cards are of the same suit.

(C) The Monster Match progressive pool's incrementation shall adhere to one of the following tables, approved as part of the table games Rules Submission under § 601a.2:

	A	B	C	D	E
Initial seed	\$5,000	\$5,000	\$1,500	\$1,500	\$1,500
Reseed	Reserve	Reserve	\$1,500	\$1,500	\$1,500
Primary increment	22%	22%	17%	17%	17%
Reserve increment	1%	1%	N/A	N/A	N/A

(e) The procedure for dealing the cards; completion of each round of play shall be as follows:

(1) Player's Edge 21 shall follow the procedures prescribed in § 635a.7 (relating to procedure for dealing the cards; completion of each round of play) except:

(i) The process described in § 635a.7(f) shall be used for settling a Match-Up wager made under subsection (d)(2)(i). A winning Match-Up wager shall be paid under subsection (g)(4).

(ii) No player's cards shall be removed under § 635a.7(h)(1)(i) if the player has an outstanding Match-Down wager or Monster Match wager.

(iii) Upon revealing the dealer's hold card under the process described in § 635a.7(k), the Dealer shall proceed in the following order:

(A) Settle a Match-Down wager consistent with the process described in § 635a.7(f). A winning Match-Down wager shall be paid under subsection (g)(4).

(B) Settle a Monster Match wager consistent with subsection (d)(2)(iii). A winning Monster Match wager shall be paid under subsection (h).

(C) Deal any additionally required cards to the dealer's hand.

(iv) Dealer shall draw an additional card on a soft 17.

(f) Double Down wager and Rescue procedures shall be as follows:

(1) Except when a player has Blackjack, a player may elect to make a Double Down wager, which may not exceed the amount of their original Player's Edge 21 wager. A player may double down on two or more cards dealt to them or two or more cards of any split pair. One additional card shall be dealt to the hand for which the player has elected to double down. The additional card shall be dealt face up and placed sideways on the layout.

(2) Immediately after a Double Down wager, a player may redouble their existing Player's Edge 21 wager and receive an additional card (a Double-Double Down wager). The additional card shall be dealt face up and placed sideways on the layout.

(3) Immediately after a Double-Double Down wager, a player may again redouble their existing Player's Edge 21 wager with another Double-Double Down wager and receive an additional card. The additional card shall be dealt face up and placed sideways on the layout. The player may only double 3x on each hand, for up to 8x the original Player's Edge 21 wager.

(4) If a dealer obtains Blackjack after a player makes a Double Down wager or one or more subsequent Double-Double Down wagers, the dealer shall collect only the amount of the original Player's Edge 21 wager and may not collect the additional Double Down wager or the Double-Double Down wager.

(5) A winning Double Down wager and a Double-Double Down wager shall be paid in accordance with § 635a.12(a) (relating to payout odds). The additional payouts in § 635a.12(b) and (c) are not applicable to a winning Double Down wager.

(6) After the additional card required under paragraph (1) or paragraph (2) has been dealt to the hand, a player may "rescue" (take back) half of the hand's total wager and forfeit half of the hand's total wager as long as the additional card does not result in the hand having a total point count in excess of 21.

(g) Winning hands shall be determined as follows:

(1) A player shall win the Player's Edge 21 wager if:

(i) The total point count of the player's hand is 21 or less and the total point count of the dealer's hand is in excess of 21.

(ii) The total point count of the player's hand exceeds the total point count of the dealer's hand without exceeding 21.

(iii) The player has Blackjack, or the point count of the player's hand equals 21, regardless of the dealer's hand.

(2) A winning Player's Edge 21 wager shall be paid according to § 635a.12(a), (b) and (d) except:

(i) A winning hand with the six, seven and eight of diamonds, not spades, shall be paid at odds of 3 to 1 under § 635a.12(b)(2).

(ii) A winning hand with the three cards consisting of three 7s of diamonds, not spades, shall be paid at odds of 3 to 1 under § 635a.12(b)(4).

(3) A 7-7-7-7 Super bonus shall be awarded under § 635a.12(c)(1), (2) and (4).

(i) All other players at the table who placed a wager during that round of play when a 7-7-7-7 Super bonus is awarded to another player shall also be paid either:

(A) An additional fixed payout of \$50.

(B) An additional fixed payout of \$100 if the player has a seven in their first two cards.

