

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

13:69E-1.13Y Pik-it poker table; physical characteristics

(a) Pik-it poker shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

b) The layout for a pik-it poker table shall contain, at a minimum, the following:

1. For each player position:

i. An ante wagering area for the placement of an ante

wager;

ii. A 5 card bonus wager wagering area for the placement of a 5 card bonus wager;

iii. A 3 card bonus wager wagering area for the placement of a 3 card bonus wager;

iv. A play 3 wager wagering area for the placement of

a play 3 wager;

v. A play 5 wager wagering area for the placement of

a play 5 wager; and

vi. An area for the placement of the player's cards;

2. An area for the placement of the dealer's cards;

3. Payout odds for all wagers; and

4. The name or trade name of the casino licensee offering the game.

(c) If the payout odds for any wager are not inscribed on the layout as required in (b)3 above, the payout odds shall be posted on a sign at each pik-it poker table.

(d) Unless inscribed on the layout, each pik-it poker table shall post signage that provides notice to players of the following:

1. The amount of play 3 wagers and play 5 wagers relative to the amount of a player's ante wager (equal to the ante wager or two times the ante wager); and

2. If a casino licensee offers the version of pik-it poker in which the dealer's hand is required to qualify:

i. The minimum dealer's qualifying hand; and

ii. Dealer qualification has no bearing on a player's play 3 wager.

(e) Each pik-it poker table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

SUBCHAPTER 39. PIK-IT POKER

13:69F-39.1 - Definitions

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

"3 card bonus wager" means an optional additional wager that a player may make prior to any cards being dealt that three cards selected by the player from the five dealt qualify for a posted payout.

"5 card bonus wager" means an additional wager, equal in amount to his or her ante wager, that a player is required to make prior to any cards being dealt that the five cards dealt to the player qualify for a posted payout.

"Ante wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.

"Fold" means the withdrawal of a player from a round of play by discarding his or her hand after electing not to place a play 3 wager or a play 5 wager.

"Hand" means the five-card hand or three-card hand that is held by each player and the dealer after the cards are dealt.

"Play 3 wager" means a wager, equal to the amount of the player's ante wager or twice the amount of the player's ante wager as determined by the casino licensee, to play the player's highest ranking three-card hand against the dealer's highest ranking three-card hand.

"Play 5 wager" means a wager, equal to the amount of the player's ante wager, to play the player's highest ranking five-card hand against the dealer's highest ranking five-card hand.

"Qualifying hand" means the dealer's five-card hand in the version of pik-it poker which requires the dealer's hand to be a rank of ace, king, four, three and two, or better.

"Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid or collected in accordance with this subchapter.

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

"Suit" means one of the four categories of cards: club, diamond, heart or spade.

13:69F-39.2 Cards; number of decks

(a) Except as provided in (b) and (c) below, pik-it poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in N.J.A.C. 13:69F-39.6. 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. The deck of cards shall meet the requirements of N.J.A.C. 13:69E-1.17.

(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 (a) above;

2. The backs of the cards in the two decks are of 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 only one deck shall be placed in the discard rack at any given time.

(c) If an automated dealing shoe is used to deal the cards pursuant to N.J.A.C. 13:69F-38.9, a casino licensee shall be required to use a cover card with the same attributes described in (a) above in accordance with the procedures set forth in N.J.A.C. 13:69F-39.9(c).

13:69F-39.3 Wagers

(a) A player shall be required to place an ante wager and a 5 card bonus wager in an amount within the posted minimum and maximum wagers to play pik-it poker in order to participate in a round of play. In addition, a player may place an 3 card bonus wager in any amount within the posted minimum and maximum wagers to compete solely against a posted payout ledger. All ante wagers, 5 card bonus wagers, and 3 card bonus wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in N.J.A.C. 13:69F-39.7, 39.8 or 39.9. No wager in this subsection

shall be made, increased or withdrawn after the dealer has announced "No more bets."

(b) After each player and the dealer has been dealt five cards, a player shall either place a play 3 wager, place a play 5 wager, or fold his or her hand. If the player elects to fold, the player shall forfeit his or her ante wager. A play 3 wager or a play 5 wager shall be in an amount equal to either the amount of the player's ante wager or an amount two times the player's ante wager, as determined by the casino licensee.

(c) All wagers at pik-it poker 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.

(d) Only players who are seated at a pik-it poker 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.

(e) A casino licensee may, in its discretion, permit a player to place wagers at two or three betting positions during a round of play provided that all of the betting positions are adjacent to each other.

(f) Each player who wagers at pik-it poker shall be responsible for his or her 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.

