

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

13:69E-1.13AA Deuce of the dragon table; physical characteristics

(a) Deuce of the dragon shall be played on a table having positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

1. A true- to- scale rendering and a color photograph of the layout(s) referenced in this section shall be submitted to the Division's principal office located Atlantic City, New Jersey, prior to utilizing the layout design.

(b) The layout for a deuce of the dragon table shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. Two separate designated betting areas at each player position for the placement of main pot ante and deuce pot wager;
3. Three separate designated betting areas at each player position for the placement of wagers during each of three betting rounds;
4. Three areas at each player position, adjacent and corresponding to the betting areas for the placement of wagers during betting rounds, for the player's discard of patterns face up, with lines to partition the three areas from each other;
5. A designated area toward the center of the gaming table

for the deuce pot;

6. A designated area at the center of the gaming table for the placement of the collected main pot antes and raise wagers comprising the main pot;

7. A designated area at the center of the gaming table at which the dealer marks with a button the betting round (first, second or third) during the course of play; and

8. Unless the casino licensee complies with (c) below, inscriptions indicating:

i. The first player to discard all of his or her cards during the round of play wins the main pot and, if eligible, the deuce pot;

ii. For patterns with equal numerical value, the pattern with the highest ranked suit wins the discard interval or, for the last betting round, wins the main pot and, if eligible, the deuce pot;

iii. The rank of the suits; and

iv. If the deuce pot is not won during a round of play, the deuce pot shall accrue to successive rounds play until the deuce pot is won.

(c) If the information required by (b)8 above is not inscribed on the layout, a sign shall be posted at each deuce of the dragon table that provides the information. In addition, a sign shall be posted at each deuce of the dragon table indicating the percentage of the commission that shall be deducted from the main pot and the deuce pot upon being won.

(d) Each deuce of the dragon 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.

13:69E-1.19 Dealing shoes; automated shuffling devices

(a) (No change.)

(b) Cards used to game at authorized table games 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, except that cards used to game at baccarat shall be dealt from a dealing shoe which shall not be secured to the gaming table. 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, supreme pai gow, mississippi stud, [and] two card joker poker **and deuce of the dragon** may be dealt from the dealer's hand in accordance with the rules for each game in N.J.A.C. 13:69F; and

2. (No change.)

(c) A device which automatically shuffles cards may be utilized at the game of blackjack, spanish 21, double attack blackjack, triple 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, supreme pai gow, mississippi stud, **deuce of the dragon** and double down stud in addition to a manual or automated dealing shoe, provided that:

1. - 2. (No change.)

(d) - (h) (No change.)

SUBCHAPTER 41. DEUCE OF THE DRAGON

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- 13:69F-41.1 **Definitions**

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

"All-in" means a player who has no funds remaining on the table to continue betting in a round of play but who still retains the right to contend for those portions of the pot in which the player has already placed bets.

"Ante" means a predetermined wager which each player is required to make prior to any cards being dealt in order to participate in the round of play.

"Betting round" means a complete wagering cycle within a round of play after all players have called, folded or gone all-in.

"Button" means an object which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence.

"Call" means a wager made in an amount equal to the immediately preceding wager.

"Check" means that a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting.

"Deuce" shall mean a card with the numerical value of two.

"Deuce button" shall mean a button that the dealer places at the player position of the player who either plays the deuce of hearts or the player who beats any single deuce with a four-of-a-kind.

"Deuce pot" shall mean the pot comprised of antes (deuce pot wagers) awarded to the player who wins the main pot if the winning player has the deuce button.

"Deuce pot wager" shall mean the ante made by a player at the beginning of the round of play dedicated to the deuce pot.

"Discard" means the card(s) selected by the player from the eight cards dealt, which are placed face up in the designated area in front of the player.

"Discarding round" means a complete discarding cycle within a round of play after all players have discarded or passed.

"Fold" means the withdrawal of a player from a betting round of play by discarding his or her hand of cards during a betting round upon refusing to call a wager.

"Fouled hand" means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.

"Main pot" means the amount which is awarded to the winning player or players at the conclusion of a round of play, equal to the total amount of antes for the main pot and additional wagers by players during the round of play, less any commission extracted pursuant to N.J.A.C. 13:69F-41.10.