(4) A winning Match-Up wager and Match-Down wager shall be paid under one of the following paytables, which the certificate holder has identified and had approved as part of its Rules Submission:

(i) A certificate holder may select one of the following paytables if five decks or six decks of cards are being used:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Two suited matches	18 to 1	24 to 1	26 to 1
One suited match and one unsuited match	13 to 1	15 to 1	16 to 1
One suited match	9 to 1	12 to 1	13 to 1
Two unsuited matches	8 to 1	6 to 1	6 to 1
One unsuited match	4 to 1	3 to 1	3 to 1

(ii) A certificate holder may select one of the following paytables if eight decks of cards are being used:

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>
Two suited matches	18 to 1	24 to 1
One suited match and one unsuited match	13 to 1	15 to 1
One suited match	9 to 1	12 to 1
Two unsuited matches	8 to 1	6 to 1
One unsuited match	4 to 1	3 to 1

(h) A winning Monster Match wager shall be paid under one of the following paytables, which the certificate holder has identified and had approved as part of the Rules Submission:

<i>Triggering Event</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Four-of-a-kind (suited)	100% of progressive	100% of progressive	100% of progressive
Four-of-a-kind (same color)	10% of progressive	10% of progressive	100% of progressive
Four-of-a-kind	200 for 1	200 for 1	200 for 1
Three-of-a-kind (same color)	20 for 1	25 for 1	20 for 1
Three-of-a-kind	12 for 1	10 for 1	12 for 1
Suited pair	3 for 1	2 for 1	3 for 1

<i>Triggering Event</i>	<i>Paytable D</i>	<i>Paytable E</i>
Four-of-a-kind (suited)	100% of progressive	100% of progressive
Four-of-a-kind (same color)	100% of progressive	100% of progressive
Four-of-a-kind	200 for 1	200 for 1
Three-of-a-kind (same color)	20 for 1	25 for 1
Three-of-a-kind	10 for 1	10 for 1
Suited pair	2 for 1	2 for 1

CHAPTER 639c. CARIBBEAN STUD POKER SIDE WAGERS AND VARIATIONS

Sec. 639c.1. Must-Hit-By Mystery bonus.

§ 639c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Caribbean Stud Poker as described in Chapter 639a (relating to Caribbean Stud Poker) and the optional progressive payout wager under 639a.7(d)(2) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2

(relating to table games Rules Submissions), offer to each player who has placed a Caribbean Stud wager in accordance with § 639a.7(d)(1) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Caribbean Stud Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system dis-

play shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Caribbean Stud Poker wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

**CHAPTER 641c. FOUR CARD POKER SIDE
WAGERS AND VARIATIONS**

Sec.

641c.1. Must-Hit-By Mystery bonus.

§ 641c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Four Card Poker as described in Chapter 641a (relating to Four Card Poker) and the optional Four-Card progressive payout wager under § 641a.7(d)(4) (relating to wagers) or Five-Card progressive payout wager under § 641a.7(d)(5), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Four Card Poker wager in accordance with § 641a.7(a) and an optional Four-Card progressive payout wager or Five-Card progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Four Card Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Four Card Poker wager and a Four-Card progressive payout wager or a Five-Card progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Four-Card progressive payout wager or Five-Card progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Four-Card progressive payout wager or Five-Card progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$250
Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder’s approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder’s Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 643c. LET IT RIDE POKER SIDE WAGERS AND VARIATIONS

Sec.
 643c.1. Must-Hit-By Mystery bonus.

§ 643c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Let It Ride Poker as described in Chapter 643a (relating to Let It Ride Poker) and the optional Three-Card progressive payout wager under § 643a.7(g) (relating to wagers) or Five-Card progressive payout wager under § 643a.7(h), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Let It Ride Poker wager in accordance with § 643a.7(a) and an optional Three-Card progressive payout wager or Five-Card progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Let It Ride Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Let It Ride Poker wager and a Three-Card progressive payout wager or Five-Card progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player’s qualifying Three-Card progressive payout wager or Five-Card progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player’s contribution

increases the Must-Hit-By Mystery bonus progressive meter’s jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player’s qualifying Three-Card progressive payout wager or Five-Card progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

*Paytable C—\$5 Configuration**Configuration C*

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

*Paytable D—\$1 Configuration**Configuration D*

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

*Paytable D—\$2 Configuration**Configuration D*

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 645c. PAI GOW POKER SIDE WAGERS AND VARIATIONS

Sec.

- | | |
|---------|--|
| 645c.1. | Commission-free Pai Gow Poker. |
| 645c.2. | Player-activated Pai Gow Poker; wagers based on outcome of the dice. |
| 645c.3. | Must-Hit-By Mystery bonus. |

§ 645c.1. Commission-free Pai Gow Poker.

(a) In addition to the provisions in Chapter 645a (relating to Pai Gow Poker), an operator may offer a variation of Pai Gow Poker in which no vigorish is collected as provided in this section.

