



Caribbean Stud Poker

**It is essential to have complete understanding of the chapters "Introduction", "In The Pit And On The Game" and "Blackjack" together with this one. They contain important policies and procedures that apply to all games**

## NEW CARDS INTO PLAY

Decks will be changed every two hours and at the discretion of the Pit Manager.

The Floor Supervisor will open all decks at the table.

Spread the cards face up on the layout for verification.

Inspect the back of the cards and wash the deck thoroughly.

If there are no Players at the table, one deck will be spread face down in a semi-circle.

## BETTING ON THE PROGRESSIVE JACKPOT

Each Player has the option of wagering on the progressive jackpot. In front of each ante betting area on the table is a slot where a Player may wager on the progressive jackpot for the upcoming hand. **The progressive wager is always treated as a side bet and the Dealer's hand has no bearing on the progressive wager outcome.**

Only one Dollar coin may be wagered per spot per hand. The lockout will not allow a Player to wager until the beginning of the next hand when the lockout is reset.

All wagers must be placed before the Dealer delivers the cards for that hand. Before the cards are delivered, the Dealer will quickly scan the progressive jackpot slots to ensure that no bet is over one Dollar. The Dealer will then press the PLAY button on the control panel, preventing Players from wagering after the first card is delivered.

All valid progressive jackpot wagers will be indicated by an activated light on the progressive wagering slot. Any Player receiving a hand that would qualify for the progressive jackpot will be honored only if the progressive slot light is on.

## GAME PROCEDURES

- ♥ At the end of each hand (or after opening the game), the Dealer will press the END button allowing Players the opportunity to bet on the progressive jackpot.
- ♥ The Dealer will scan the layout and verify that all Players have finished wagering on the ante bet. All ante bets are placed in the ANTE wagering area in front of each Player. Any ante wagers made after the first card has hit the layout will be returned to the Player. In addition, all Players wishing to wager on the progressive jackpot must make the bet before the meter is locked out. Before locking out the meter, the Dealer will quickly scan the progressive jackpot betting slots to ensure that no one has bet more than one Dollar.
- ♥ The Dealer will then “lockout” the progressive jackpot by pressing the PLAY button on the control panel.
- ♥ Taking one hand at a time from the shuffler, the Dealer will deliver the cards directly to each Player and to the Dealer starting from the left (clockwise). Spread each hand slightly so that your Floor Supervisor and Surveillance can read the number of cards. Any hand found with less than five cards or more than five cards will void the entire round. An exposed card does not constitute a misdeal (the game continues).
- ♥ All unused cards will be placed in the discard rack.
- ♥ The Dealer’s hand will be placed in front of the tray and spread slightly, so the Dealer can visually check the number of cards. The Dealer’s bottom card will then be turned up (exposed). The Dealer will then straighten the five cards with the exposed card on top.
- ♥ The Players will now look at their cards and decide whether to “call” or “fold”. It is important that the Players do not communicate or expose their cards to each other.
- ♥ To call, a Player will place an additional wager in the BET wagering area, which must be double the amount of the ante. Once a Player has placed a wager in the BET area, the Player is committed to playing the hand. The cards are then placed face down to the left of the Player’s bet.
- ♥ If the Player folds, the ante bet is lost. The Dealer will take the ante bet, then pick up the Player’s cards and spread them, unexposed, to verify there are five cards. The cards will then be placed in the discard rack.
- ♥ Once all Players have made their decisions, only the calling Players will remain in action. The Dealer’s hand is then exposed and the ranking portion of the hand is pushed forward one inch.

**If the Dealer Does Not Have an Ace-King or Better**

- ♣ If the Dealer cannot rank a hand of at least Ace-King, the Dealer automatically loses and must pay every Player's ante bet (not the call bet).
- ♣ Starting with the Player to the right (counter-clockwise), the Dealer will check the cards and pay all winning ante bets one Player at a time.
- ♣ Regardless of the Dealer's hand, if the Player's hand has a ranking that qualifies to win the progressive jackpot (and the progressive jackpot light is lit), the cards are left spread and exposed in front of the Player. If the hand does not qualify, or if the progressive jackpot light is not lit, the Dealer will pick up the Player's cards, count them and put them into the discard rack.
- ♣ Each hand is paid, counted and put into the discard rack. The Dealer's hand is then picked up and put into the discard rack.

**If the Dealer Has an Ace-King or Better**

- ♣ If the Dealer's hand has a ranking of Ace-King or better, the Dealer will compare the hand with each Player's hand to determine winners, losers and ties.
- ♣ The Dealer, starting with the Player to the right (counter-clockwise), the Dealer will turn over each Player's hand and compare it to his or her own. If the Dealer's hand ranks higher than the Player's hand, the Player loses both the ante and the call bet. The Dealer will pick up the call bet first and then the ante bet placing both losing bets into the chip tray.
- ♣ If the Dealer's hand ranks lower than the Player's hand, the Player wins both the ante and the call bet. The Dealer will pay the call bet first and then the ante bet. The call bet is paid according to the hand ranking. The ante bet is paid even money. The Dealer will not total these bets. If the Dealer's hand ranks the same as the Player's hand, then it is a tie (push).
- ♣ Regardless of the Dealer's hand, if the Player's hand has a ranking which qualifies to win the progressive jackpot (or a percentage of the posted amount) and the progressive slot light is lit, the cards will remain spread in front of the Player's bet.

