



MISSISSIPPI STUD POKER

- 1. Definitions**
- 2. Table Layout and Equipment**
- 3. The Cards**
- 4. The Shuffle and Cut**
- 5. Wagers**
- 6. Minimum and Maximum Wagers**
- 7. The Deal**
- 8. Order of Poker Hand Values**
- 9. Betting Round**
- 10. Settlement**
- 11. Irregularities**
- 12. Shuffling Device malfunction**
- 13. General Provisions**

Diagram "A"



1. Definitions

1.1 In these rules, unless the contrary intention appears:

"3rd Street" means the first community card;

"3rd Street Wager" means an additional wager placed by a player in order to continue in a round of play prior to the 3rd Street community card being dealt. 3rd Street Wager must be an amount equal to one, two or three times the "Ante Wager";

"4th Street" means the second community card;

"4th Street Wager" means an additional wager placed by a player in order to continue in a round of play prior to the 4th Street community card being dealt. 4th Street Wager must be an amount equal to one, two or three times the "Ante Wager";

"5th Street" means the third and final community card;

"5th Street Wager" means an additional wager placed by a player in order to continue in a round of play prior to the 5th Street community card being dealt. 5th Street Wager must be an amount equal to one, two or three times the "Ante Wager";

"Ante Wager" means a player's initial wager placed in a round of play;

"Assistant Gaming Manager" means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

"Card Shoe" means a device from which cards are dealt;

"Casino Promotional Token" means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher subject to any conditions specified on the voucher, for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

"Casino Supervisor" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a Gaming Supervisor/Assistant Gaming Manager;

"Community Cards" means three cards dealt to the designated playing

area;

"Dealer" means a person responsible for the operation of the game;

"Deck-Checking Device" means a machine used to check that each deck of cards contains the correct cards for the game;

"Float Tray" means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips.

"Fold" means a decision by a player to no longer continue with his/her hand for that particular round of play and to forfeit all wagers;

"Gaming Supervisor" means a person responsible for the immediate supervision of the operation of the game;

"Hole Cards" means two cards dealt to each player which remain concealed from other players;

"Inspector" means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

"Player's Hand" means the hand comprising of the player's Hole Cards and the community cards;

"Round Of Play" means one complete cycle of play during which all players then playing at a table have been dealt a hand, have folded or wagered upon it and have had their wagers paid or collected;

"Shuffling Device" means a device used for the shuffling of cards and from which cards are dealt (*Note* - does not include a multishuffler);

"Stand off" means where a wager shall neither win nor lose;

"Void" means invalid with no result.

2. Table Layout and Equipment

2.1 The game of Mississippi Stud Poker shall be played at a table having on one side places for the players and one place for the dealer.

2.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "A" with:

2.2.1 playing areas designated for the placement of wagers, which must be marked:

2.2.1.1 for Ante Wagers—by the word 'Ante' or 'A'; and

2.2.1.2 for 3rd Street Wagers—by the word '3rd Street' or '3rd'; and

2.2.1.3 for 4th Street Wagers—by the word '4th Street' or '4th'; and

2.2.1.4 for 5th Street Wagers—by the word '5th Street' or '5th'; and

2.2.2 the name and/or logo of the casino imprinted thereon or the name and/or logo of the Private Gaming Rooms imprinted thereon; and

2.2.3 areas for the community cards; and

2.2.4 rectangular, circular or oval areas for wagers.

2.3 The following equipment shall also be used:

2.3.1 a card shoe, capable of holding a single deck of cards, or a shuffling device, capable of holding two individual decks of cards, from which the cards shall be dealt;

2.3.2 a discard rack, capable of holding a single deck of cards, which shall be attached to the table to the right of the dealer; and

2.3.3 a float tray.

2.4 The table shall have a drop box attached to it.

3. The Cards

3.1 The game of Mississippi Stud Poker shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design and a cutting card.

3.2 When a shuffling device is in use at a table:

3.2.1 the device may be loaded with one deck of cards while another deck is used in play; and

3.2.2 the backs of the deck of cards being used in play must be of a different colour to that of the backs of the other deck of cards in the shuffling device.

3.3 All suits have the same rank. The value of cards, from highest to lowest, shall be as follows:

ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

An ace ranks in a straight as high (as in a straight consisting of 10, jack, queen, king and ace).