(b) In addition to the requirements in § 645a.2(b) (relating to Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics), if a certificate holder offers commission-free Pai Gow Poker, the layout shall contain:

(1) Separate areas designated for the Tiger 9 wager, if offered by the certificate holder.

(2) Inscriptions that advise patrons that if the dealer's hand contains a Tiger 9, all Pai Gow Poker wagers shall push and be returned to the player.

(c) If commission-free Pai Gow Poker is being played, the certificate holder may offer the following additional wagers:

(1) The Fortune bonus wager as provided in § 645a.7(e)(1) (relating to wagers) and the progressive payout wager as provided in § 645a.7(e)(4).

(2) The Tiger 9 wager which shall win if the dealer's low hand is a 9-high.

(d) The dealer shall deal the cards in accordance with § 645a.8—645a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). After the dealing procedures have been completed, each player shall examine and set his hand in accordance with § 645a.11(a) and (b) (relating to procedures for completion of each round of play). The cards of the dealer shall then be revealed and set in accordance with § 645a.11(c).

(e) The dealer shall then reveal the player's cards and complete the dealing procedures in § 645a.11(e) and (f) provided that if commission-free Pai Gow is being offered and the dealer:

(1) Has a Tiger 9, the player's Pai Gow Poker wager shall push and be returned to the player. If the player placed a Tiger 9 wager, the dealer shall pay the winning wager in accordance with subsection (g).

(2) Does not have a Tiger 9, the player Pai Gow Poker wager shall be settled in accordance with § 645a.11(f). If the player placed a Tiger 9 wager, the dealer shall collect the player's losing Tiger 9 wager.

(f) If a player placed a Fortune bonus or progressive payout wager, after settling the player's Tiger 9 wager and Pai Gow Poker wager, the dealer shall complete the procedures in § 645a.11(h).

(g) The certificate holder shall pay out winning Tiger 9 wagers at odds of 30 to 1.

(h) As used in this chapter, the following words and terms shall have the meanings given to them in this subsection, unless the context clearly indicates otherwise:

Commission-free Pai Gow Poker—A variation of Pai Gow Poker in which vigorish is not collected.

Tiger 9—The dealer's two-card low hand which contains a 9-high.

§ 645c.2. Player-activated Pai Gow Poker; wagers based on the outcome of the dice.

(a) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may use a player-activated shaker to determine the starting position for the dealing of the cards in Pai Gow Poker.

(b) The player-activated shaker shall be submitted to the Bureau of Gaming Laboratory Operations for approval in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use and must:

(1) Have the capability of being sealed or locked to ensure the integrity of the three dice contained inside the shaker.

(2) Shake the dice for at least 5 seconds to cause a random mixture of the dice.

(c) If the certificate holder is offering the Beat It wager in accordance with subsection (e)(3)(i), the one red and two blue dice shall be used in the shaker. Dice used in the shaker shall comply with the requirements in:

(1) Section 603a.12(a) and (c) (relating to dice; physical characteristics) if the certificate holder is utilizing an electronic shaker.

(2) Section 603a.12(b) if a manual shaker is being utilized and the certificate holder shall comply with the requirements in § 621a.2(d) (relating to Pai Gow table; Pai Gow shaker; physical characteristics).

(d) If the certificate holder offers optional wagers based on the outcome of the dice in the manual or player-activated automated shaker, the layout shall comply with the requirements in § 645a.2(b) (relating to Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics) and shall contain:

(1) A separate betting area for each player designated for the placement of the Sum wager if offered by the certificate holder.

(2) Six separate betting areas for each player inscribed with a one through six designated for the placement of the Match wager if offered by the certificate holder.

(3) A separate betting area for each player designated for the placement of the Beat It wager if offered by the certificate holder.

(e) The certificate holder may offer the following optional wagers based on the outcome of the dice contained in the shaker:

(1) A Sum wager, which shall win, depending on the payout table selected by the certificate holder in its Rules Submission under § 601a.2, if:

- (i) The total of the three dice is equal to an 8, 16 or 17.
- (ii) The total of the three dice is equal to a 3, 8 or 9.
- (iii) At least two of the dice are matching.
- (iv) The three dice form a series, such as a 1, 2 and 3 or 3, 4 and 5.

(2) A Match wager which shall win if at least two of the dice match the value selected by the player. For example, a player's Match wager on the one shall win if two or three of the dice rolled is a 1.

(3) A Beat It wager which shall win, depending on the payout table selected by the certificate holder in its Rules Submission, if:

(i) The red dice is equal in value to or greater than the sum of the two blue dice. For example, a player's Beat It wager shall win if the red dice is a 6 and the two blue dice are a 2 and a 1 for a total of 3.

