

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

13:69E-1.13B Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator

(a) - (g) (No change.)

**(h) If a casino licensee offers the dragon's eye variation of pai gow poker pursuant by N.J.A.C. 13:69F-11.8D, in addition to the requirements set forth in (b) above the layout shall include six separate betting areas at each player position for the placement of the following six optional wagers:**

1. **An even wager;**
2. **An odd wager;**
3. **A match wager;**
4. **A double wager;**
5. **A triple wager; and**
6. **A dice bonus wager.**

13:69E-1.13C Pai gow table; pai gow shaker; physical characteristics

(a) - (d) (No change.)

**(e) If a casino licensee offers the dragon's eye variation of pai gow pursuant to N.J.A.C. 13:69F-10.6A, in addition to the requirements set forth in (b) above the layout shall include:**

**1. Five separate betting areas at each player position for the placement of the following five optional wagers:**

- i. An even wager;**

- ii. An odd wager;
- iii. A match wager;
- iv. A double wager; and
- v. A triple wager; and

2. A separate location to the left of dealer's table inventory container with six areas for the dealer's placement of player dice bonus wagers, which areas are designated with the numeric player position at the table.

Subchapter 10. Pai gow

13:69F-10.1 Definitions

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

...

"Dice bonus wager" shall mean a wager that wins if the numeric value for all three dice is the same (triple) in one round of play, in two consecutive rounds, or three consecutive rounds of play in the dragon's eye variation of pai gow, provided that each triple may be comprised of dice with a numeric value different from any other triple.

"Double wager" shall mean a wager that wins if the numeric value on the two same colored dice is the same in the dragon's eye variation of pai gow.

"Dragon's eye die" means the one die used in the dragon's eye variation of pai gow that is of a color different from the other two

dice.

"Even wager" shall mean a wager that wins if the numeric value on the dragon's eye die is even in value (i.e., 2, 4 or 6) in the dragon's eye variation of pai gow.

...

"Match wager" is a wager that wins when the position number of a player matches the numeric value of one or more of the three dice in the dragon's eye variation of pai gow.

...

"Odd wager" shall mean a wager that wins if the numeric value on the dragon's eye die is odd in value (i.e., 1, 3 or 5) in the dragon's eye variation of pai gow.

"Triple wager" shall mean a wager that wins if the numeric value on all three dice is the same in the dragon's eye variation of pai gow.

...

13:69F-10.3 Dice; number of dice; pai gow shaker

(a) - (c) (No change.)

(d) If a casino licensee offers the dragon's eye variation of pai gow, one of the three dice shall be a dragon's eye die and the other two dice shall each be of the same color but readily distinguishable from the color of the dragon's eye die.

13:69F-10.5 Wagers

(a) - (c) (No change.)

(d) If a casino licensee offers the dragon's eye variation of

pai gow, a player shall have the option to place one or more of the following wagers on the designated betting area of the layout: an odd wager, an even wager, a double wager, a match wager, and a triple wager. In addition, a player may place a dice bonus wager, which wager shall be moved by the dealer to the designated area corresponding to the player's betting position immediately to the left of the dealer's inventory container. At the discretion of the casino licensee, a player may place one or more of these wagers without having to place a pai gow wager. The casino licensee shall pay each winning wager authorized pursuant to this subsection in accordance with the payout odds set forth in N.J.A.C. 13:69F-10.11.

13:69F-10.6A Dragon's eye variation; supplemental dealing procedure

(a) Upon shaking the pai gow shaker but prior to dealing the tiles in accordance with the rules of this subchapter, the dealer shall remove the lid covering the pai gow shaker and examine the number showing on the dragon's eye die. The dealer shall announce the number on the dragon's eye die, and whether one or more of the supplemental wagers in the dragon's eye variation have won. The dealer shall then place a marker or button ("dragon's eye button") visually distinguishable from that being used for designating the bank at the player position represented by the number on the dragon's eye die.

(b) Following the placement of the dragon's eye button, the dealer shall from his or her right to left collect all losing supplemental wagers in the dragon's eye variation and pay all such

winning wagers in accordance with the odds set forth at N.J.A.C. 13:69F-10.11. The pai gow shaker shall remain uncovered until all winning wagers have been paid.

