

CHAPTER 680a. SAIGON 5 CARD

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Authority

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Source

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§ 680a.1. Definitions.

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

Ante Wager—The wager that a player is required to make prior to any cards being dealt to compete against the dealer's hand.

Bonus Wager—An optional wager a player may make to compete against a posted payout table.

Qualify or qualifies—When the dealer's three-card hand or the player's three-card hand made from the five cards dealt to the dealer and the player has a total value of 10, 20 or 30.

Showdown hand—The two-card hand of the player or the dealer made from the five cards dealt to the player or the dealer.

§ 680a.2. Saigon 5 Card table physical characteristics.

(a) Saigon 5 Card shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a Saigon 5 Card table shall be submitted to the Bureau of Gaming Operations 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) A separate betting area designated for the placement of the Ante Wager for each player.
 - (3) Two separate areas for each player for the placement of the player's three-card qualifying hand and the player's two-card showdown hand.
 - (4) If the certificate holder offers the optional Bonus Wager authorized under § 680a.7(d)(2) (relating to wagers), a separate area designated for the placement of the Bonus Wager for each player.
 - (5) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If payout odds are not inscribed on the layout, a sign indicating the payout odds for all permissible wagers shall be posted at each Saigon 5 Card table.
 - (6) If the certificate holder establishes a payout limit per player, per round of play, as authorized under § 680a.12(d) (relating to payout odds; Envy Bonus; rate of progression), inscriptions that advise patrons of the payout limit. If the payout limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each Saigon 5 Card table.
- (c) Each Saigon 5 Card table must have a drop box and a tip box attached on the same side of the table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g). The Bureau of Casino Compliance may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer.
- (d) Each Saigon 5 Card table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 680a.3. Cards; number of decks.

- (a) Except as provided in subsection (b), Saigon 5 Card shall be played with one deck of cards that are identical in appearance and one cover card. The deck of cards used to play Saigon 5 Card must include one joker. A certificate holder may use decks that are manufactured with two jokers provided that only one joker is used for the play of the game.
- (b) If an automated card shuffling device is utilized, Saigon 5 Card may be played with two decks of cards in accordance with the following requirements:
- (1) The cards in each deck must be of the same design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.
 - (2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.
 - (3) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.
 - (4) The cards from only one deck are placed in the discard rack at any given time.

- (c) The decks of cards used in Saigon 5 Card shall be changed at least every:
- (1) Four hours if the cards are dealt by hand.
 - (2) Eight hours if the cards are dealt from a manual or automated dealing shoe.

§ 680a.4. Opening of the table for gaming.

(a) After receiving one or more 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.

(b) After the cards are inspected, 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 in horizontal fan shaped columns by deck according to suit and in sequence.

(c) After the first player arriving at the table has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, the cards shall be shuffled in accordance with § 680a.5 (relating to shuffle and cut of the cards).

(d) If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)—(c).

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), subsections (a)—(d) do not apply.

Cross References

This section cited in 58 Pa. Code § 680a.5 (relating to shuffle and cut of the cards).

§ 680a.5. Shuffle and cut of the cards.

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each round of play has been completed or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or automated shuffling device shall place the deck of cards in a single stack. The certificate holder may use 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) If an automated card shuffling device is being used, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 53 cards are present, and the device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

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

(1) If the cards were shuffled using an automated card shuffling device, deal the cards in accordance with § 680a.8, § 680a.9 or § 680a.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).

(2) If the cards were shuffled manually or were preshuffled, cut the cards in accordance with subsection (d).

(d) If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

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

(f) If there is no gaming activity at a Saigon 5 Card table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 680a.4(c) (relating to opening of the table for gaming) and this section shall be completed.

(g) A certificate holder may utilize a dealing shoe or other device that automatically reshuffles and counts the cards provided that the device is submitted to the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval) prior to its use in the licensed facility. If a certificate holder is utilizing the approved device, subsections (d)—(f) do not apply.