(ii) A single dice beats the sum of the two other dice by one to four points. For example, a player's Beat It wager shall win if the dice rolled are a five, a one and a one (5-(1+1)=3).

(f) A wager must be placed before the electronic shaker is activated or the manual shaker is utilized. After all wagers have been placed, the dealer shall announce "no more bets" and:

(1) If a player-activated electronic shaker is utilized, a selected player shall then activate the electronic shaker by pressing an activation button at the player's wagering position.

(2) If a manual shaker is utilized, the dealer shall shake the Pai Gow shaker at least three times to cause a

random mixture of the dice. The dealer shall then remove the lid covering the Pai Gow shaker and place the uncovered Pai Gow shaker on the designated area of the table layout.

(g) After the dice come to rest, the dealer shall announce the numeric value of each die and settle the player's Sum wager, Match wager and Beat It wager by collecting losing wagers and paying out winning wagers as follows:

(1) A winning Sum wager shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

<i>Sum of Dice</i>	<i>Paytable A</i>	<i>Sum of Dice</i>	<i>Paytable B</i>
17	25 to 1	3	25 to 1
16	6 to 1	8	4 to 1
8	3 to 1	9	2 to 1

	<i>Paytable C</i>		<i>Paytable D</i>
A three match	3 to 1	A series of three	15 to 2
A two match	1 to 1		

(2) A winning Match wager shall be paid out at following odds:

	<i>Payout</i>
Triple Match	100 to 1
Double Match	6 to 1

(3) A winning Beat It wager shall be paid out in accordance with one of the following payout tables selected by the certificate holder:

<i>Red Die Beats Sum of Blue Dice by:</i>	<i>Paytable A</i>	<i>Paytable B</i>
4 points	50 to 1	60 to 1
2 or 3 points	10 to 1	10 to 1
Tie or 1 point	1 to 1	1 to 1

	<i>Paytable C</i>
A die beats sum of other two by one or more points	5 to 2

(e) After settling the Sum wager, Match wager and Beat It wager, the dealer shall deal the cards in accordance with §§ 645a.8—645a.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) and complete the round of play in accordance with §§ 645a.11 and 645a.13 (relating to procedures for completion of each round of play; and payout odds; envy bonus; rate of progression; payout limitation).

§ 645c.3. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Pai Gow Poker as described in Chapter 645a (relating to Pai Gow Poker) and the optional progressive payout wager under § 645a.7(e)(4) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Pai Gow Poker wager in

accordance with § 645a.7(d) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Pai Gow Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Pai Gow Poker wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$250
Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 647c. TEXAS HOLD 'EM BONUS POKER SIDE WAGERS AND VARIATIONS

Sec.

647c.1. Must-Hit-By Mystery bonus.

§ 647c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Texas Hold 'Em Bonus Poker as described in Chapter 647a (relating to Texas Hold 'Em Bonus Poker) and the optional progressive payout wager under § 647a.7(d)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Texas Hold 'Em Bonus wager in accordance with § 647a.7(d)(1) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Texas Hold 'Em Bonus Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Texas Hold 'Em Bonus Poker wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

*Paytable D—\$2 Configuration**Configuration D*

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 649c. THREE CARD POKER SIDE WAGERS AND VARIATIONS

Sec.

649c.1. Must-Hit-By Mystery bonus.

§ 649c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Three Card Poker as described in Chapter 649a (relating to Three Card Poker) and the optional Three-Card progressive payout wager under § 649a.7(d)(4) (relating to wagers) or Five-Card progressive payout wager under § 649a.7(d)(6), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Three Card Poker wager in accordance with § 649a.7(d)(1) and an optional Three-Card progressive payout wager or Five-Card progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Three Card Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Three Card Poker wager and a Three-Card progressive payout or Five-Card progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Three-Card progressive payout wager or Five-Card progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Three-Card progressive payout wager or Five-Card progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

*Paytable A—\$1 Configuration**Configuration A*

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

*Paytable A—\$2 Configuration**Configuration A*

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

*Paytable A—\$5 Configuration**Configuration A*

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

*Paytable B—\$1 Configuration**Configuration B*

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

*Paytable B—\$2 Configuration**Configuration B*

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

*Paytable B—\$5 Configuration**Configuration B*

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

*Paytable C—\$1 Configuration**Configuration C*

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

- (i) Verify that the appropriate light on the progressive table game system has been illuminated.
- (ii) Have a floorperson or above validate the progressive payout.
- (iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 653c. ULTIMATE TEXAS HOLD 'EM POKER SIDE WAGERS AND VARIATIONS

Sec.
 653c.1. Must-Hit-By Mystery bonus.