"Main pot wager" shall mean the ante made by a player dedicated to the main pot and any other wager made by a player after cards have been dealt by the dealer.

"Player button" shall mean a button that the dealer controls and places in front of the player who is first to act in a round of play.

"Protected hand" means a hand of cards which the player is physically holding.

"Raise" means a wager in an amount greater than the immediately preceding wager in that betting round.

"Raise button" shall mean a button that the dealer controls and places at the beginning of each betting round on one of three numbered areas, "1st," "2nd" and "3rd," located in the center of the table and corresponding to the three betting rounds.

"Rank" or "ranking" means the relative position of a card or group of cards as provided in N.J.A.C. 13:69F-41.5.

"Round of play" means the process by which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules of this subchapter.

"Side pot" means a separate pot formed when one or more players are all-in.

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

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

"Table stakes" means the currency, gaming chips and gaming plaques on the table and a player may not subtract from his or her currency, gaming chips or gaming plaques at any time during ongoing play.

13:69F-41.2 Cards; number of decks

(a) Except as provided in (b) below, deuce of the dragon shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in N.J.A.C.

13:69F-41.4. The cutting card and 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 Division. 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.

13:69F-41.3 Opening of the table for gaming

(a) After receiving two decks of cards at the table, in accordance with N.J.A.C. 13:69E-1.18 and 13:69F-41.2, the dealer shall comply with the requirements of N.J.A.C. 13:69E-1.18(f) and (d) and (e), below.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson or supervisor thereof, the cards shall be spread out face up on the table for visual inspection by the first two players to be seated at the table. The cards shall be spread out according to suit and in sequence.

(c) After a minimum of two players are afforded an opportunity to visually inspect the cards from each deck at the table, each deck shall be separately turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Each deck of cards shall be shuffled in accordance with N.J.A.C. 13:69F-41.5.

(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-41.2, 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-41.4 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. 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-41.7, 41.8 or 41.9; 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 section (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-41.7, 41.8 or 41.9.

(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 deuce of the dragon 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-41.3(c) shall be completed.

13:69F-41.5 Deuce of the dragon rankings; cards, suits and patterns

(a) The numerical rank of the cards used in deuce of the dragon, for the determination of winning hands, in order of highest to lowest rank, shall be: two, ace, king, queen, jack, 10, nine, eight, seven, six, five, four, and three.

(b) The ranking of suits from highest to lowest is: hearts, diamonds, clubs and spades. A deuce of hearts ("deuce of the dragon") is the highest single ranking card.

(c) The permissible hands ("patterns") in deuce of the dragon, in order of highest to lowest rank, shall be:

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

2. "Straight flush" is a hand consisting of three to eight cards in numerical order of the same suit in consecutive ranking;

3. "Flush" is a hand consisting of three to eight cards of the same suit;

4. "Straight" is a hand consisting of three to eight cards of consecutive rank and at least one card non-suited;

5. "Two three-of-a-kind" is a hand consisting of two sets of three cards, the cards within each set being of the same rank regardless of suit;

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

7. "Four pair" is a hand consisting of four sets of two cards, the cards within each set being of the same rank;

8. "Three pair" is a hand consisting of three sets of two cards, the cards within each set being of the same rank;

9. "Two pair" is a hand consisting of two sets of two cards, the cards within each set being of the same rank;

10. "One pair" is a hand consisting of two cards of the same rank; and

11. "Single card" is a hand consisting of one card.

(d) In conjunction with the permissible patterns in (c) above, the following rules shall apply:

1. One or more deuces may be used in the play of any

pattern;

2. Deuces and aces may be played as either high cards or low cards; and

3. For purposes of a straight flush and a straight, a king, an ace, a deuce and a three are not consecutive.

(e) For purposes of the deuce pot, a four-of-a-kind is ranked higher than a single deuce and shall win the deuce pot

(f) 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-41.6 Wagers

(a) All wagers at deuce of the dragon shall be made by placing gaming chips, gaming plaques or currency on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Ante wagers (initial main pot wager and deuce pot wager) shall be made and collected by the dealer in accordance with the dealing procedure in N.J.A.C. 13:69F-41.7, 41.8 or 41.9. The amount of the ante for the main pot shall be two times the amount of the ante for the deuce pot.

