

13:69E-1.13Y Premium Hold ‘Em physical characteristics

- (a) Premium Hold ‘Em 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.**
- (b) A true-to-scale rendering and color photograph of the layout(s) referenced in this section shall be submitted to the Division’s principal office located in Atlantic City, New Jersey, prior to utilizing the layout design. The layout for Premium Hold ‘Em shall contain, at a minimum:**
 - 1. The name or trade name of the casino licensee offering the game;**
 - 2. A separate designated betting area at each betting position for the placement of the Ante wager;**
 - 3. A separate designated betting area for placement of the X-Tra Bonus Wager;**
 - 4. A separate designated betting area for the placement of “Dealer Bonus” and “Player Bonus” wagers;**
 - 5. Optionally, each Premium Hold ‘Em layout may include a designated betting area for placement of the Bonus Spin wager;**
 - 6. Premium Hold ‘Em tables shall have inscriptions that advise patrons of the payout odds of the X-Tra Bonus wager, the Player and Dealer Bonus wagers, and the optional Bonus Spin wager as described in N.J.A.C. 69F-40**
- (c) Premium Hold ‘Em tables offering the Bonus Spin option require the AGS Bonus Spin progressive system hardware as approved by New Jersey Division of Gaming Enforcement .**

CHAPTER 69F RULES OF THE GAME SUBCHAPTER X PREMIUM HOLD ‘EM

13:69F-40.1 Definitions

“Ante” or “ante wager” means the initial wager required to be made prior to any cards being dealt in order to participate in the round of play.

“Bonus Spin wager” means the optional wager where players may win the opportunity to spin a virtual wheel for additional prizes. As the top prize, a casino licensee may offer either a fixed prize (cash or merchandise) or a progressive jackpot. A three-card Flush in the player’s hand is the trigger for Bonus Spin on Premium Hold ‘Em.

“Check” means to make no wager during the current betting round.

“Jacks Up wagers” means the additional optional wagers where players may bet on either 1) the dealer’s best 5 cards, 2) the player’s best 5 cards or, 3) both. This wager may be an amount different than the Antes.

“Burn” means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

“Community cards” means any of the four cards in the center of the table that are used by each player and the dealer with their own three cards to form the best possible five-card poker hand.

“Fold” means the withdrawal of a player from a round of play by discarding his or her three cards prior to placing the play wager.

“Hand” means the highest ranking five-card hand that can be formed from the four community cards and the three cards dealt to the dealer or a player.

“Play wager” means;

1. The first Play wager is equal to three times the Ante wager and is made prior to the dealer revealing the four community cards.

2. The second Play wager is equal to or twice the Ante wager and is made prior to the dealer revealing their 3-card hand.

“Push” means a tie as defined in N.J.A.C. 13:69F-X.5(c).

“Rank” or “ranking” means the relative position of a card or group of cards as set forth in N.J.A.C. 13:69F-X.5.

“Round of play” or “round” means one complete cycle of play during which all players 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.

“X-Tra Bonus wager” means the mandatory initial wager equal to the ante wager that is paid according to the pay table set forth in N.J.A.C. 13:69F-X.11

13:69F-40.2 Cards, number of decks

- (a) Premium Hold ‘Em shall be played with one deck of cards meeting the requirements of N.J.A.C. 13:69E-1.17 and two additional solid yellow or green cover cards.**
- (b) If an automated card shuffling device is used, 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 N.J.A.C. 13:69E-1.17;**
 - 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 continually alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck shall be placed in the discard rack at any given time.

13:69F-40.3 Opening of the table for gaming

- (a) After receiving the cards at the table in accordance with N.J.A.C. 13:69E-1.18, the dealer shall, as applicable, comply with the requirements of either N.J.A.C. 13:69E-1.18(e)1 and (b) through (d) below or the requirements of N.J.A.C. 13:69E-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. 13:69F-X.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. 13:69E-1.18 and 13:69F-X.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.