Cross References

This section cited in 58 Pa. Code § 680a.4 (relating to opening of the table for gaming); 58 Pa. Code § 680a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 680a.9 (relating to procedures for dealing the cards from the hand); and 58 Pa. Code § 680a.10 (relating to procedures for dealing the cards from an automated dealing shoe).

§ 680a.6. Saigon 5 Card rankings.

(a) The value of the cards in each deck shall be as follows:

- (1) Any card from 2 to 9 shall have its face value.
- (2) Any 10, jack, queen or king shall have a value of 10.
- (3) Any ace shall have a value of 1.
- (4) A joker has a value of 3, 6 or 9.

(b) The Point Count of a showdown hand shall be a number from 1 to 10, with 10 being the highest rank and 1 being the lowest rank, determined by totaling the value of the cards in the hand. If the total value of the cards in a showdown hand is greater than 10, 10 will be subtracted from the number. For example:

(1) A showdown hand composed of an ace and 4 has a Point Count of 5.

(2) A showdown hand composed of a 10 and a jack has a value of 20 but a Point Count of only 10 since 10 is subtracted from 20.

(c) For purposes of the Bonus Wager, a joker may be used as an ace in any hand, other than the royal flush with no joker, or may be used to complete a royal flush with a joker, straight flush, flush or a straight. An ace may be used to complete a straight flush or a straight formed with a 2, 3, 4 and 5 but may not be combined with any other sequence of cards (for example, a queen, king, ace, 2 and 3). The permissible Poker hands shall be:

(1) Five aces, which is a hand consisting of four aces and a joker.

(2) A royal flush with no joker, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(3) A royal flush with a joker, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit, with a joker used as one of the cards.

(4) A straight flush, which is a hand, other than a royal flush, consisting of five cards of the same suit in consecutive ranking.

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

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

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

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

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

(10) Two pair, which is a hand containing two pairs.

Cross References

This section cited in 58 Pa. Code § 680a.7 (relating to wagers); and 58 Pa. Code § 680a.11 (relating to procedures for completion of each round of play).

§ 680a.7. Wagers.

(a) Wagers at Saigon 5 Card shall be made by placing value chips, plaques or other Board-approved table game wagering instruments on the appropriate areas of the table layout. Verbal wagers accompanied by cash may not be accepted.

(b) Only players who are seated at a Saigon 5 Card table may wager at the game. Once a player has placed a wager and received cards, that player shall

remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers shall be placed prior to the dealer announcing “no more bets” in accordance with the dealing procedure in § 680a.8, § 680a.9 or § 680a.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 may not be increased or withdrawn after the dealer has announced “no more bets.”

(d) The following wagers may be placed in the game of Saigon 5 Card:

(1) A player may compete solely against the dealer by placing an Ante Wager.

(2) If specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), a certificate holder may offer to each player at a Saigon 5 Card table the option to make an additional Bonus Wager which shall win if the player’s five cards contain two pair or better as described in § 680a.6(c) (relating to Saigon 5 Card rankings).

(e) A certificate holder shall specify in its Rules Submission under § 601a.2 the number of adjacent boxes on which a player may place a wager in one round of play.

Cross References

This section cited in 58 Pa. Code § 680a.2 (relating to Saigon 5 Card table physical characteristics); 58 Pa. Code § 680a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 680a.9 (relating to procedures for dealing the cards from the hand); and 58 Pa. Code § 680a.10 (relating to procedures for dealing the cards from an automated dealing shoe).

§ 680a.8. Procedures for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the dealing shoe must be located on the table in a location approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment). Once the procedures required under § 680a.5 (relating to shuffle and cut of the cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce “no more bets.” To deal the cards, the dealer shall remove each card from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and place it on the appropriate area of the layout with the opposite hand.

(c) Starting with the player farthest to the dealer’s left and continuing around the table in a clockwise manner, the dealer shall deal one card at a time to each player who has placed an Ante Wager in accordance with § 680a.7(d)(1) (relating to wagers) and to the dealer until each player who placed a wager and the dealer have five cards. All cards shall be dealt face down.