(c) Main pot wagers, other than the ante, shall be made in accordance with N.J.A.C. 13:69F-41.10. For a limit table, a player may raise a preceding wager during a betting round in an amount ranging from the amount of the main pot ante to three times the

amount of the main pot ante. For a no-limit table, a player may raise a preceding wager during a betting round in an amount ranging from the amount of the main pot ante to going all-in.

(d) A player who has exhausted his or her table stakes during a round of play is "all-in" and shall not be participate in any more wagering for the round of play.

(e) Only players who are seated at the deuce of the dragon 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-41.7 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 and shall be located on the table in a location as approved by the Division. Once the procedures required by N.J.A.C. 13:69F-41.4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automatic shuffling device.

(b) All antes shall be placed players and collected by the dealer as follows:

1. Each player shall place an ante for the main pot the designated betting area at the player's position. Once the dealer confirms that all antes have been placed, the dealer shall collect

each player's main pot wager and place it into the main pot at the center of the table; and

2. Each players shall place an ante for the deuce pot in the designated betting areas at each player position. Once the dealer confirms that all antes have been placed, the dealer shall collect each player's deuce pot wager and place it in the deuce pot at the dealer's right, adjacent to but separated from the main pot area.

(c) Once all antes for the main pot and the deuce pot are collected, 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 order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a flat disk called the "player button" to indicate an imaginary dealer. At the commencement of play, the player button shall be placed in front of the first player to the left of the dealer. Thereafter, the player button shall rotate around the table in a clockwise manner after each round of play.

(e) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal two rounds of four cards face down to each player position, regardless as to whether a player is seated at the position, with the player with the player button being the first player to receive a card each time.

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

(g) The dealer shall be required to count the stub, which shall consist of four cards, every round of play in order to determine that the correct number of cards is 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 eight cards) but 52 cards remain in the deck, all hands shall be void pursuant to N.J.A.C. 13:69F-41.12. 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.

(h) Once dealer has confirmed that the stub has the correct number of cards, the dealer shall collect the cards that have been dealt to any player positions at which there is no player. The dealer shall collect the cards without exposing them and place them in the discard rack.

13:69F-41.8 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 deuce of the dragon 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. 13:13F-41.4 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 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. The dealer shall deal two rounds of four cards to each player position, starting with the player with the player button, until each player position receives eight cards.

(c) All antes shall be placed players and collected by the dealer as follows:

1. Each player shall place an ante for the main pot the designated betting area at the player's position. Once the dealer confirms that all antes have been placed, the dealer shall collect each player's main pot wager and place it into the main pot at the center of the table; and

2. Each player shall place an ante for the deuce pot in the designated betting areas at each player position. Once the dealer confirms that all antes have been placed, the dealer shall collect each player's deuce pot wager and place it in the deuce pot to the right of the dealer, adjacent to but separated from the main pot.

(d) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a flat disk called the "player button" to indicate an imaginary dealer. At the commencement of play, the player button shall be placed in front of the first player to the left of the dealer. Thereafter, the player button shall rotate around the table in a clockwise manner after each round of play.

(e) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal from his or hand eight rounds of cards face down to each betting position, regardless as to whether a player is seated at the position, with the player with the player button being the first player to receive a card each time.

(f) After eight cards have been dealt to each player position,

the dealer shall, except as provided in (g) below, place the stub in the discard rack without exposing the cards.

(g) The dealer shall be required to count the stub every round 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-41.7.

(h) Once dealer has confirmed that the stub has the correct number of cards, the dealer shall collect the cards that have been dealt to any player positions at which there is no player. The dealer shall collect the cards without exposing them and place them in the discard rack.

13:69F-41.9 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 deuce of the dragon dealt from an automated dealing shoe which dispenses cards in stacks of eight cards, provided that the shoe, its location and the procedures for its use are approved by the Division.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe and once the procedures required by N.J.A.C. 13:69F-41.4 have been completed, the cards shall be placed in the automated dealing shoe.