An ace also ranks in a straight as low (as in a straight consisting of ace, 2, 3, 4 and 5).

- 3.4 Cards shall be checked by a dealer or a casino supervisor or by use of a deck- checking device prior to use on a gaming table.
- 3.5 Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.
- 3.6 All cards used in the game of Mississippi Stud Poker shall be dealt from a card shoe or shuffling device specifically designed for such purpose.
- 3.7 Cards may, at the discretion of a casino supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.8 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

4. The Shuffle and Cut

- 4.1 The dealer shall shuffle the cards so that they are randomly intermixed within the deck:
 - 4.1.1 immediately prior to the start of play;
 - 4.1.2 at the completion of each round of play; or
 - 4.1.3 immediately prior to the recommencement of play following any period that the table has been vacant.
- 4.2 When a card shoe is used, after the cards have been shuffled, the dealer shall cut the cards, place them on the cutting card and then insert all the cards in the card shoe for commencement of play.
 - 4.2.1 If the dealer mishandles or drops the cards, the dealer is to inform the casino supervisor to enable the casino supervisor to verify that all cards have been collected.
- 4.3 No person other than the dealer shall cut the cards.
- 4.4 Where a shuffling device is used, the operation of rules 4.1 to 4.3 inclusive are amended to the extent necessary for the following to have effect:
 - 4.4.1 immediately prior to the start of play, the dealer shall perform a manual shuffle prior to inserting the cards into the shuffling device;
 - 4.4.2 cards shall be placed in the shuffling device to be shuffled;

- 4.4.3 the cards shall not be cut;
- 4.4.4 the shuffling device takes the place of the card shoe; and
- 4.4.5 a casino supervisor may instruct the dealer to shuffle and/or cut the cards prior to placement in the shuffling device if he/she is not satisfied that the cards have been shuffled to a satisfactory level.

5. Wagers

- 5.1 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2 Prior to the first card being dealt in each round of play, each player at the table shall place an "Ante Wager" on the appropriate wagering area of the layout.
- 5.3 Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of a round of play has been removed from the card shoe or shuffling device unless explicitly permitted by these rules.
- 5.4 A player shall not wager on more than one hand in any round of play.
- 5.5 Only one wager shall be accepted on any one wagering area.
- 5.6 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

6. Minimum and Maximum Wagers

- 6.1 The minimum and maximum wagers permitted per player per playing area shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the card shoe or shuffling device, shall be valid.
- 6.3 A wager found to be above the stated maximum, after the first card has been removed from the card shoe or shuffling device, shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.

- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and the proposed time of change has been displayed at the table at least 20 minutes before the change.
- 6.5.1 Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at anytime, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
- 6.5.1.1 A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
- 6.5.1.2 When the player leaves the table, the marker shall be removed from the layout.
- 6.5.1.3 Should a player be controlling more than one box, the marker shall be placed in front of the box at which he or she is located.
- 6.5.2 Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 6.5.3 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
- 6.5.4 New players arriving at the table after the change shall be required to adhere to the new table minimum.

7. The Deal

- 7.1 Immediately prior to the commencement of a round of play and after all "Ante Wagers" are placed, the dealer may announce "no more bets" and starting from his/her left and continuing clockwise around the table, deal the cards.
- 7.2 Where a card shoe is in use, the cards shall be dealt in the following manner:
- 7.2.1 one card face down to each playing area containing an "Ante Wager"; and
- 7.2.2 in sequence, a second card face down to each playing area