13:69F-X.4 Shuffle and cut of the cards

- (a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to N.J.A.C. 13:69E-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. 13:69F-X.7, X.8, or X.9; or
 2. If the cards were shuffled manually or were pre-shuffled pursuant to N.J.A.C. 13:69E-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)lii 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. 13:69F-X.7, X.8, or X.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 Premium Hold ‘Em 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. 13:69F-X.3(c) and, if applicable, (d) shall be completed.

13:69F-X.5 Premium Hold ‘Em hand rankings

- (a) The rank of the cards used in Premium Hold ‘Em, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or “straight” formed with a two, three, four, and five.
- (b) The permissible five-card poker hands at the game of Texas hold ‘em bonus poker, 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, with ace, king, queen, jack, and 10 being the highest ranking straight flush and ace, two, three, four, and five being the lowest straight flush;
 - 3. “Four of a kind” is a hand consisting of four cards of the same rank, with four aces being the highest ranking four of a kind and four twos being the lowest ranking four of a kind;
 - 4. “Full house” is a hand consisting of a “three of a kind” and a “pair” with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - 5. “Flush” is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking flush and two, three, four, five, and seven being the lowest ranking flush;
 - 6. “Straight” is a hand consisting of five unsuited cards of

7. consecutive rank, with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, two, three, four, and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, and three);
 8. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three of a kind and three twos being the lowest ranking three of a kind;
 9. "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
 10. "One pair" is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.
- (c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand which contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

13:69F-X.6 Wagers

- (a) All wagers at Premium Hold 'Em table 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 wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in N.J.A.C. 13:69F-X.7, X.8, or X.9. Except as provided in N.J.A.C. 13:69F- X.10, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."
- (c) Upon placing an ante wager, a player must also place an x-tra bonus wager by placing, at a minimum, a \$1.00 gaming chip on the designated betting area of the layout. The outcome of the X-tra Bonus wager shall have no bearing on any other wager made by the player at the game of Premium Hold 'Em.
- (d) Jacks Up, Bonus Spin and Play wagers shall be made in accordance with the provisions of N.J.A.C. 13:69F-X.10.
- (e) Only players who are seated at the Premium Hold 'Em 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.

13:69F-X.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. 13:69E-1.19. Once the procedures required by N.J.A.C. 13:69F-X.4 have been completed, the stacked deck

of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.

- (b) The dealer shall announce “No more bets” prior to dealing any cards.
- (c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
- (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. One card face down to each player;
 - 2. One card face down to the area designated for the dealer’s hand under a cover card;
 - 3. A second card face down to each player;
 - 4. A second card face down to the area designated for the dealer’s hand under a cover card.
 - 5. A third card face down to each player and;
 - 6. A third card face down to the area designated for the dealer’s hand under a cover card.
- (e) After three cards have been dealt to each player and to the area designated for the hand of the dealer, and after all four community cards have been dealt in accordance with the provisions of N.J.A.C. 13:69F-X.10, 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 is still 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 were misdealt (a player or the area designated for the placement of the dealer’s cards has more or less than two cards) but 52 cards remain in the deck, all hands are void pursuant to N.J.A.C. 13:69F-X.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. 13:69E-1.18.
- (g) Notwithstanding the provisions of (f) 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. 13:69E-1.18.

13:69F-X.8 Procedure for dealing the cards from the hand

- (a) Notwithstanding any other provisions of N.J.A.C. 13:69E or this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Premium Hold 'Em from his or her hand.
- (b) If a casino 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. 13:69F-X.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 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. One card face down to each player;
 2. One card face down to the area designated for the dealer's hand under a cover card;
 3. A second card face down to each player; and
 4. A second card face down to the area designated for the dealer's hand under a cover card.
 5. A third card face down to each player and;
 6. A third card face down to the area designated for the dealer's hand under a cover card.
- (d) After three cards have been dealt to each player and to the area designated for the hand of the dealer and after all four community cards have been dealt in accordance with the provisions of N.J.A.C. 13:69F-X.10, the dealer shall, 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 is still in the deck. The dealer shall count the stub in accordance with the provisions of N.J.A.C. 13:69F-X.7(f).
- (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. 13:69E-1.18.