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

(e) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 53 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(f) If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(g) 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 were misdealt but 53 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

Cross References

This section cited in 58 Pa. Code § 680a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 680a.7 (relating to wagers); and 58 Pa. Code § 680a.11 (relating to procedures for completion of each round of play).

§ 680a.9. Procedures for dealing the cards from the hand.

(a) If the cards are dealt from the dealer's hand, the following requirements shall be observed:

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

(2) After the procedures required under § 680a.5 (relating to shuffle and cut of the cards) have been completed, the dealer shall place the stacked deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand whenever holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(3) Prior to dealing any cards, the dealer shall announce "no more bets."

(b) To deal the cards, the dealer shall hold the deck of cards in the chosen hand and use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to the dealer's left and continuing around the table in a clockwise manner, deal one card at a time to each player who has placed an Ante Wager in accordance with § 680a.7(d)(1) (relating to wagers) and to the dealer until each player who placed a wager and the dealer have five cards. All cards shall be dealt face down.

(c) After five cards have been dealt to each player and the dealer, the dealer shall, except as provided in subsection (d), place the stub in the discard rack without exposing the cards.

(d) If an automated card shuffling device that counts the number of cards in the deck after the completion of each shuffle and indicates whether 53 cards are present is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) 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 were misdealt but 53 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

Cross References

This section cited in 58 Pa. Code § 680a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 680a.7 (relating to wagers); and 58 Pa. Code § 680a.11 (relating to procedures for completion of each round of play).

§ 680a.10. Procedures for dealing the cards from an automated dealing shoe.

(a) If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

(1) After the procedures required under § 680a.5 (relating to shuffle and cut of the cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce “no more bets.”

(b) The dealer shall deliver the first stack of five cards dispensed by the automated dealing shoe face down to the player farthest to the dealer’s left who has placed an Ante Wager in accordance with § 680a.7(d)(1) (relating to wagers). 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 an Ante Wager. The dealer shall then deliver a stack of five cards face down to the area designated for the placement of the dealer’s cards.

(c) After each stack of five cards has been dispensed and delivered in accordance with subsection (b), the dealer shall remove the stub from the automated

dealing shoe and, except as provided in subsection (d), place the cards in the discard rack without exposing the cards.

(d) If an automated card shuffling device, which counts the number of cards in the deck after the completion of each shuffle and indicates whether 53 cards are present, is not being used, the dealer shall count the stub at least once every 5 rounds of play to determine if the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) 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 were misdealt but 53 cards remain in the deck, all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

Cross References

This section cited in 58 Pa. Code § 680a.5 (relating to shuffle and cut of the cards); 58 Pa. Code § 680a.7 (relating to wagers); 58 Pa. Code § 680a.8 (relating to procedures for dealing the cards from a manual dealing shoe); and 58 Pa. Code § 680a.11 (relating to procedures for completion of each round of play).

§ 680a.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 680a.8, § 680a.9 or § 680a.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) have been completed, each player shall examine his cards subject to the following limitations:

(1) Each player who wagers at Saigon 5 Card shall be responsible for his own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(2) Each player shall keep his five cards in full view of the dealer at all times.

(b) Each player shall examine his cards and shall set them into two hands. If any three of the player's five cards:

(1) Have a combined total value of 10, 20 or 30, the player's hand qualifies and the player shall set those three cards as the player's three-card hand. The remaining two cards shall be set as the player's two-card showdown hand. For example, if a player's hand contains a joker, 8, 6, 5 and 2, the player's three-card hand would contain the joker (used as a 9 value card), the 5 and the 6 for a total value of 20, which would qualify, and the 8 and 2 would compose the player's showdown hand with a Point Count of 10.

