

Mississippi Stud

Gaming Equipment

Rules of the Games

Temporary Amendments: N.J.A.C. 19:40-1.2; and 19:46-1.17, 1.18 and 1.19

Temporary New Rules: N.J.A.C. 19:46-1.13Y and 19:47-36

Authority: N.J.S.A. 5:12-5, 69a, 69e, 70f, 99a and 100

The temporary rules follow:

Summary

“Mississippi stud” is a five-card stud poker game in which each player seeks a hand that qualifies for a posted payout. The game is dealt using a standard 52-card deck and is played at a blackjack-sized gaming table with six player positions. The actual rules of the game are set forth in N.J.A.C. 19:47-36.1 through 36.12.

To start mississippi stud, each player must place an ante wager on the designated area of the layout. Once ante wagers have been placed, each player is dealt two cards face down in clockwise rotation. The dealer shall then deal three community cards face down to a designated area in the center of the table layout.

Once all individual player cards and community cards have been dealt, each player shall either place a wager, known as a 3rd street wager, or fold the hand and forfeit his or her ante wager. A 3rd street wager shall be made in an amount equal to one, two or three times the amount of the ante wager. The dealer shall then turn the first community card face up.

After the first community card has been revealed, each remaining player shall either place another wager, known as a 4th street wager, or fold the hand and forfeit his or her ante wager and 3rd street wager. A 4th street wager shall be made in an amount equal to one, two or three times the amount of the ante wager. The dealer shall then turn the second community card face up.

After the second community card has been revealed, each remaining player shall either place a final wager, known as a 5th street wager, or fold the

hand and forfeit his or her ante wager, 3rd street wager and 4th street wager. A 5th street wager shall be made in an amount equal to one, two or three times the amount of the ante wager. The dealer shall then turn the third community card face up.

Each player shall use his or her two individual cards and the three community cards to form the best possible five-card poker hand. A player has a winning mississippi stud hand if the hand has a rank equal to or better than a pair of jacks (jacks or better). A player has a losing mississippi stud hand if the hand has a rank lower than a pair of sixes. A hand is deemed a push if the hand of the player has a rank equal to or better than a pair of sixes but less than a pair of jacks.

For a winning hand, the ante, 3rd, 4th and 5th street wagers are paid the same payout odds ranging from 1 to 1 for a pair of jacks, queens, kings or aces to 500 to 1 for a royal flush.

The temporary amendment to 19:40-1.2 adds mississippi stud to the list of authorized table games. Temporary new rule N.J.A.C. 19:46-1.13Y contains the requirements governing the physical characteristics of the mississippi stud layout. A temporary amendment to N.J.A.C. 19:46-1.17 specifies the use of a standard 52 card deck for mississippi stud. Temporary amendments to N.J.A.C. 19:46-1.18 specify the frequency that cards are to change and card inspection requirements for mississippi stud. The temporary amendments to N.J.A.C. 19:46-1.19 authorizes dealing mississippi stud from a manual or automated dealing shoe or from the dealer's hand and authorizes the use of an automated shuffling device.

The remainder of the temporary new rules and amendments in subchapter 36 are technical proposals that govern the operation of mississippi stud in Atlantic City casinos. Temporary N.J.A.C. 19:47-36.1 sets forth definitions applicable to mississippi stud. Temporary N.J.A.C. 19:47-36.2 sets forth the procedures for cards used with an automated shuffling device. Temporary N.J.A.C. 19:47-36.3 describes the procedures for opening a

mississippi stud table. Temporary N.J.A.C. 19:47-36.4 sets forth the procedures for shuffling the cards. Temporary N.J.A.C. 19:47-36.5 details the rank of hands in mississippi stud. Temporary N.J.A.C. 19:47-36.6 specifies procedures for placing wagers at mississippi stud. Temporary N.J.A.C. 19:47-36.7, 36.8 and 36.9 set forth the procedures for dealing the cards from a manual dealing shoe, from the hand, and from an automated dealing shoe, respectively. Temporary N.J.A.C. 19:47-36.10 sets forth the procedure for the completion of each round of play, including the resolution of wagers at mississippi stud and the collection of cards. Temporary N.J.A.C. 19:47-36.11 specifies the payout odds for wagers on winning hands. Finally, temporary N.J.A.C. 19:47-36.12 lists types of irregularities at mississippi stud and their disposition.

Full text of the temporary adoption follows (additions indicated in boldface **thus**; deletions indicated in brackets [thus]):

19:40-1.2 Definitions

(a) (No change.)

(b) The following words and terms, when used in these rules, shall have the following meanings, unless the context clearly indicates otherwise:

...

