



MISSISSIPPI STUD POKER DEALER MANUAL

This manual provides the general dealing procedures for Mississippi Stud Poker. Casino specific policies and procedures are unique and/or different based upon the casino or jurisdiction in which you are employed.

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INTRODUCTION

Mississippi Stud is a five card poker game played with one standard 52-card deck. The game is played on a Blackjack style table with one side for the Dealer and the other side for up to six players. Players compete against a pay table, not against the Dealer or other players.

Each player receives two cards which they will use in addition to three community cards to make their traditional poker hand.

Players must wager an ante to play. The dealer will deliver two cards to each player. Each player in turn will decide to either fold or buy the first community card (the third street) by betting 1x, 2x or 3x their ante. When that card is revealed, they either fold or buy the second community card (the fourth street) at 1x, 2x or 3x their ante. After that card is revealed, they either fold or buy the third and final community card (the fifth street) at 1x, 2x or 3x their ante.

After all three community cards have been shown, the Dealer compares the players hand (players two cards plus the community cards) to the Pay Table (printed on the lay out), and pays, takes or pushes in accordance.

POKER RANKINGS

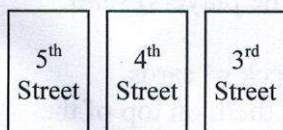
Royal Flush	highest value cards of the <u>same suite</u> in advancing order	A-K-Q-J-10
Straight Flush	5 cards of the <u>same suite</u> in advancing order	8-7-6-5-4
4 of a Kind	4 cards of same value	6-6-6-6
Full House	1 pair and 3 of a kind (see below)*	10-10 & 3-3-3
Flush	5 cards of the <u>same suit</u> in no particular order	A-K-9-8-3
Straight	5 cards in advancing value (unsuited)	6-5-4-3-2
3 of a Kind	3 cards of the same value	8-8-8
2 pair	2 pairs with each pair having cards of the same value	K-K & 8-8
1 Pair	2 cards of the same value	7-7
No Pair	High Card	

***Note:** The highest straight is A, K, Q, J, 10 and the lowest straight is 5, 4, 3, 2, A.

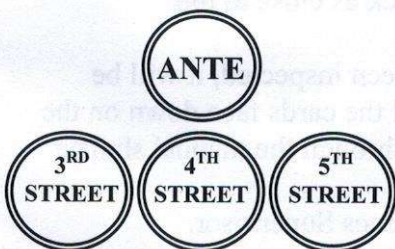
WAGERS

The player can make the following wagers in Mississippi Stud:

- A. **Ante** - Players begin by placing wagers in the spot marked "ante." This wager is required in order to receive two-cards.
- B. **Third Street** - Once the players have reviewed their two-card hand, they can choose to either fold or bet by placing 1x, 2x, or 3x the amount of their ante wager on the "third street" wagering area.
- C. **Fourth Street** - After the Dealer reveals the first community card, players choose to fold or bet by placing 1x, 2x, or 3x the amount of their ante on the "fourth street" wagering area.
- D. **Fifth Street** - After the Dealer reveals the second community card, players choose to fold or bet by placing 1x, 2x, or 3x the amount of their ante on the "fifth street" wagering area.



COMMUNITY CARDS



Once the first card of any hand has been dealt, no player shall handle, remove, or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

SHUFFLE

- A. Cards will be inspected prior to play in accordance with established procedures.
- B. If a shuffling machine is used, the dealer shall be permitted to use a second deck of cards in accordance with established automated shuffling device procedures.
- C. Immediately prior to the commencement of play 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.
- D. Whenever there is no gaming activity at a poker table that is open for gaming, the cards shall be spread out on the table.

HOUSE SHUFFLES AND CUT PROCEDURES

- A. A standard shuffle is performed to ensure a consistent, random mix of cards.
- B. Since the dealer will shuffle the deck of cards every hand, it will not be necessary to call "shuffle" before shuffling the cards.
- C. Shuffle when using an **AUTOMATED SHUFFLE** machine:
 - 1. The dealer will riffle the cards one time.
 - 2. Then put the deck in the automated shuffler.
- D. **MANUAL SHUFFLE** (Standard)
 - 1. If a Shuffle Master Machine is not available or is malfunctioning, the dealer will shuffle the deck manually in the following manner:
Riffle, riffle, strip, riffle.
Then cut the deck with one hand onto the yellow card. Also count all cards after every five rounds of play.
- E. **CUT**
After the cards have been shuffled and stacked, the dealer (not the players) shall:
 - 1. Cut the cards by:
 - a. Placing the cut card on the table in front of the deck of cards.
 - b. Taking half from the top of the deck and placing them on top of the cut card.
 - c. Placing the remaining cards on top of the stack of cards.
 - d. The dealer will always attempt to cut the deck as close to the middle as possible.
- F. When a new deck is introduced into play, and after it has been inspected, it will be counted and washed. To wash cards, the dealer will put all the cards face down on the layout and mix them all together. Then the dealer will go through the manual shuffle procedure twice before dealing.
- G. The shuffles will not be altered unless instructed by the Games Supervisor.