13:69F-39.4 Five-card and three-card poker rankings

(a) The rank of the cards used in pik-it poker, 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. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with, as applicable, a 2 and 3 (in a three-card hand) or a 2, 3, 4 and 5 (in a five-card hand).

(b) The permissible poker hands in pik-it poker that result in a five-card hand, 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 king, queen, jack, 10 and 9 being the highest ranking straight flush and Ace, 2, 3, 4, and 5 being the lowest ranking straight flush;

3. "Four-of-a-kind" is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four 2's being the lowest ranking four-of-a-kind;

4. "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three 2's and two 3's being the lowest ranking full house;

5. "Flush" is a hand consisting of five cards of the same suit;

6. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, 2, 3, 4 and 5 being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards (e.g., queen, king, ace, 2, 3);

7. "Three-of-a-kind" is a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three 2's being the lowest ranking three-of-a-kind;

8. "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two 3's and two 2's being the lowest ranking two pair; and

9. "One pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

(c) The permissible poker hands in pik-it poker that result in a three-card hand, in order of highest to lowest rank, shall be:

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

2. "Straight flush" is a hand consisting of three cards of

the same suit in consecutive ranking, with king, queen and jack being the highest ranking straight flush and a 3, 2 and ace being the lowest ranking straight flush;

3. "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three of-a-kind and three 2's being the lowest ranking three-of-a-kind;

4. "Straight" is a hand consisting of three cards of consecutive rank, regardless of suit, with an ace, king and queen being the highest ranking straight and a 3, 2 and ace being the lowest ranking straight; provided, however, that an ace may not be combined in sequence with a king and 2;

5. "Flush" is a hand consisting of three cards of the same suit; and

6. "One pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two 2's being the lowest ranking pair.

(d) When comparing two hands which are of identical poker hand rank pursuant to the provisions of (b) or (c) above, as applicable, or which contain none of the poker hands therein enumerated, 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 tied.

(e) A hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

13:69F-39.5 Opening of the table for gaming

(a) After receiving a deck of 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 floor person 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 according to suit and in sequence.

(c) After the first player 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" 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-39.6.

(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-39.2, 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-39.6 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. 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 the cards 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 herein 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-39.7, 39.8 or 39.9; 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)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. 13:69F-39.7, 39.8 or 39.9.

(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 pik-it poker table which 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-39.5(c) shall be completed.

13:69F-39.7 Procedures 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-39.6 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. 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.

(c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager and a 5 card final hand bonus wager and to the dealer until each player who placed a wager and the dealer each has 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 (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 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 or the dealer has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to N.J.A.C. 13:69F-39.12. 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.

(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-39.8 Procedures 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 pik-it poker 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 card shuffling device to shuffle the cards.

2. Once the procedures required by N.J.A.C. 13:69F-39.5 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 round the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager and a 5 card final hand bonus wager and to the dealer until each player who placed a wager and the dealer each has 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, 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 present in the deck. The dealer shall count

the stub in accordance with the provisions of N.J.A.C. 13:69F-39.7(e) and (f).

13:69F-39.9 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 pik-it poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards.

(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-39.5 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.

13:69F-39.6. 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. 13:69F-39.6. The dealer shall then place a cover card on top of the dealer's stack of five cards in the automated dealing shoe and either:

1. Deliver the stack face down with the cover card on top to the area designated for the placement of the dealer's cards; or

2. Deliver the stack face down after each player has made
a
play 3 wager or play 5 wager or elected to fold his or her hand, the dealer has collected all forfeited wagers and associated cards, and the dealer has placed the cards of forfeited hands in the discard rack pursuant to N.J.A.C. 13:69F-39.10.

(d) After each stack of five cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, 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 is still present in the deck. The dealer shall count the stub in accordance with the provisions of N.J.A.C. 13:69F-39.7(e) and (f).

13:69F-39.10 Procedures for completion of each round of play; payment
and collection of wagers

(a) After the dealing procedures required by N.J.A.C. 13:69F-39.7, 39.8 or 39.9 have been completed, each player who has placed the 3 card bonus wager shall reveal three of the five cards dealt.

(b) The dealer shall, starting with the player farthest to the right of the dealer and moving counterclockwise around the table,

request each player who has placed a 3 card bonus wager to reveal three cards. Each such player shall select and reveal three cards from his or her hand for purposes of the 3 card bonus wager. The dealer shall settle the 3 card bonus wager in accordance with the payout odds set forth in N.J.A.C. 13:69F-39.11.