(c) If the dice shake results in all three dice having the same numeric value (triple), then the player who received the dragon's eye button in accordance with (a) above shall be the shaker of the dice for the next round of play, upon which the outcome of dice bonus wagers are determined, provided that the player has placed a dice bonus wager. If the player has not placed a dice bonus wager, the dealer shall be responsible for the shaking of the dice for the next round of play. Following each triple rolled, the dealer shall place a second button adjacent to the dice wager spot to left of the dealer's inventory container that corresponds to the number of triples rolled (1, 2 or 3).

(d) Except for any pending dice bonus wagers, after all the supplemental wagers in the dragon's eye variation have been settled and the shaker of the dice for the ensuing round of play has been determined, the dealer shall then distribute the pai gow tiles first to the player having the dragon's eye button at his or her location and proceed to deal the game in accordance with the dealing procedures provided in this subchapter. In lieu of the procedures for determining the starting position for dealing the tiles set forth herein, a casino licensee may elect to determine the starting position for dealing the tiles in accordance with the procedures set forth in N.J.A.C. 13:69F-10.6.

(e) The dealer shall shake the dice five times and, if the

player identified in (a) above has a pending dice bonus wager, pass the shaker to the player. The player shall shake the dice in the shaker and pass the shaker back to the dealer who shall remove the lid. If there is no player at that player position or if there is a player at that player position who has not placed a dice bonus wager, the dealer shall retain the dice.

(f) Any player who gains the opportunity to shake the dice may choose to have the dealer shake the dice for that player.

13:69F-10.7 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish

(a) - (k) (No change.)

(1) If a casino licensee offers the dragon's eye variation of pai gow, it shall extract vigorish by one of following two alternative methods:

1. 5 percent on the amount won on the tiles phase of the game, provided, however, that any roll of triples during the dice phase of the game shall result in losing odd and even wagers; or

2. No vigorish shall be extracted during the tiles phase of the game, provided, however, that any roll of triples during the dice phase of the game shall result in losing odd, even and pai gow wagers.

[(1)] (m) (No change in text.)

13:69F-10.11 Wagers for dragon's eye variation; payout odds

(a) A "match wager" shall win for the player position number that corresponds to the numeric value on each die. A player who places a match wager shall be paid 1 to 1 for each die with a numeric value that matches the player's player position at the table.

1. Example A: if the numeric values of the dice rolled are  
1, 2 and 3, then the players in player positions 1, 2 and 3 shall each be paid 1 to 1.

2. Example B: if the numeric values are 3, 3 and 4, then the player at player position 3 shall be paid 2 to 1 (1 to 1 for each die) and the player at player position 4 shall be 1 to 1.

3. Example C: if the numeric values are 5, 5 and 5, then the  
player at player position 5 shall be paid 3 to 1 (1 to 1 for each die).

(b) An "even wager" shall win if the numeric value of the dragon's eye die is an even number (i.e, 2, 4 or 6), provided that the numeric value on each of the three dice is not the same. A winning even wager shall be paid 1 to 1.

(c) An "odd wager" shall win if the numeric value of the dragon's eye die is an odd number (i.e, 1, 3 or 5), provided that the numeric value on each of the three dice is not the same. A winning odd wager shall be paid 1 to 1.

(d) A "double wager" shall win if the numeric values on both dice other than the dragon's eye die are the same (double). A winning double wager shall be paid 4 to 1.

(e) A "triple wager" shall win if the numeric values on all three dice are the same (triple). A winning triple wager shall be paid 30 to 1.