“Table game” means one of the following authorized games approved by the Commission pursuant to N.J.S.A. 5:12-5: asia poker, baccarat, big six, blackjack, boston 5 stud poker, caribbean stud poker, casino war, colorado hold ’em poker, craps, double attack blackjack, double cross poker, double down stud, fast action hold ’em, flop poker, four card poker, let it ride poker, minibaccarat, mini-craps, mini-dice, **mississippi stud**, pai gow, pai gow poker, poker, pokette, red dog, roulette, sic bo, spanish 21, texas hold ’em bonus poker, three card poker, two card joker poker, ultimate texas hold ’em and winner’s pot poker.

...

19:46-1.13X Mississippi stud; physical characteristics

(a) Mississippi stud shall be played on a table having betting positions for six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a mississippi stud table shall be approved by the Commission and shall contain, at a minimum:

- 1. The name or trade name of the casino licensee;**
- 2. A separate designated betting area at each betting position for the placement of the ante wager;**
- 3. Three separate designated betting areas at each betting position for the placement of the 3rd street, 4th street and 5th street wagers, which areas shall be located closer to the player than the ante wager betting area and, when viewed by the player, arrayed from left to right;**
- 4. Inscriptions at each betting position providing that:**
 - i. All bet wagers shall be in an amount equal to one, two or three times the amount of the player's ante; and**
 - ii. The payout odds for all authorized wagers; and**
- 5. Three separate designated areas in front of the dealer for the placement of the community cards, with one area inscribed "3rd street," a second area inscribed "4th street," and a third area inscribed "5th street."**

(c) Each mississippi stud table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer, in locations approved by the Commission.

19:46-1.17 Cards; physical characteristics

(a) Cards used to play blackjack, spanish 21, double attack blackjack, baccarat, minibaccarat, pai gow poker, pokette, red dog, casino war, poker,

caribbean stud poker, let it ride poker, three card poker, fast action hold'em, colorado hold 'em poker, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, flop poker, two card joker poker, asia poker, ultimate texas hold 'em, winner's pot poker, **mississippi stud** and double down stud shall be in decks of 52 cards with each with card identical in size and shape to every other card in such deck. Notwithstanding the foregoing, decks of cards used to play the following games shall be modified as follows:

1. - 3. (No change.)
- (b) - (j) (No change.)

19:46-1.18 Cards; receipt, storage, inspections and removal from use

- (a) - (f) (No change.)
- (g) Any cards which have been opened and placed on a gaming table shall be changed at least every 24 hours. In addition:
 1. (No change.)
 2. Cards opened for use on a pai gow poker, caribbean stud poker, let it ride poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, two card joker poker, flop poker, asia poker, winner's pot poker, **mississippi stud** or three card poker table and dealt from a dealing shoe and cards opened for use on a double down stud table and dealt from the hand shall be changed at least every eight hours;
 3. Cards opened for use on a pai gow poker, caribbean stud poker, let it ride poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, flop poker, two card joker poker, asia poker, winner's pot poker, **mississippi stud** or three card poker table and dealt from the dealer's hand shall be changed at least every four hours;
 4. - 6. (No change.)

(h) – (m) (No change.)

(n) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.

1. - 2. (No change.)

3. The casino licensee shall also inspect:

i. - ii. (No change.)

iii. All cards used for pai gow poker, caribbean stud poker, let it ride poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, flop poker, two card joker poker, asia poker, winner's pot poker, **mississippi stud** or three card poker;

iv. - v. (No change.)

4. - 11. (No change.)

(o) – (r) (No change.)

19:46-1.19 Dealing shoes; automated shuffling devices

(a) (No change.)

(b) Cards used to game at blackjack, spanish 21, double attack blackjack, pai gow poker, minibaccarat, red dog, caribbean stud poker, let it ride poker, three card poker, fast action hold'em, colorado hold 'em poker, casino war, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, flop poker, two card joker poker, asia poker, winner's pot poker, **mississippi stud** and double down stud shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and secured in a locked compartment when the table is not open for gaming activity. Cards used to game at baccarat shall be dealt from a dealing shoe which shall be

secured in a locked compartment when the table is not open for gaming activity. Notwithstanding the foregoing, cards used to game at:

1. Pai gow poker, double down stud, caribbean stud poker, three card poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, flop poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, asia poker, winner's pot poker, **mississippi stud** and two card joker poker may be dealt from the dealer's hand in accordance with the rules for each game in N.J.A.C. 19:47; and

2. (No change.)