containing an "Ante Wager"; and

- 7.2.3 After all hole cards have been dealt, the players may look at their cards.
- 7.2.4 Dealing the "3rd Street". After all "3rd Street Wagers" have been made, the dealer shall deal the first community card face up.
- 7.2.5 Dealing the "4th Street". After all "4th Street Wagers" have been made, the dealer shall deal the second community card face up.
- 7.2.6 Dealing the "5th Street". After all "5th Street Wagers" have been made, the dealer shall deal the third and final community card face up.
- 7.3 When a shuffling device is in use, the cards shall be dealt face down in the following manner:
 - 7.3.1 the community cards stacked and placed on the 3rd Street card box; and
 - 7.3.2 The dealer shall then spread the community cards across the designated playing areas left to right with top card on 5th Street, second card on 4th Street and bottom being left on 3rd Street, and
 - 7.3.3 two cards at a time to each playing area containing an "Ante Wager".
 - 7.3.4 After all hole cards have been dealt, the players may look at their cards.
 - 7.3.5 Dealing the "3rd Street". After all "3rd Street Wagers" have been made, the dealer shall reveal the first community card.
 - 7.3.6 Dealing the "4th Street". After all "4th Street Wagers" have been made, the dealer shall reveal the second community card.
 - 7.3.7 Dealing the "5th Street". After all "5th Street Wagers" have been made, the dealer shall reveal the third and final community card.

8. Order of Poker Hand Values

- 8.1 The value of each card in descending order for a 52 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (ace, when used in a small straight). The order of hands, highest to lowest is as follows:
 - (a) **Royal Flush** - ace, king, queen, jack, 10 of the same suit;



- (b) **Straight Flush** - five cards of the same suit in numerical sequence. An ace may count low in a straight e.g. 5, 4, 3, 2, Ace;
- (c) **Four of a Kind** - four cards of the same value; plus one other card;
- (d) **Full House** - three cards of the same value combined with a pair of another value;
- (e) **Flush** - five cards of the same suit;
- (f) **Straight** - five cards in numerical sequence, not all of the same suit;
- (g) **Three of a Kind** - three cards of the same value, with any two unmatched cards;
- (h) **Two pair** - two cards of the same value combined with two cards of another value, plus one other card;
- (i) **Jacks or better** - two cards of the same value that equals Jacks or higher which also includes Aces;
- (j) **Pair of 6s to 10s** - two cards of the same value that ranges from 6 to 10;

9. Betting Round

- 9.1 After the hole cards have been dealt in accordance with rule 7, players may look at their cards and shall declare their intention to either:
 - 9.1.1 "Fold" by discarding their hole cards face down towards the dealer and forfeit their "Ante Wager"; or
 - 9.1.2 place a "3rd Street Wager". A player who elects to bet shall place his/her cards face downwards on their playing area and place a "3rd Street Wager" in the appropriate area of an amount one to three times their "Ante Wager".
- 9.2 After the "3rd Street" card has been revealed, a player may either:
 - 9.2.1 "Fold" by discarding their hole cards face down towards the dealer and forfeit their "Ante Wager" and "3rd Street Wager"; or
 - 9.2.2 place a "4th Street Wager". A player who elects to bet shall place his/her cards face downwards on their playing area and place a "4th Street Wager" in the appropriate area of an one to three times their "Ante Wager".
- 9.3 After the "4th Street" card has been revealed, a player may either:

- 9.3.1 "Fold" by discarding their hole cards face down towards the dealer and forfeit their "Ante Wager", "3rd Street Wager" and "4th Street Wager"; or
- 9.3.2 place a "5th Street Wager". A player who elects to bet shall place his/her cards face downwards on their playing area and place a "5th Street Wager" in the appropriate area of an amount one to three times their "Ante Wager".
- 9.4 A player who elects to fold shall pass his/her hole cards, face downwards on the table, towards the dealer.
- 9.5 After a player's hole cards have been folded they cannot be returned to play.
- 9.6 The dealer shall collect all wagers and hole cards from each player who elects to fold. The cards shall be individually spread out face downwards by the dealer, and then placed in the discard rack.
- 9.7 Players must ensure that their hole cards do not leave the area of the table layout nor are held away from the table.
- 9.8 Other than declaring an intention to fold or bet, players are not permitted to exchange or communicate information regarding his or her hand prior to the dealer revealing all of the community cards. Any violation may result in the forfeiture of all wagers by such player.
- 9.9 Players' hole cards must always be in full view of the dealer during a round of play.