13:69F-X.9 Procedures for dealing the cards from an automated dealing shoe

- (a) Notwithstanding any other provision of N.J.A.C. 13:69E or this chapter, a casino licensee may, in its discretion, choose to have the cards used to play Premium Hold ‘Em dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are in accordance with the casino licensee’s internal control procedures.
- (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. 13:69F-X.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 three cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed wagers in accordance with N.J.A.C. 13:69F-X.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 wagers in accordance with N.J.A.C. 13:69F-X.6. The dealer shall then place a cover card on top of the dealer’s stack of three cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the dealer’s hand.
- (d) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the next stack of three cards from the automated shoe, spread the cards from right to left burning the bottom card. The dealer shall then remove another stack of three cards from the automated shoe, spread the cards from right to left burning the bottom card. The remaining four cards comprise the community cards as set forth in N.J.A.C. 13:69F-X.10
- (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 is still in the deck. The dealer shall count the stub in accordance with the provisions of N.J.A.C. 13:69F-32.7(f).

13:69F-X.10 Procedure for completion of each round of play; collection and payment of wagers

- (a) Prior to the first card being dealt, players make two mandatory, equal bets: the ante wager and the x-tra bonus wager.
 - 1. Player may also make one or both of the optional jacks up wagers which may be an amount different than the ante.
 - i. One bet on the dealer’s best 5 cards by placing a wager on the dealer bonus section of the table layout.
 - ii. One bet on the player’s best 5 cards by placing a wager on the player bonus section of the table layout.
 - 2. On Premium Hold ‘Em tables offering the Bonus Spin progressive system, players may also make the Bonus Spin wager as defined in N.J.A.C. 13:69F-X.1 by placing a wager on the electronic sensor within the player spot representing the bonus spin wager.

3. Dealer will collect all Bonus Spin wagers and place them in the well.
- (b) After the dealing procedures required by N.J.A.C. 13:69F-X.7, X.8, or X.9 have been completed, each player shall examine his or her cards without exposing them to any person, replace the cards face down on the layout and either place a play wager equal to three times the ante wager or check as defined in N.J.A.C. 13:69F-X.1.
1. If a player chooses to place a play wager, the wager shall be placed in the designated play betting area.
- (c) Once all players have either placed a play wager or checked, the dealer shall reveal the four community cards.
- (d) Players who have not yet placed a play wager may either fold or place a play wager equal to one or two times the ante wager.
1. If a player chooses to place a play wager, the wager shall be placed in the designated play betting area.
 2. If a player folds, the player's ante shall be collected by the dealer and placed in the table inventory container.
 - i. If the player has also placed a jacks up wager, the player's cards shall remain on the table pending resolution of the jacks up wager at the conclusion of the round of play.
 - ii. If no jacks up wager has been made, the dealer shall immediately spread the cards of the folded hand face down, collect the cards and place them in the discard rack.
- (e) The dealer shall then reveal his or her three-card hand.
- (f) The dealer and each player shall then make their own best possible five-card hand using at least one hole card in conjunction with the four community cards.
- (g) Starting with the player to the dealer's far left, the dealer shall;
1. On Premium Hold 'Em tables offering the Bonus Spin progressive system, determine whether the player received the bonus spin trigger hand – a flush in his or her three-card hand.
 - i. If the player did receive a flush in his or her three-card hand, the dealer will tap the area on the electronic dealer terminal representing the player's seat number which will cause the bonus spin sensor to illuminate indicating that this player will spin the wheel during the spin round which occurs after all player's hands have been resolved;
 2. Resolve the optional jacks up wager by comparing the dealer's final five-card hand first, then the player's final five-card hand to the jacks up pay table set forth in N.J.A.C. 13:69F-X.11.
 3. Resolve the ante wager.
 - i. If the dealer's hand ranks higher than the player's hand according to the ranking of hands set forth in N.J.A.C. 13:69F-X.5, the ante wager loses and is collected by the dealer.
 - ii. If the dealer's hand has tied the player's hand, the ante wager pushes.
 - iii. If the player's hand ranks higher than the dealer's hand which is not at least one pair of threes or higher rank as set forth in N.J.A.C. 13:69F-X.5, the ante wager pushes.