<b>BONUS PAYOUT SCHEDULE</b>	
<b>ONE PAIR</b>	<b>1 TO 1</b>
<b>TWO PAIRS</b>	<b>2 TO 1*</b>
<b>THREE OF A KIND</b>	<b>3 TO 1*</b>
<b>STRAIGHT</b>	<b>4 TO 1*</b>
<b>FLUSH</b>	<b>5 TO 1*</b>
<b>FULL HOUSE</b>	<b>7 TO 1*</b>
<b>FOUR OF A KIND</b>	<b>20 TO 1*</b>
<b>STRAIGHT FLUSH</b>	<b>50 TO 1*</b>
<b>ROYAL FLUSH</b>	<b>100 TO 1*</b>

**\*UP TO THE TABLE MAXIMUM PAYOUT**

*Note: These payoffs are normal table payoffs, and are in addition to the progressive jackpot payout.*

**End of Hand**

After all cards have been placed into the discard rack, the Dealer will take the cards from the discard rack and place them into the automatic shuffle machine.

The Dealer will press the END button allowing the Players to bet on the progressive jackpot for the next hand.

**Progressive Jackpot Qualifying Hands and Payout Schedule**

**Note: All bets are paid to a maximum of \$5000.00**

Once a progressive jackpot hand has been determined it will be left exposed on the layout. The Floor Supervisor will immediately press the appropriate button on the control panel that corresponds with the Customer’s qualifying hand. If the wrong button is pressed the Floor Supervisor will press the same (wrong) button a 2<sup>nd</sup> time and then press the correct button. This procedure will automatically cancel the wrong entry.

PROGRESSIVE JACKPOT SCHEDULE	
Royal Flush (any suit)	100% of Posted Progressive Payout
Straight Flush (any suit)	10% of Posted Progressive Payout
Four-Of-A-Kind	\$250
Full House	\$75
Flush	\$50

**For Two Or More Progressive Jackpot Payoffs In The Same Hand:**

1. **Notify the Floor Supervisor.**
2. **Pay the first winning progressive jackpot hand. All jackpots are paid left to right.**
3. **Press the END button on the control panel.**
4. **Take \$1 from the chip tray and put it in the progressive jackpot slot in front of the second winning progressive jackpot hand.**
5. **Press the PLAY button on the control panel.**
6. **Press the jackpot selector that corresponds with the second winning progressive jackpot hand.**
7. **Pay the second winning jackpot hand.**
8. **Repeat for any other winning progressive jackpot hands.**

- ◆ Prior to a progressive jackpot being made, the Dealer and Floor Supervisor must sign the progressive payout log. In addition, the Pit Manager or Shift Manager will sign for a Straight Flush or a Royal Flush.
- ◆ The Floor Supervisor or the Pit Manager will insert the payoff key and reset the progressive jackpot. The amount of the jackpot will automatically be deducted from the progressive jackpot amount and the new, adjusted progressive jackpot amount will be displayed.
- ◆ On the progressive jackpot hands of Straight Flush and Royal Flush, the Dealer will verify the hand by sorting the remainder of the deck before the progressive jackpot payoff is made.
- ◆ Any additional winning jackpot hands will also be left exposed on the layout in the same fashion.
- ◆ After all progressive jackpots have been paid, the Dealer will press the END button on the control panel and continue with the game.

## GENERAL PROCEDURES

This is a promotional game. It is important that the Dealers be outgoing and interact with the Customers. Be prepared to answer questions and instruct Players.

Only the seated Players can handle the cards. The cards must stay within the railing and in view of the Dealer at all times.

Keep the game moving at a good pace, but do not rush the Players.

Watch the Players' hands and listen to their conversations. Be alert to irregular play. If you are suspicious, call a Floor Supervisor.

Continually check the cards during the course of play to ensure that they remain unmarked and clean.

Players cannot communicate or expose their cards to each other. Using tact and courtesy, caution any Players who violate this rule. If continued violations occur, call a Floor Supervisor.

## TOKES

Players may make a toke bet on the ante only. The maximum bet is \$5 and pays even money.

Both the bet and the payoff on all winning toke bets must be taken down. Toke bets may not be parlayed.

Pay the Player's bet first, then the toke bet.

Always thank the Player politely for the bet regardless of the outcome.

## HAND SHUFFLE

### **IN THE EVENT THE SHUFFLE MASTER IS NOT IN USE:**

1. **The table will be open in accordance with standard [REDACTED] procedure for card games. Cards will be checked by both the Dealer and the Floor Supervisor, and then spread face up on the layout.**
2. **Wash each deck.**
3. **At the beginning of play, the cards are shuffled as follows:**
  - SHUFFLE**
  - STRIP**
  - SHUFFLE**
  - BOX TURN**
  - SHUFFLE**
  - STRIP**
  - SHUFFLE**
4. **While shuffling, make sure your Players have their wagers set and their dollars in the slot.**
5. **After shuffling, the Dealer will cut the cards in a forward movement onto a cut card using one hand only. Players never cut the cards.**
6. **The cards will be dealt face down from left to right. Start with the Player farthest to your left and deal around the table, with the Dealer receiving a card last.**
7. **Continue dealing the cards around the table until everyone has the proper number of cards.**
8. **When the cards are finished being dealt the Dealer then places the remainder of the cards in the discard rack and continues with the normal procedure.**

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