(c) A device which automatically shuffles cards may be utilized at the game of blackjack, spanish 21, double attack blackjack, pai gow poker, minibaccarat, red dog, poker, caribbean stud poker, let it ride poker, three card poker, fast action hold'em, colorado hold 'em poker, casino war, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, flop poker, two card joker poker, asia poker, winner's pot poker, **mississippi stud** and double down stud in addition to a manual or automated dealing shoe, provided that:

1. - 2. (No change.)

(d) – (h) (No change.)

SUBCHAPTER 36. MISSISSIPPI STUD

19:47-36.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

“3rd street wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the player has been dealt his or her initial two cards.

“4th street wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the first community card has been revealed by the dealer.

“5th street wager” means an additional wager made by a player, in an amount equal to one, two or three times the amount of the player’s ante wager, after the second community card is revealed by the dealer.

"Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

“Bet wager” means either a 3rd street wager, a 4th street wager or a 5th street wager.”

“Community card” means any of the three cards that are initially dealt face down in the designated area in front of the dealer and, once revealed, shall be used by each player with his or her two cards to form a five card hand.

"Fold" means the withdrawal of a player from a round of play by discarding his or her two cards prior to placing a bet wager.

"Push" means a player’s hand, as defined in N.J.A.C. 19:47-36.10, resulting in neither payment on nor collection of the player’s wagers.

"Rank" or "ranking" means the relative position of a card or group of cards as set forth in N.J.A.C. 19:47-36.5.

"Round of play" or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the rules of this subchapter.

"Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.

"Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

19:47-36.2 Cards; number of decks

(a) Except as provided in (b) below, mississippi stud shall be played with one deck of cards that meets the requirements of N.J.A.C. 19:46-1.17 and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) If an automated card shuffling device is used for mississippi stud, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

- 1. Each deck of cards complies with the requirements of (a) above;**
- 2. The backs of the cards in the two decks are of a different color;**
- 3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;**
- 4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and**
- 5. The cards from one deck only shall be placed in the discard rack at any given time.**

19:47-36.3 Opening of the table for gaming

(a) After receiving the cards at the table in accordance with N.J.A.C. 19:46-1.18, the dealer shall, as applicable, comply with the requirements of either N.J.A.C. 19:46-1.18(e)1 and (b) through (d) below or N.J.A.C. 19:46-1.18(e)2 and (r).

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with N.J.A.C. 19:47-36.4.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to N.J.A.C. 19:46-1.18 and 19:47-36.2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

19:47-36.4 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to N.J.A.C. 19:46-1.18(r), and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in N.J.A.C. 19:47-36.7, 36.8 or 36.9, or

2. If the cards were shuffled manually or were pre-shuffled pursuant to N.J.A.C. 19:46-1.18(r), cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

- i. **Placing the cover card on the table in front of the deck of cards;**
- ii. **Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;**
- iii. **Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)1ii above; and**
- iv. **Removing the cover card and placing it in the discard rack; and**

2. Deal the cards in accordance with the procedures set forth in N.J.A.C. 19:47-36.7, 36.8 or 36.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a mississippi stud table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in N.J.A.C. 19:47-36.3(c) and, if applicable, (d) shall be completed.

19:47-36.5 Mississippi stud hand rankings

(a) The rank of the cards used in mississippi stud for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a 2, 3, 4 and 5. An ace may not be used, however,

with any other sequence of cards to form a "straight" (for example, queen, king, ace, 2 and 3).

(b) The permissible poker hands at the game of mississippi stud, in order of highest to lowest rank, shall be:

1. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;

2. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, except for a royal flush as defined in (b)1 above;

3. "Four-of-a-kind" is a hand consisting of four cards of the same rank;

4. "Full house" is a hand consisting of a "three-of-a-kind" and a "pair;"

5. "Flush" is a hand consisting of five cards of the same suit, not in consecutive order;

6. "Straight" is a hand consisting of five unsuited cards of consecutive rank;

7. "Three-of-a-kind" is a hand consisting of three cards of the same rank;

8. "Two pairs" is a hand consisting of two "pairs;" and

9. "Pair" is a hand consisting of two cards of the same rank.

19:47-36.6 Wagers

(a) All wagers at mississippi stud shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon, on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) All ante wagers and bet wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in N.J.A.C. 19:47-36.7, 36.8 or 36.9.

(c) A "bet" wager shall be made in accordance with N.J.A.C. 19:47-36.10.

(d) A player shall not be permitted to play at more than one betting position.

(e) Only players who are seated at the mississippi stud table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

19:47-36.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of N.J.A.C. 19:46-1.19 and shall be located on the table in a location as approved by the Commission. Once the procedures required by N.J.A.C. 19:47-36.4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated shuffling device.