10. Settlement

- 10.1 Starting from his/her right, the dealer shall turn over and spread the hole cards of the first continuing player and announce the best possible five card poker hand in accordance with rule 8 utilizing the two hole cards and the three community cards.
- 10.2 The dealer shall then pay winning wagers or collect losing wagers in accordance with the payout table and prove the number of cards and place them in the discard rack.
- 10.3 If the player's hand conforms to one of the hands listed in the payout table below, the "Ante Wager", "3rd Street Wager", "4th Street Wager" and "5th Street Wager" will each be paid at the associated payment odds listed below:

Payout Table	Payment odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two pair	2 to 1
Jacks or better	1 to 1
Pairs of 6s to 10s	Standoff

Note: Pairs of 2s to 5s are declared losing bets.

- 10.4 The dealer will then act in turn upon each continuing player's hand. The dealer will turn the hole cards and spread them face up, take or pay, and then place the hole cards in the discard rack before going on to the next hand.
- 10.5 A player may concede his/her hand by indicating with a sweeping motion of his/her hand towards the dealer. The dealer will then announce "conceding hand" and collect the player's wagers and hole cards which shall be checked in accordance with rule 9.6.

11. Irregularities

- 11.1 An incorrect number of hole cards dealt to a player or to the community cards constitutes a misdeal and all wagers made on that round of play will be void and may be removed by the players who placed them.
- 11.2 If any cards are revealed during the deal, a misdeal shall be declared.
- 11.3 In the event of a misdeal, all wagers shall be void and a new round of play shall be dealt.
- 11.4 Should the dealer reveal one or more of the community cards prior to a patron placing a "3rd Street Wager", this will constitute a misdeal.
- 11.5 If the dealer should incorrectly spread the community cards this shall constitute a misdeal.
- 11.6 Should the dealer reveal the "4th Street" or "5th Street" during a round of play after a patron has placed a "3rd Street Wager", the incorrectly revealed card or cards will be turned face down and play will continue as normal.
- 11.7 Subject to rule 11.8, if a card or cards are dealt to a box that does not

have an Ante wager, this will constitute a misdeal.

- 11.8 If after any player has viewed their hole cards and the dealer realises that a hand has been dealt to a playing area that does not contain an "Ante Wager", the cards for that hand shall be spread and placed in the discard rack.
- 11.9 In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1, the following shall apply:
 - 11.9.1 the result of any rounds of play previously completed shall stand; and
 - 11.9.2 the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned to players for that round of play; and
 - 11.9.3 the deck shall be checked and verified at the table for any further missing or foreign cards; and
 - 11.9.4 Surveillance and an Inspector shall be notified.
- 11.10 Where a player or players are suspected of viewing another player's hole cards or collecting information from other active or non-active players, a casino supervisor may:
 - 11.10.1 direct the player or players concerned to play their hand prior to other players handling their cards;
 - 11.10.2 restrict players suspected of collusion from playing together at the same table;
 - 11.10.3 direct the players on a table to speak English only at all times.
- 11.11 Where a player makes a wager in accordance with rule 5.2, and is not present to make a decision in regard to the cards dealt to that playing area, then that hand shall be deemed to be folded and the "Ante" Wager and any "3rd Street Wager", "4th Street Wager" or "5th Street Wager" shall be collected and the cards spread and placed in the discard rack.

12. Shuffling Device Malfunction

- 12.1 Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.
- 12.2 Where it becomes evident, in a round of play for which one or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate:

- 12.2.1 that round of play shall be declared void; and
- 12.2.2 the result of any rounds of play previously completed shall stand; and
- 12.2.3 the game shall be continued with another shuffling device or a card shoe using new cards, subject to rule 3.7.

13. General Provisions

- 13.1 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analyzing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 13.2 Rule 13.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 13.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 13.1, he/she may:
 - 13.3.1 declare that any wager made by the person is void; and
 - 13.3.2 direct that the person shall be excluded from further participation in the game;
 - 13.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
 - 13.3.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 13.4 A casino supervisor may invalidate the outcome of a game if:
 - 13.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 13.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 13.5 Where the outcome of a game is invalidated under rule 13.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 13.4.2 be forfeited.
- 13.6 A player shall not be advised by an employee of the casino on how

to play, except to ensure compliance with these rules.

- 13.7 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence or offer advice to that player regarding that player's decisions of play.
- 13.8 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 13.9 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 13.10 Players and spectators are not permitted to have side bets with or against each other.
- 13.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 13.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor. gaming supervisor
- 13.13 In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 13.14 A copy of these rules shall be made available for inspection upon request.

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