(c) All antes shall be placed players and collected by the dealer as follows:

1. Each player shall place an ante for the main pot the designated betting area at the player's position. Once the dealer confirms that all antes have been placed, the dealer shall collect each player's main pot wager and place it into the main pot at the center of the table; and

2. Each players shall place an ante for the deuce pot in the designated betting areas at each player position. Once the dealer confirms that all antes have been placed, the dealer shall collect each player's deuce pot wager and place it in the deuce pot to the right of the dealer, adjacent to but separated from the main pot.

(d) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a flat disk called the "player button" to indicate an imaginary dealer. At the commencement of play, the player button shall be placed in front of the first player to the left of the dealer. Thereafter, the player button shall rotate around the table in a clockwise manner after each round of play.

(e) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player with the player button. 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 player positions.

(f) After each stack of eight 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 (g) below, place the cards in the discard rack without exposing the cards.

(g) The dealer shall be required to count the stub every round 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-41.7.

(h) Notwithstanding the provisions of (g) 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.

(i) Once dealer has confirmed that the stub has the correct number of cards, the dealer shall collect the cards that have been dealt to any player positions at which there is no player. The dealer shall collect the cards without exposing them and place them in the discard rack.

13:69F-41.10 Procedure for completion of each round of play

(a) After the dealing procedures required by N.J.A.C. 13:69F-41.7, 41.8 or 41.9 have been completed, players shall wager and discard card(s) in accordance with (b) through (i) below. A round of play shall end upon a player either:

1. Discarding all eight of his or her cards; or
2. Placing a bet no other player calls.

(b) The bets placed during the three betting rounds shall be placed in a designated betting area at each player position for the betting round. All bets by a player during a betting round shall remain in the designated area until the betting round is completed, at which time the dealer shall collect the wagers and place them into the main pot. If a player elects to fold his or her hand, the dealer shall immediately place the player's wagers into the main pot located in the center of the table and collect the player's eight cards placing them in the discard rack.

(c) Each player shall discard his or her cards face up according to the permissible hands ("patterns") in the area designated at each player position. Any subsequent patterns discarded by that player during a discarding round shall be placed to the right of cards, and slightly in front of, the original pattern. The dealer shall verbalize or physically indicate the action occurring at the table with regard to the conduct of the game and instruct each player as to his or her various turns to act. The dealer shall declare all discarded patterns, stating the suit and high card. In addition, the dealer shall declare when the deuce of hearts or a four-of-a-kind has been played and place the deuce button in front of the player who has discarded the deuce of hearts or a four-of-a-kind.

(d) Before the first player plays a pattern, the player shall

bet or check. Each player shall then, in clockwise rotation, check, fold, call, raise or re-raise, as applicable, until all remaining players have called any last wager.

(e) The player who had the opportunity to open the betting shall

have the first opportunity to play (discard face up) a pattern. If the player elects to pass and not play a pattern, the next player in rotation shall have the opportunity to play a pattern, which opportunity shall be afforded to players in rotation until a pattern is played. Once a pattern is played, players in rotation shall play the same pattern of a higher rank or a higher ranking pattern, or elect to pass. The play of patterns shall proceed clockwise around the table continuously, with no maximum number of discarding rounds within a betting round, until all players pass on the last pattern played. The player who plays the highest ranked pattern shall be the first player to open the second round of betting.

(f) The player who opens the second round of betting, shall bet or check. Each remaining player shall then, in clockwise rotation, check, fold, call, raise or re-raise, as applicable, until all remaining players have called any last wager.

(g) The player who had the opportunity to open the second betting round shall have the first opportunity to play a pattern. If the player elects to pass and not play a pattern, the next player in rotation shall have the opportunity to play a pattern, which opportunity shall be afforded to players in rotation until a pattern is played. Once a pattern is played, players in rotation shall play

the same pattern of a higher rank or a higher ranking pattern, or elect to pass. The play of patterns shall proceed clockwise around the table continuously until all players pass on the last pattern played. The player who plays the highest ranked pattern shall be the first player to open the third and last round of betting.

(h) The player who opens the third round of betting, shall bet or check. Each remaining player shall then, in clockwise rotation, check, fold, call, raise or re-raise, as applicable, until all remaining players have called any last wager.