§ 653c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Ultimate Texas Hold 'Em Poker as described in Chapter 653a (relating to Ultimate Texas Hold 'Em Poker) and the optional progressive payout wager under § 653a.7(d)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed an

Ultimate Texas Hold 'Em wager in accordance with § 653a.7(d)(1) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Ultimate Texas Hold 'Em Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing an Ultimate Texas Hold 'Em Poker wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

*Paytable B—\$2 Configuration**Configuration B*

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

*Paytable B—\$5 Configuration**Configuration B*

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

*Paytable C—\$1 Configuration**Configuration C*

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

*Paytable C—\$2 Configuration**Configuration C*

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

*Paytable C—\$5 Configuration**Configuration C*

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

*Paytable D—\$1 Configuration**Configuration D*

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

*Paytable D—\$2 Configuration**Configuration D*

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

- (i) Verify that the appropriate light on the progressive table game system has been illuminated.
- (ii) Have a floorperson or above validate the progressive payout.
- (iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 655c. MISSISSIPPI STUD SIDE WAGERS AND VARIATIONS

Sec.

655c.1. Must-Hit-By Mystery bonus.

§ 655c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Mississippi Stud as described in Chapter 655a (relating to Mississippi Stud) and the optional progressive payout wager under § 655a.7(d)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Mississippi Stud wager in accordance with § 655a.7(d)(1) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Mississippi Stud table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Mississippi Stud wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

*Paytable A—\$1 Configuration**Configuration A*

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 657c. CRAZY 4 POKER SIDE WAGERS AND VARIATIONS

Sec.

657c.1. Must-Hit-By Mystery bonus.

§ 657c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Crazy 4 Poker as described in Chapter 657a (relating to Crazy 4 Poker) and the optional Four-Card progressive payout wager under § 657a.7(d)(3) (relating to wagers) or Five-Card progressive payout wager under § 657a.7(d)(4), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Crazy 4 Poker wager in accordance with § 657a.7(d)(1) and an optional Four-Card progressive payout wager or Five-Card progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Crazy 4 Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Crazy 4 Poker wager and a Four-Card progressive payout or Five-Card progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying Four-Card progressive payout wager or Five-Card progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying Four-Card progressive payout wager or Five-Card progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$250
Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 659c. FORTUNE ASIA POKER SIDE WAGERS AND VARIATIONS

Sec.

659c.1. Must-Hit-By Mystery bonus.

§ 659c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Fortune Asia Poker as described in Chapter 659a (relating to Fortune Asia Poker) and the optional progressive payout wager under § 659a.7(e)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Fortune Asia Poker wager in

accordance with § 659a.7(d) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Fortune Asia Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Fortune Asia Poker wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 670c. SIX-CARD FORTUNE PAI-GOW POKER SIDE WAGERS AND VARIATIONS

Sec.

670c.1. Must-Hit-By Mystery bonus.

§ 670c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Six-Card Fortune Pai Gow Poker as described in Chapter 670a (relating to Six-Card Fortune Pai Gow Poker) and the optional progressive payout wager under § 670a.7(e)(4) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Six-Card Fortune Pai Gow Poker wager in accordance with § 670a.7(d) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Six-Card Fortune Pai Gow Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Six-Card Fortune Pai Gow Poker wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$200
Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$250
Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
Minimum dollar value \$100
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
Minimum dollar value \$250
Maximum dollar value \$500
Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
Minimum dollar value \$250
Maximum dollar value \$1,000
Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder’s approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder’s Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 685c. DOWN UNDER BLACKJACK SIDE WAGERS AND VARIATIONS

Sec.

685c.1. Match the Dealer progressive Down Under Blackjack wager.

§ 685c.1. Match the Dealer progressive Down Under Blackjack wager.

(a) A certificate holder may offer players the option to place a Match the Dealer Down Under Blackjack wager that one or both of the player’s cards will match the dealer’s upcard in one of the following combinations:

(1) *Two suited match, aces of spades*—Both of the player’s cards and the dealer’s upcard are matching aces of spades.

(2) *Two suited match, all others*—Both of the player’s cards and the dealer’s upcard are matching in suit and rank.

(3) *One non-suited match and one suited match*—One of the player’s cards matches the suit and rank of the dealer’s upcard and the player’s other card matches the rank of the dealer’s upcard.

(4) *One suited match*—One of the player’s cards matches the suit and rank of the dealer’s upcard.

(5) *Two non-suited matches*—Both of the player’s cards match the rank of the dealer’s upcard.

(6) *One non-suited match*—One of the player’s cards matches the rank of the dealer’s upcard.

(b) The Dealer Match progressive wager may be played on a Down Under Blackjack table that utilizes 6 decks or 8 decks of cards.