- iv. If the player's hand ranks higher than the dealer's hand which does contain at least one pair of threes or higher rank according to the ranking of hands set forth in N.J.A.C. 13:69F-X.5, the ante wager wins and is paid even money;
- 4. Resolve the play wager.
 - i. If the dealer's hand ranks higher than the player's hand according to the ranking of hands set forth in N.J.A.C. 13:69F-X.5, the play wager loses and is collected by the dealer.
 - ii. If the dealer's hand ties the player's hand, the play wager pushes.
 - iii. If the player's hand ranks higher than the dealer's hand according to the ranking of hands set forth in N.J.A.C. 13:69F-X.5, the play wager wins and is paid even money.
- (h) On Premium Hold 'Em tables offering the Bonus Spin wager, the spin round now begins. The dealer shall follow the steps indicated on the electronic dealer terminal allowing each qualifying player to spin the wheel for additional prizes as set forth in the bonus spin pay table in N.J.A.C. 13:69F-X.11.

13:69F-X.11 Payout odds

- (a) The payout odds for winning wagers at Premium Hold 'Em tables printed on any sign 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) A casino licensee shall pay each winning ante and play wager at odds of 1 to 1.
- (c) A casino licensee shall pay each winning jacks up wager (player and dealer bonus) according to the odds set forth below:

Royal flush	50 to 1
Straight flush	30 to 1
Quads	10 to 1
Full house	6 to 1
Flush	4 to 1
Straight	3 to 1
Trips	2 to 1
Two pair, jacks up, or better	1 to 1

- (d) A casino licensee shall pay each winning x-tra bonus wager according to the odds set forth below:

Royal flush	500 to 1
Straight flush	100 to 1
Four of a Kind	10 to 1
Full house	3 to 1

Flush	3 to 2
Straight	1 to 1
Trips or less	(push)

Note: Must beat dealer's hand

- (e) For Premium Hold 'Em tables offering the bonus spin wager, a casino licensee shall pay each player who received a flush in their 3-card hand according to the result of his or her virtual wheel spin as outlined in the Player Pay column in the following tables. Additionally, every other player who made the bonus spin wager shall be paid the amount listed in the Community Pay column in the following tables.

Bonus Spin Flush \$5 pay table options with Community Pays:

Player Pay	Community pay	Wheel Position
JACKPOT*		1
5,000		4
2,500		7
1,000		10
250	100	6
500		12
100	50	3
100		11
40	15	9
60		8
50		5
40		2

***Progressive \$10,000 seed with 7% contribution**

Player Pay	Community pay	Wheel Position
FIXED PRIZE*		1
10,000		4
5,000		7
1,000		10
250	100	6
500		12
100	50	3
100		11
40	15	9
65		8
60		5
50		2

***Jackpot prize or merchandise**

Bonus Spin Flush \$1 pay table options with Community Pays:

Player Pay	Community pay	Wheel Position
JACKPOT*		1
1,000		4
500		7
100	25	3
75	15	9
60		12
50		11
40		8
25	3	6
15		10
10		5
5		2

***Progressive \$5,000 seed with 7% contribution**

Player Pay	Community Pay	Wheel Position
FIXED PRIZE		1
1,000		4
500		7
200		10
100	25	3
75		11
50	10	9
25		12
20	3	6
15		8
10		5
5		2

***Jackpot prize or merchandise**

13:69F-X.12 Irregularities

- (a) If any card dealt to the dealer in Premium Hold ‘Em is exposed prior to each player having either folded or placed a play wager pursuant to N.J.A.C. 13:69F-X.10, 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 a player is dealt an incorrect number of cards, that player's hand shall be void and the cards shall be reshuffled. If the dealer is dealt an incorrect number of cards, all players' hands shall be void unless the dealer can deal himself or herself the correct number of cards in sequence, provided that such cards have not already been turned face up.
- (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 the casino licensee's internal control procedures.
- (f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal 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 the casino licensee's internal control procedures.
- (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.

13:69F-40.13 Prohibition against a player wagering on more than one player position

- (a) A player shall not be permitted to wager on more than one player position at a Premium Hold 'Em table.