(b) Prior to dealing any cards and prior to revealing each community cards, the dealer shall announce "No more bets".

(c) Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

- 1. Two cards face down to each player; and**
- 2. Three community cards face down in the designated area.**

(e) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

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

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player has more or less than two cards or the area designed for the community cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to N.J.A.C. 19:47-36.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to N.J.A.C. 19:46-1.18.

19:47-36.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provision of N.J.A.C. 19:46 or this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play mississippi stud from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.

1. The casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedures required by N.J.A.C. 19:47-36.4 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall then announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:

1. Two cards face down to each player; and
2. Three community cards face down in the designated area.

(d) After two cards have been dealt to each player and the three community cards have been dealt, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of N.J.A.C. 19:47-36.7.

19:47-36.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of N.J.A.C. 19:46 or this chapter, a casino licensee may, in its discretion, choose to have the cards used to play mississippi stud dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed.

1. Once the procedures required by N.J.A.C. 19:47-36.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with N.J.A.C. 19:47-36.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with N.J.A.C. 19:47-36.6.

(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and following the procedures set forth in N.J.A.C. 19:14-36.8(b)2 and (b)3, deal from his or her hand the three community cards face down in accordance with the provisions of N.J.A.C. 19:47-36.10. After all three community cards have been dealt, the dealer shall, except as provided in (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall count the stub in accordance with the provisions of N.J.A.C. 19:47-36.7.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of N.J.A.C. 19:46-1.18.

19:47-36.10 Completion of a round of play; collection and payment of wagers

(a) After the dealing procedures required by N.J.A.C. 19:47-36.7, 36.8 or 36.9 have been completed but before the dealer exposes the community cards, each player shall, after examining his or her cards, either place a bet wager in an amount equal to one, two or three times the amount of his or her ante wager in the designated 3rd street betting area or fold and forfeit the ante wager. If a player folds, the player's ante wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

(b) Each player shall be responsible for his or her own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the two cards in full view of the dealer at all times.

(c) No player may exchange or communicate information regarding his or her hand prior to the dealer revealing all of the community cards. Any violation shall result in a forfeiture of all wagers on that round by such player.

(d) After all players have either placed a 3rd street wager or folded, the dealer shall then turn over and reveal the first community card.

(e) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in the designated 4th street betting area or fold and forfeit the ante wager and 3rd street wager. If a player folds, the ante wager and 3rd street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

(f) After all remaining players have either placed a 4th street wager or folded, the dealer shall then turn over and reveal the second community card.

(g) Each player shall then either place a bet wager in an amount equal to one, two or three times the amount of the player's ante wager in

the designated 5th street betting area or fold and forfeit the ante wager, 3rd street wager and 4th street wager. If a player folds, the ante wager, 3rd street wager and 4th street wager shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack.

(h) After all remaining players have either placed a 5th street wager or folded, the dealer shall then reveal the third community card.

(i) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and the three community cards. The wagers of each remaining player shall be resolved one player at a time regardless of outcome. The hand of the player shall then be immediately collected by the dealer and placed in the discard rack.

1. All losing wagers shall immediately be collected by the dealer and placed in the table inventory container. All losing hands shall then be immediately collected by the dealer and placed in the discard rack.

2. If the hand of the player is a push (a pair of sixes, sevens, eights, nines or tens), the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.

3. All winning wagers shall be paid in accordance with the payout odds listed in N.J.A.C. 19:47-36.11. A player's winning hand shall remain face up on the layout until the ante wager and bet wagers are paid. After paying winning ante and bet wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack.

(j) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

19:47-36.11 Payout odds

(a) The payout odds for winning wagers at mississippi stud printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) For a winning hand, the ante, 3rd, 4th and 5th street wagers are paid the same payout odds ranging from 1 to 1 for a pair of jacks, queens, kings or aces to 500 to 1 for a royal flush.

Hand	Payout Odds
Royal flush	500 to 1
Straight flush	100 to 1
Four-of-a-kind	40 to 1
Full house	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two pair	2 to 1
Pair of jacks or better pair	1 to 1
Pair of sixes to pair of tens	Push

(c) Notwithstanding the payout odds set forth in (c) above, the aggregate payout limit for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

19:47-36.12 Irregularities

(a) If a community card is exposed prior to the dealer announcing "No more bets" pursuant to N.J.A.C. 19:47-36.7, all hands shall be void.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(c) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(d) If any player is dealt an incorrect number of cards, that player's hand shall be void.

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.