(c) The layout for a Down Under Blackjack table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Match the Dealer progressive wager, in addition to the requirements in § 685a.2 (relating to Down Under Blackjack table; Masque Card Reader device; physical characteristics; inspections) the layout shall contain a separate area for the placement of the Match the Dealer progressive wager for each player.

(d) If the certificate holder is offering the Match the Dealer progressive wager, the Down Under Blackjack table must have a progressive table game system, in accordance with § 605a.7 (relating to progressive table games), for the placement of the Match the Dealer progressive wager. If the certificate holder is offering a progressive payout wager on multiple linked tables or games in the same licensed facility, the progressive table game system must comply with the requirements in § 605a.8 (relating to linked progressive table games). The progressive table game system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager.

(2) A device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced “no more bets.”

(e) If specified in its Rules Submission required under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player who placed a Down Under Blackjack wager in accordance with § 685a.6(d) (relating to wagers), the option of placing a Match the Dealer progressive wager of \$1 or \$5.

(f) After placing a Down Under Blackjack wager, as required in § 685a.6(d), and any optional wagers, including the Match the Dealer progressive wager, the dealer shall announce “no more bets” and, if the Match the Dealer progressive wager is being offered, use the progressive table game system to prevent the placement of any additional progressive wagers. If any progressive wagers have been made, the dealer shall collect the wagers and, on the layout in front of the table inventory container, verify that the number of value chips wagered equals the number of progressive wagers accepted by the progressive table game system. The dealer shall then place the value chips into the table inventory container.

(g) The dealer shall then deal the cards in accordance with § 685a.7(a)—(e) (relating to procedure for dealing the cards; completion of each round of play). Immediately after the second card is dealt to each player and the dealer, but prior to any additional cards being dealt, the dealer shall settle the Match the Dealer progressive wager as follows:

(1) If the player does not have a card that matches the dealer’s upcard, the Match the Dealer progressive wager shall lose.

(2) If the player has one of the winning combinations provided in subsection (a), the dealer shall settle the Match the Dealer progressive wager as provided in subsection (h).

(h) If a player has won a Match the Dealer progressive payout, the dealer shall:

- (1) Verify that the hand is a winning hand.
- (2) Verify that the appropriate light on the progressive table game system has been illuminated.
- (3) Have a floorperson or above validate the progressive payout in accordance with the certificate holder's approved internal control procedures.
- (4) Pay the winning Match the Dealer progressive wager in accordance with the payout odds in subsection (i). If a player has won a progressive payout that is a percentage of the jackpot amount on the progressive

meter, the progressive payout may not be paid from the table inventory container. If a player has won a progressive payout that is not being paid from the table inventory container, the cards of that player must remain on the table until the necessary documentation has been completed.

(i) The certificate holder shall pay out a winning Match the Dealer wager, for the winning combination formed, at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	12 to 1	10 to 1	8 to 1	75 to 1
One suited match	10 to 1	7 to 1	4 to 1	4 to 1
Two non-suited matches	4 to 1	6 to 1	8 to 1	15 to 1
One non-suited match	2 to 1	3 to 1	4 to 1	3 to 1

<i>Six Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	12 to 1	13 to 1	11 to 1	100 to 1
One suited match	9 to 1	10 to 1	7 to 1	5 to 1
Two non-suited matches	6 to 1	6 to 1	8 to 1	20 to 1
One non-suited match	3 to 1	3 to 1	4 to 1	3 to 1

<i>Six Decks</i>			
<i>Result</i>	<i>Paytable 9</i>		<i>Paytable 10</i>
Two suited match—aces of spades	100% progressive		100% progressive
Two suited match—all others	10% progressive		10% progressive
One non-suited and one suited match	15 to 1		13 to 1
One suited match	12 to 1		9 to 1
Two non-suited matches	6 to 1		8 to 1
One non-suited match	3 to 1		4 to 1

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 1</i>	<i>Paytable 2</i>	<i>Paytable 3</i>	<i>Paytable 4</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive
One non-suited and one suited match	9 to 1	12 to 1	8 to 1	75 to 1
One suited match	6 to 1	10 to 1	4 to 1	4 to 1
Two non-suited matches	6 to 1	4 to 1	8 to 1	15 to 1
One non-suited match	3 to 1	2 to 1	4 to 1	3 to 1

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
Two suited match—aces of spades	100% progressive	100% progressive	100% progressive	100% progressive
Two suited match—all others	10% progressive	10% progressive	10% progressive	10% progressive

<i>Eight Decks</i>				
<i>Result</i>	<i>Paytable 5</i>	<i>Paytable 6</i>	<i>Paytable 7</i>	<i>Paytable 8</i>
One non-suited and one suited match	12 to 1	10 to 1	13 to 1	14 to 1
One suited match	9 to 1	6 to 1	10 to 1	11 to 1
Two non-suited matches	6 to 1	8 to 1	6 to 1	6 to 1
One non-suited match	3 to 1	4 to 1	3 to 1	3 to 1