(f) A "dice bonus wager" shall win if the numeric values on all three dice are the same for a round of play. A winning dice bonus wager for the first triple shall be paid 30 to 1 for the player shaking the dice and 25 to 1 for players other than the shaker. A winning dice bonus wager for two consecutive triples shall be 500 to 1 for the player shaking the dice and 50 to 1 for players other than the shaker who retained their bonus bets on the table. A winning dice bonus wager for three consecutive triples shall be 10,000 to 1 for the player shaking the dice and 1000 to 1 for players other than the shaker who retained their bonus bets on the table. In the event the dealer is responsible for shaking the dice pursuant to N.J.A.C. 13:69F-10.6A(c) above, players remain eligible to win the payouts for non-shakers as set forth in this subparagraph. Players shall only remain eligible for payouts for consecutive triples by retaining their dice bonus wagers in the designated area of the layout. Players who did not place a dice bonus wager before any triple will be ineligible to place a dice bonus wager on the subsequent round of play.

#### SUBCHAPTER 11. PAI GOW POKER

##### 13:69F-11.1 Definitions

The following words and terms, when used in this subchapter,



shall have the following meaning unless the context clearly indicated otherwise:

...

"Dice bonus wager" shall mean a wager that wins if the numeric value for all three dice is the same (triple) in one round of play, in two consecutive rounds, or three consecutive rounds of play in the dragon's eye variation of pai gow poker, provided that each triple may be comprised of dice with a numeric value different from any other triple.

"Double wager" shall mean a wager that wins if the numeric value on the two same colored dice is the same in the dragon's eye variation of pai gow poker.

"Dragon's eye die" means the one die used in the dragon's eye variation of pai gow poker that is of a color different from the other two dice.

"Even wager" shall mean a wager that wins if the numeric value on the dragon's eye die is even in value (i.e., 2, 4 or 6) in the dragon's eye variation of pai gow poker.

...

"Match wager" is a wager that wins when the position number of a player matches the numeric value of one or more of the three dice in the dragon's eye variation of pai gow poker.

"Odd wager" shall mean a wager that wins if the numeric value on the dragon's eye die is odd in value (i.e., 1, 3 or 5) in the dragon's eye variation of pai gow poker.

...

"Triple wager" shall mean a wager that wins if the numeric value on all three dice is the same in the dragon's eye variation of pai gow poker.

13:69F-11.4 Pai gow poker shaker and dice; computerized random number

generator; button

(a) (No change.)

(b) If a casino licensee offers the dragon's eye variation of pai gow poker, one of the three dice shall be a dragon's eye die and the other two dice shall each be of the same color but readily distinguishable from the color of the dragon's eye die.

13:69F-11.7 Wagers

(a) - (e) (No change.)

(f) If a casino licensee offers the dragon's eye variation of pai gow, a player shall have the option to place one or more of the following wagers on the designated betting area of the layout: an odd wager, an even wager, a double wager, a match wager, a triple wager, and a dice bonus wager. At the discretion of the casino licensee, a player may place one or more of these wagers without having to place a pai gow poker wager. The casino licensee shall pay each winning wager authorized pursuant to this subsection in accordance with the payout odds set forth in N.J.A.C. 13:69F-11.19.

13:69F-11.8D Dragon's eye variation; supplemental dealing procedure

(a) Upon shaking the pai gow shaker but prior to dealing

the cards in accordance with the rules of this subchapter, the dealer shall remove the lid covering the pai gow shaker and examine the number showing on the dragon's eye die. The dealer shall announce the number on the dragon's eye die, and whether one or more of the supplemental wagers in the dragon's eye variation have won. The dealer shall then place a marker or button ("dragon's eye button") visually distinguishable from that being used for designating the bank at the player position represented by the number on the dragon's eye die.

(b) Following the placement of the dragon's eye button, the dealer shall from his or her right to left collect all losing supplemental wagers in the dragon's eye variation and pay all such winning wagers in accordance with the odds set forth at N.J.A.C. 13:69F-11.19. The pai gow shaker shall remain uncovered until all winning wagers have been paid.

(c) If the dice shake results in all three dice having the same numeric value (triple), then the player who received the dragon's eye button in accordance with (a) above shall be the shaker of the dice for the next round of play, upon which the outcome of any dice bonus wagers are determined, provided that the player has placed a dice bonus wager. If the player has not placed a dice bonus wager, the dealer shall be responsible for the shaking of the dice for the next round of play. Following each triple rolled, the dealer shall place a second button adjacent to the dragon's eye button that corresponds to the number of triples rolled (1, 2 or 3).