(c) The dealer, starting with the player farthest to the right of the dealer and moving counterclockwise around the table one player at a time, shall:

1. Reveal each player's five-card hand;
2. Settle the 5 card bonus wager in accordance with the payout odds listed in N.J.A.C. 13:69F-39.11;
3. Offer each player the option to either make a play 3 wager or a play 5 wager in an amount equal to either the amount of player's ante wager or twice the amount of the player's ante, as determined by the casino licensee, or fold the hand and thereby forfeit the ante wager and end his or her participation in the round of play; and
4. Collect all forfeited ante wagers and associated cards, placing them in the discard rack.

(d) The dealer shall then reveal the dealer's cards and arrange the cards so as to form the highest possible ranking five-card hand. The dealer shall also announce the dealer's highest possible five-card hand and, if the casino licensee is offering the version of pick-it poker in which the dealer is required to hold a qualifying hand and the dealer does not have a qualifying hand, "No qualify." The

dealer shall separately designate the three cards that comprise the dealer's best three-card hand. The dealer shall also announce the dealer's highest possible three-card hand. If an automated dealing shoe is used to deal the cards pursuant to N.J.A.C. 13:69F-39.9 and a cover card is used on top of the dealer's stack removed from the shoe, the cover card shall be removed from the stack and placed on the table layout immediately next to the automated dealing shoe.

(e) The dealer shall then settle the wagers remaining on the table by complying with either one of the procedures below. A casino licensee shall identify in its approved gaming submission which alternative the dealer shall use. The dealer's cards shall be placed in the discard rack after all players' cards have been collected.

1. The dealer shall, for each of the following procedures, start with the player farthest to the dealer's right and continue counterclockwise around the table until the procedure has been completed as to all players:

i. Reveal and announce the best three-card or five-card hand of each remaining player, as applicable;

ii. Collect all losing wagers;

iii. Pay each winning ante wager, play 3 wager and play 5 wager, as applicable, in accordance with the payout odds listed in N.J.A.C. 13:69F-39.11, subject to the provision for the dealer qualifier version of pik-it poker in (f) below; and

iv. Collect all player hands and place them in the discard rack.

2. The dealer shall, starting with the player farthest to the dealer's right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

i. Reveal and announce the best three-card or five-card hand of each remaining player, as applicable;

ii. Collect losing wagers or pay each winning ante wager, play 3 wager and play 5 wager, as applicable, in accordance with the payout odds listed in N.J.A.C. 13:69F-39.11, subject to the provision for the dealer qualifier version of pik-it poker in (f) below; and

iii. Collect the player's cards and place them in the discard rack.

(f) If a casino licensee offers the version of pik-it poker in which the dealer's hand is required to qualify and the dealer does not hold a qualifying hand, the dealer shall pay the player's ante wager if the player's hand ranks higher than the dealer's hand and return the player's play 5 wager as a push.

(g) 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.

13:69F-39.11 Payout odds

(a) A player shall be paid 1 to 1 on both the ante wager and either the play 3 wager or play 5 wager, as applicable, if the player's hand is ranked higher than the dealer's hand. If, however, the casino licensee offers the version of pik-it poker in which the dealer is required to hold a qualifying hand and the dealer does not have a qualifying hand, all play 5 wagers shall be considered void and shall neither be collected nor paid.

(b) Each winning 5 card final hand bonus wager shall be paid once for the highest payout at odds no less than those set forth in one of the following pay tables pre-selected by the casino licensee:

HAND	Pay Table 1	Pay Table 2
Two pair	1 to 1	1 to 1
Three-of-a-kind	2 to 1	2 to 1
Straight	5 to 1	4 to 1
Flush	8 to 1	6 to 1
Full house	10 to 1	10 to 1
Four-of-a-kind	50 to 1	50 to 1
Straight flush	250 to 1	250 to 1
Royal flush	1000 to 1	750 to 1

(c) Each winning 3 card bonus wager shall be paid once for the highest payout at odds no less than those set forth in one of the following pay tables pre-selected by the casino licensee:

HAND	Pay Table 1	Pay Table 2	Pay Table 3
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Pair	1 to 1	1 to 1	1 to 1
Flush	3 to 1	3 to 1	4 to 1
Straight	6 to 1	6 to 1	6 to 1
Three-of-a-kind	30 to 1	30 to 1	25 to 1
Straight flush	40 to 1	50 to 1	35 to 1
Royal flush	200 to 1	100 to 1	80 to 1

13:69F-38.12 Irregularities

(a) 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.

(b) 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.

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

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in N.J.A.C. 13:69F-39.10(b), all hands shall be void and the cards shall be reshuffled.

(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.

(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.

(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.