<i>Eight Decks</i>			
<i>Result</i>	<i>Paytable 9</i>		<i>Paytable 10</i>
Two suited match—aces of spades	100% progressive		100% progressive
Two suited match—all others	10% progressive		10% progressive
One non-suited and one suited match	100 to 1		15 to 1
One suited match	5 to 1		12 to 1
Two non-suited matches	20 to 1		6 to 1
One non-suited match	3 to 1		3 to 1

(j) The initial seed amount of the progressive wager shall be 1,000× the wager amount offered by the certificate holder, and the primary incrementation rate and secondary incrementation rate shall be 15% and 6%.

CHAPTER 687c. DJ WILD STUD POKER SIDE WAGERS AND VARIATIONS

Sec.

687c.1. Must-Hit-By Mystery bonus.

§ 687c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers DJ Wild Stud Poker as described in Chapter 687a (relating to DJ Wild Stud Poker) and the optional progressive bonus wager under § 687a.7(d)(2) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a DJ Wild Stud Poker wager in accordance with § 687a.7(d)(1) and an optional progressive bonus wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the DJ Wild Stud Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a DJ Wild Stud Poker wager and a progressive bonus wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player’s qualifying progressive bonus wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player’s contribution increases the Must-Hit-By Mystery bonus progressive meter’s jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player’s qualifying progressive bonus wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

Paytable A—\$1 Configuration

Configuration A

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

Paytable A—\$2 Configuration

Configuration A

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

*Paytable B—\$5 Configuration**Configuration B*

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

*Paytable C—\$1 Configuration**Configuration C*

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

*Paytable C—\$2 Configuration**Configuration C*

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

*Paytable C—\$5 Configuration**Configuration C*

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

*Paytable D—\$1 Configuration**Configuration D*

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

*Paytable D—\$2 Configuration**Configuration D*

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

*Paytable D—\$5 Configuration**Configuration D*

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 688c. FACE UP PAI GOW POKER SIDE WAGERS AND VARIATIONS

Sec.

688c.1. Must-Hit-By Mystery bonus.

§ 688c.1. Must-Hit-By Mystery bonus.

(a) If the certificate holder offers Face Up Pai Gow Poker as described in Chapter 688a (relating to Face Up Pai Gow Poker) and the optional progressive payout wager under § 688a.7(e)(3) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer to each player who has placed a Face Up Pai Gow Poker wager in accordance with § 688a.7(d) and an optional progressive payout wager the opportunity to win the Must-Hit-By Mystery bonus.

(b) The layout and signage for the Face Up Pai Gow Poker table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), and the progressive table game system display shall indicate that the certificate holder offers the Must-Hit-By Mystery bonus.

(c) If the certificate holder offers the Must-Hit-By Mystery bonus:

(1) A player shall qualify for the Must-Hit-By Mystery bonus by placing a Face Up Pai Gow Poker wager and a progressive payout wager, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(2) A percentage of a player's qualifying progressive payout wager shall be allocated as an incremental contribution to the Must-Hit-By Mystery bonus progressive meter.

(3) The certificate holder shall pay out the Must-Hit-By Mystery bonus when a qualifying player's contribution increases the Must-Hit-By Mystery bonus progressive meter's jackpot amount in excess of a random dollar value preselected by an electronic random number generator, between a set minimum and maximum dollar value.

(4) The incremental contribution of each player's qualifying progressive payout wager and the minimum and maximum dollar values for the Must-Hit-By Mystery bonus meter shall be set in one of the following configurations, as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2:

*Paytable A—\$1 Configuration**Configuration A*

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 2%

*Paytable A—\$2 Configuration**Configuration A*

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$200
 Incremental contribution rate 1.5%

Paytable A—\$5 Configuration

Configuration A

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$250
 Incremental contribution rate 1%

Paytable B—\$1 Configuration

Configuration B

Minimum progressive wager amount—\$1
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 5%

Paytable B—\$2 Configuration

Configuration B

Minimum progressive wager amount—\$2
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 3.5%

Paytable B—\$5 Configuration

Configuration B

Minimum progressive wager amount—\$5
 Minimum dollar value \$100
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$1 Configuration

Configuration C

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 2%

Paytable C—\$2 Configuration

Configuration C

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 1.5%

Paytable C—\$5 Configuration

Configuration C

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$500
 Incremental contribution rate 0.5%

Paytable D—\$1 Configuration

Configuration D

Minimum progressive wager amount—\$1
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 5%

Paytable D—\$2 Configuration

Configuration D

Minimum progressive wager amount—\$2
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 3%

Paytable D—\$5 Configuration

Configuration D

Minimum progressive wager amount—\$5
 Minimum dollar value \$250
 Maximum dollar value \$1,000
 Incremental contribution rate 2%

(5) If a player has won the Must-Hit-By Mystery bonus, the dealer shall, in accordance with the certificate holder's approved internal controls:

(i) Verify that the appropriate light on the progressive table game system has been illuminated.