(d) Except for any pending dice bonus wagers, after all the

supplemental wagers in the dragon's eye variation have been settled and the shaker of the dice for the ensuing round of play has been determined, the dealer shall then distribute the pai gow poker cards first to the player having the dragon's eye button at his or her location and proceed to deal the game in accordance with the dealing procedures provided in this subchapter. In lieu of the procedures for determining the starting position for dealing the cards set forth herein, a casino licensee may elect to determine the starting position for dealing the cards in accordance with the procedures set forth in N.J.A.C. 13:69F-11.10.

(e) The dealer shall shake the dice five times and, if the player identified in (a) above has a pending dice bonus wager, pass the shaker to the player. The player shall shake the dice in the shaker and pass the shaker back to the dealer who shall remove the lid. If there is no player at that player position or if there is a player at that player position who has not placed a dice bonus wager, the dealer shall retain the dice.

(f) Any player who gains the opportunity to shake the dice may choose to have the dealer shake the dice for that player.

13:69F-11.9 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish

(a) - (j) (No change.)

(k) If a casino licensee offers the dragon's eye variation of pai gow poker, it shall extract vigorish by one of following two alternative methods:

1. 5 percent on the amount won on the poker phase of the game, provided, however, that any roll of triples during the dice phase of the game shall result in losing odd and even wagers; or

2. No vigorish shall be extracted during the poker phase of the game, provided, however, that any roll of triples during the dice phase of the game shall result in losing odd, even and pai gow poker wagers.

[(k) - (l)] (l) - (m) (No change in text.)

13:69F-11.19 Wagers for dragon's eye variation; payout odds

(a) A "match wager" shall win for the player position number that corresponds to the numeric value on each die. A player who places a match wager shall be paid 1 to 1 for each die with a numeric value that matches the player's player position at the table.

1. Example A: if the numeric values of the dice rolled are  
1, 2 and 3, then the players in player positions 1, 2 and 3 shall each be paid 1 to 1.

2. Example B: if the numeric values are 3, 3 and 4, then the player at player position 3 shall be paid 2 to 1 (1 to 1 for each die) and the player at player position 4 shall be 1 to 1.

3. Example C: if the numeric values are 5, 5 and 5, then the player at player position 5 shall be paid 3 to 1 (1 to 1 for each die).

(b) An "even wager" shall win if the numeric value of the

dragon's eye die is an even number (i.e, 2, 4 or 6), provided that the numeric value on each of the three dice is not the same. A winning even wager shall be paid 1 to 1.

(c) An "odd wager" shall win if the numeric value of the dragon's eye die is an odd number (i.e, 1, 3 or 5), provided that the numeric value on each of the three dice is not the same. A winning odd wager shall be paid 1 to 1.

(d) A "double wager" shall win if the numeric values on both dice other than the dragon's eye die are the same (double). A winning double wager shall be paid 4 to 1.

(e) A "triple wager" shall win if the numeric values on all three dice are the same (triple). A winning triple wager shall be paid 30 to 1.

(f) A "dice bonus wager" shall win if the numeric values on all three dice are the same for a round of play. A winning dice bonus wager for the first triple shall be paid 30 to 1 for the player shaking the dice and 25 to 1 for players other than the shaker. A winning dice bonus wager for two consecutive triples shall be 500 to 1 for the player shaking the dice and 50 to 1 for players other than the shaker who retained their bonus bets on the table. A winning dice bonus wager for three consecutive triples shall be 10,000 to 1 for the player shaking the dice and 1000 to 1 for players other than the shaker who retained their bonus bets on the table. In the event the dealer is responsible for shaking the dice pursuant to N.J.A.C. 13:69F-11.19(c) above, players remain eligible to win the payouts for non-shakers as set forth in this subparagraph. Players shall only

remain eligible for payouts for consecutive triples by retaining their dice bonus wagers in the designated area of the layout.

Players who did not place a dice bonus wager before any triple will be ineligible to place a dice bonus wager on the subsequent round of play.