(i) The player who had the opportunity to open the third betting round shall have the first opportunity to play a pattern. If the player elects to pass and not play a pattern, the next player in rotation shall have the opportunity to play a pattern, which opportunity shall be afforded to players in rotation until a pattern is played. Once a pattern is played, players in rotation shall play the same pattern of a higher rank or a higher ranking pattern, or elect to pass. The play of patterns shall proceed clockwise around the table continuously until all players pass on the last pattern played. If at the conclusion of the discarding round and no player has discarded all eight cards, an additional discarding round(s) shall ensue until such time as a player has discarded all eight cards. The patterns played during any additional discarding rounds shall be placed in the area for the third discarding round.

(j) At the completion of the last discarding round and after completing the procedures in (k) below, the dealer shall award the

main pot to the first player to discard all of his or her cards in accordance with the rules of this chapter or to the last remaining player if all other players have folded. The dealer shall confirm the winner discarded all eight cards, which shall remain face up on the table, before awarding the main pot. All side pots shall be awarded before the dealer awards the main pot. If the player who has won the main pot qualifies as the winner of the deuce pot, the dealer shall award the deuce pot to that player. The dealer shall collect the cards from all losing players, count the cards to determine that the proper number of cards have been returned, and place them in the discard rack

(k) The dealer shall count the total amount of gaming chips in the main pot, which amount shall be verified by a supervisor, extract no more than a five percent commission from the main pot, and place the commission in the table inventory. An uncalled final bet shall not be considered part of the main pot for purposes of calculating the amount of commission. If the player who has won the main pot has also the deuce pot, the dealer shall similarly extract no more than a five percent commission from the deuce pot.

(l) If no player won the deuce pot during a round of play, the deuce pot shall be maintained at the center of the table in the designated area and accrue with additional deuce pot wagers from the next round of play. If a deuce of the dragon table has no gaming activity but maintains a deuce pot that was not won in a previous round of play, the deuce pot shall be counted by the dealer, verified

by a supervisor, and then covered with a lid until gaming activity resumes.

13:69F-41.11 Conduct of players

(a) Each player in deuce of the dragon shall play the game solely to improve his or her chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of the game.

(b) A casino licensee which has reasonable cause to believe that a player has acted or is acting in violation of (a) above shall require the player to leave the game and shall notify the Division as expeditiously as possible.

(c) Any casino licensee that takes action under (b) above in good faith shall not be liable civilly to such person.

(d) Players must be seated and remain seated to participate in each round of play.

(e) No player may pick up or look at his or her cards until the unused cards have been discarded into the discard rack.

(f) After the cards are in front of the players, there shall be no verbal communication during the game, except when it is a player's turn to play a pattern or wager. In such case, the player may ask other another player how many cards remain in his or her hand prior to making a decision.

(g) Players may not expose or show their cards to other players.

(h) Any player who fouls or exposes a card, accidentally or intentionally, shall automatically forfeit his or her hand and any wagers previously made in the round of play.

(i) Players shall maintain their cards over the table's railing and be visible to the dealer and other players.

13:69F-41.12 Irregularities

(a) Misdeals shall void the round of play and cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:

1. Failure to shuffle the cards in accordance with N.J.A.C. 13:69F-41.4;

2. Dealing to an incorrect starting position, if the error is detected prior to two players placing main pot wagers;

3. Failure to deal to a player position, if the error is detected prior to two players placing main pot wagers; and

4. A card exposed or found face up while dealing.

(b) If at any time during a round of play, missing or additional cards are discovered, the round of play shall be called dead, all gaming chips and gaming plaques in the pot shall be returned to the appropriate player and the deck shall be replaced pursuant to the procedures outlined in N.J.A.C. 13:69E-1.18.

(c) A player shall be deemed to have folded if, when faced with making or calling a wager, he or she discards his or her hand face down towards the pile of discarded cards or the pot.

(d) If the automated card shuffling device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with the Division's regulations.

(e) Any automated card shuffling device shall be removed from a gaming table before another method of shuffling may be utilized at that table.

(f) Nothing in this section shall preclude a casino licensee from clarifying and supplementing the above irregularities through its internal control procedures.