(ii) Have a floorperson or above validate the progressive payout.

(iii) Pay the Must-Hit-By Mystery bonus.

(iv) Reset the progressive meter to the minimum dollar value specified in the certificate holder's Rules Submission filed in accordance with § 601a.2.

(6) A Must-Hit-By Mystery bonus payout may be paid from the table inventory or through a progressive jackpot slip as indicated by the certificate holder in its Rules Submission filed in accordance with § 601a.2.

(7) A player who wins the Must-Hit-By Mystery bonus shall be paid 100% of the bonus jackpot amount on the progressive meter.

CHAPTER 689a. DREAMCATCHER

Sec.	
689a.1.	Dreamcatcher layout; physical characteristics.
689a.2.	Wagers and rotation of the wheel.
689a.3.	Payout odds.

§ 689a.1. Dreamcatcher layout; physical characteristics.

(a) Dreamcatcher shall be conducted at a circular wheel at least 5 feet in diameter. The rim of the wheel must be divided into 54 equally spaced sections with 23 sections containing the number 1, 15 sections containing the number 2, 7 sections containing the number 5, 4 sections containing the number 10, 2 sections containing the number 20, 1 section containing the number 40, 1 section containing a 2× symbol and 1 section containing a 7× symbol.

(b) The sections required under subsection (a) must be arranged clockwise around the rim of the wheel in the following order: 7×, 2, 1, 5, 1, 2, 5, 1, 2, 10, 1, 2, 1, 20, 1, 2, 1, 2, 1, 5, 1, 2, 10, 1, 5, 1, 2, 2×, 1, 5, 1, 40, 2, 1, 2, 1, 10, 2, 1, 5, 1, 2, 1, 5, 2, 1, 20, 1, 2, 1, 10, 1, 2, 1.

(c) Each section of the wheel displays the payout odds in § 689a.3 (relating to payout odds) for the wager placed. For example, the payout odds for sections with the number 2 are 2 to 1.

(d) The sections containing the 2× symbol and 7× symbol act as multipliers and trigger a subsequent bonus spin.

(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Dreamcatcher table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(g) The layout for a Dreamcatcher table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) Specific betting areas for the placement of wagers including spaces for 1, 2, 5, 10, 20 and 40.
- (3) The payout odds for each of the permissible wagers.
- (4) The minimum wager or maximum wager, or both, that may be placed and the maximum payout limit per round, if applicable.

§ 689a.2. Wagers and rotation of the wheel.

(a) Prior to the spin of the wheel, the dealer shall announce “no more bets.”

(b) The wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager’s position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) Upon completion of the spin, if the wheel comes to rest on a section of the wheel with 1, 2, 5, 10, 20 or 40, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with § 689a.3 (relating to payout odds).

(f) If upon completion of the spin the wheel comes to rest on the 2× or 7× section of the wheel, a bonus spin round is triggered the dealer shall spin the wheel again and pay winning wagers in accordance with § 689a.3(b) and (c).

§ 689a.3. Payout odds.

(a) A certificate holder shall pay out winning Dreamcatcher wagers at no less than the odds in the following payable:

<i>Result</i>	<i>Payout Odds</i>
1	1 to 1
2	2 to 1
5	5 to 1
10	10 to 1
20	20 to 1
40	40 to 1

(b) If upon completion of the bonus spin the wheel comes to rest on a section of the wheel with 1, 2, 5, 10, 20 or 40, the multiplier shall be applied to the result of the bonus spin, and the original wagers shall be settled accordingly. For example, a 2× bonus spin results in the wheel coming to rest in a section of the wheel with a 10 (10 to 1 odds). The original wager shall be paid at 20 to 1 odds.

(c) If upon completion of the bonus spin the wheel comes to rest on the 2× or 7× section of the wheel, the bonus spin round continues and the multipliers shall stack until the spin occurs with the wheel coming to rest in a section of the wheel with 1, 2, 5, 10, 20 or 40. For example, a 2× bonus spin results in the wheel coming to rest in the 7× section. The subsequent bonus spin results in the wheel coming to rest in a section of the wheel with a 10 (10 to 1 odds). The original wager shall be paid at 140 to 1 odds.

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