- (2) Does not have a combined total value of 10, 20 or 30, the player's hand does not qualify and the player may place any three cards as the player's three-card hand and the remaining two cards in the player's two-card showdown hand.
- (c) After each player has set his two hands, the dealer shall then reveal and arrange the dealer's cards. If any three of the dealer's five cards:
- (1) Have a combined total value of 10, 20 or 30, the dealer's hand qualifies and the dealer shall set those three cards as the three-card hand. The remaining two cards shall be set as the dealer's two-card showdown hand.
- (2) Does not have a combined total value of 10, 20 or 30, the dealer's hand does not qualify.
- (d) After the dealer's cards are turned face up and set, the dealer shall, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction, complete the following applicable procedures in succession for each player. The dealer shall turn the player's three-card hand face up on the layout and compare the dealer's three-card hand to the player's three-card hand. If the dealer's three-card hand:
- (1) Does not qualify and the player's three-card hand:
- (i) Does not qualify, the dealer shall return the player's Ante Wager.
- (ii) Qualifies, the dealer shall reveal the player's showdown hand. If the player's two-card showdown hand:
- (A) Has a Point Count of 1—4 or 6—10, the dealer shall pay the winning Ante Wager in accordance with § 680a.12(a) (relating to payout odds; Envy Bonus; rate of progression).
- (B) Has a Point Count of 5, the dealer shall pay the winning Ante Wager in accordance with § 680a.12(b).
- (2) Qualifies, and the player's three-card hand:
- (i) Does not qualify, the dealer shall collect the player's losing Ante Wager.
- (ii) Qualifies, the dealer shall reveal the player's showdown hand and compare it to the dealer's showdown hand. If the dealer's showdown hand:
- (A) Is higher in Point Count than the Point Count of the player's showdown hand, the dealer shall collect the player's losing Ante Wager.
- (B) Is lower in Point Count than the Point Count of the player's showdown hand, the dealer shall pay the winning Ante Wager in accordance with § 680a.12(a) if the player's showdown hand had a Point Count of 1—4 or 6—10 and in accordance with § 680a.12(b) if the player's showdown hand had a Point Count of 5.
- (C) Is equal in Point Count with the Point Count of the player's showdown hand, the dealer shall return the player's Ante Wager.
- (e) After settling the player's Ante Wager, the dealer shall settle any optional Bonus Wager by reconfiguring the player's five cards to form the highest ranking Poker hand. If the player's hand:

(1) Does not contain two pair or better, as provided in § 680a.6(c) (relating to Saigon 5 Card rankings), the dealer shall collect the losing Bonus Wager.

(2) Contains two pair or better, the dealer shall pay the winning Bonus Wager in accordance with § 680a.12(c).

(f) After all wagers of the player have been settled, the dealer shall remove any remaining 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.

§ 680a.12. Payout odds; Envy Bonus; rate of progression.

(a) A certificate holder shall pay winning Ante Wagers at odds of 1 to 1 if the player's showdown hand had a Point Count of 1—4 or 6—10.

(b) A certificate holder shall pay winning Ante Wagers at odds of 1 to 2 if the player's showdown hand had a Point Count of 5.

(c) A certificate holder shall pay out winning Bonus Wagers as provided in the following payout table:

<i>Hand</i>	<i>Paytable A</i>
Five aces	5,000 to 1
Royal flush—no joker	1,000 to 1
Royal flush—with a joker	250 to 1
Straight flush	100 to 1
Four-of-a-kind	50 to 1
Full house	20 to 1
Flush	15 to 1
Straight	12 to 1
Three-of-a-kind	10 to 1
Two pair	8 to 1

(d) Notwithstanding the payout odds in subsections (a)—(c), if specified in its Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions), the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

Cross References

This section cited in 58 Pa. Code § 680a.2 (relating to Saigon 5 Card table physical characteristics); and 58 Pa. Code § 680a.11 (relating to procedures for completion of each round of play).

§ 680a.13. Irregularities.

(a) A card that is found face up in the shoe or the deck while the cards are being dealt may not be used in that round of play and shall be placed in the discard rack. 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, all wagers shall be returned to the players and the cards shall be reshuffled.

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

(c) If a player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d) 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.

(e) 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, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

(f) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe must be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.

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