PROCEDURES FOR DEALING THE CARDS

- After players make their ante bet, the dealer deals the three community cards first, placing the cut card on top; then deals out the player's two cards, (at a time in a clockwise direction).
- The dealer will push both cards to the player. The dealer will continue in this manner until all players with ante bets have received their cards (players are only allowed to pick up their cards after all cards are dealt **with one hand.**)
- Players will have the option to fold or make their first wager. Once all first wagers are made, the dealer will turn over the first community card (third street).
- Players will have the option to fold or make their second wager. Once all second wagers are made the dealer will turn over the second community card (fourth street).
- Players will have the option to fold or make their final wager. Once all final wagers are made, the dealer will turn over the last community card (fifth street).
- The dealer will pay and take in a counterclockwise direction starting with the player furthest to the right.

DEALING THE GAME

- A. Players begin by placing wagers in the spot marked "ante." This wager is required in order to receive a two-card hand. **Players may only play one hand.**
- B. Dealer will scan the layout and verify that all players have finished placing their ante wager. The Dealer will announce, "no more bets." Any wagers made after this will be returned to the players.
- C. The dealer will then take the first three cards, and place them face down on the layout. In the community card spot, or third, fourth, and fifth street. Then, the shuffle machine will give out two cards at a time for each player. The dealer will place these two cards face down on the right side of the players bet. The rest of the deck will come out of the machine and placed in the discard rack.
- D. Once the players receive their cards, the players are not allowed to discuss or show each other their hands. They also must keep their cards above the table in full view at all times. If a player violates these rules they will be warned once by the Supervisor. Further violations of these rules will result in the players' hand being void.
- E. **Players Fold or Bet:** Players review their two-card hand and decide to do one of the following, without interaction or communication with any other players:
 - 1. "Fold" by discarding their two-card hand and forfeit their ante wager.
 - 2. "Bet" by placing 1x, 2x, or 3x the amount of their ante wager on the third street wagering area.
- F. **Third Street Community Card:** The Dealer now reveals the first community card (third street). The players then:
 - 1. Fold, by discarding their two-card hand and forfeit their ante and third street wagers.
 - 2. Bet, by placing 1x, 2x, or 3x the amount of their ante wager on the 4th Street wagering area.
- G. **Fourth Street Community Card:** The Dealer now reveals the second community card (fourth street). The players then:
 - 1. Fold, by discarding their two-card hand and forfeit their ante and third and fourth street wagers.
 - 2. Bet, by placing 1x, 2x, or 3x the amount of their ante wager on the fifth street wagering area.

Fifth Street Community Card: The Dealer now reveals the third community card (fifth street) and the remainder of the deck is placed in the discard rack with the cut card on top of the stack.

The Dealer then:

1. Working from right to left, the Dealer reveals each player's two-card hand and determines their hand combined with the three community cards and pays each player in accordance to the posted pay table. Each player will either win (Jacks or Better), push (Pair of 6's – 10's) or lose (Less than a Pair of 6's).
 2. All winning bets will receive the same payout odds, all pushes will not win or lose (the Dealer will signify a push by gently tapping the table in front of the player). The Dealer will take all losing bets in this order; third street, fourth street, fifth street, and then the ante.
- H. Winning bets will be paid by stacking the third, fourth, and fifth street bets. It is permissible to size into bets that pay 1:1. All other bets should be stacked then broken down using proper cheque cutting procedures. The payout will be cut out beside the bet in the appropriate amount.
- I. The ante will be paid first and handed to the player, and then proceed to pay the third, fourth, and fifth street bets.

PAY TABLE

Royal Flush	500-1
Straight Flush	100-1
Four-of-a-kind	40-1
Full House	10-1
Flush	6-1
Straight	4-1
Three-of-a-kind	3-1
Two Pair	2-1
Jacks or Better	1-1
Pair of 6's to 10's	Push

MINIMUMS/MAXIMUMS bet limits will be posted on all table games.

IRREGULARITIES

If a customer plays less than the table minimum and the dealer does not notice, the dealer will pay or take the amount of the actual bet and then advise the customer of the minimum amount that can be played.

TOKE BETS

1. Dealer toke bets are allowable for Mississippi Stud on the ante wager only.
2. A dealer toke bet must be placed at the same time a player places a Mississippi Stud ante bet. Toke bets will pay same odds as player bet.
3. Minimum toke bet is one dollar.
4. If a customer bets more than the table maximum and the dealer is not aware of it, the maximum table limit will apply. Only the maximum table limit will be paid or taken.
5. Soliciting of tokes is **STRICTLY PROHIBITED**.
6. Both the bet and the payoff of all winning toke bets must be taken down. Toke bets may not be "Parlayed."
7. **DO NOT** place one hundred (\$100.00) dollar cheques or higher in the toke box without the Pit Manager's approval.
8. If a player throws in a toke and does not specify that Dealer bet the toke or give the Dealer the option to bet or keep the toke, the toke must be put into the toke box.
9. Maximum toke bet:
 - a. The toke bet and player's bet cannot exceed posted table maximum.
 - b. If player bet is at table maximum, the maximum toke bet is 10% of the table maximum.

MISSISSIPPI STUD PROGRESSIVE

Royal Flush: 100%	Envy \$1,000
Straight: 10 %	\$300
4-of-a-Kind: 300 to 1	
Full House: 50 to 1	
Flush: 40 to 1	
Straight: 30 to 1	
3-of-a-Kind: 9 to 1	

MISSISSIPPI STUD 3-CARD BONUS:

Straight Flush: 40 to 1

Three-of-a-Kind: 30 to 1

Straight: 6 to 1

Flush: 4 to 1

Pair: 1 to 1

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