



**MINI
BACCARAT**

GENERAL

1. If the Dealer makes a mistake or a customer makes a claim, do not try and handle it yourself, call a Floor Supervisor over immediately.
2. Should you become suspicious of a player or notice irregular play, discreetly notify your Floor Supervisor. Also, alert your Floor Supervisor if a player makes a bet of \$100 or more.
3. Make sure you finish one transaction before starting another one.
4. Remember, you cannot advise a player how they should bet, but you can recommend tie bets before dealing out the hand.
5. The Dealer will always call the game.

SHUFFLE PROCEDURE

Once the cut card has appeared during play, the Dealer will announce that the next hand will be the last of that shoe. If the cut card appears on the face of the shoe before any cards are dealt, the Dealer will announce that one more will be dealt before the shoe is shuffled.

After the last hand is dealt, the Dealer will announce, "shuffle," and must wait for a response from the Floor Supervisor before continuing. The remaining cards in the shoe will be randomly placed in the discard rack. The Dealer will remove the roller from the shoe to insure that no cards remain in it. The cards will be removed from the discard rack and placed in front of the Dealer between the commission boxes and the "tie bet" areas.

The shuffle will be done as follows:

1. Call "shuffle" in a loud, clear voice. Wait for acknowledgement from a Floor Supervisor.
2. If the table is being opened for play, pick up each deck and place it in the discard rack, shuffle once and spread face down. Repeat this procedure until four decks are spread on the layout. Wash the four decks. Place the washed decks into the discard rack and repeat process for the remaining decks. If there has been play on the game, take the remaining decks from the shoe and place on top of the cards in the discard rack.
3. Check that all the cards are out of the shoe.
4. Bring the cards from the discard rack and place them in the center of the table.
5. Divide the deck into two equal decks.
6. Approximately $\frac{3}{4}$ of a deck will be taken from each side and shuffled together one time. These cards will be placed between the two stacks and above the shuffle area.
7. Take $\frac{1}{2}$ of what was just shuffled will be taken and shuffled with $\frac{3}{4}$ of a deck from the left stack. The cards will always be shuffled one time only. When that is completed, put them on the stack of previously shuffled cards. This alternating pattern will continue until all the cards are shuffled and in one pile.
8. Separate the cards into two equal stacks.

9. Take $\frac{3}{4}$ of a deck from each stack and shuffle once. Leave the decks laced together, left slightly above the other two stacks. Continue the shuffle, $\frac{3}{4}$ of a deck from each stack until all the cards are in one laced stack. Call the Floor Supervisor and wait for an okay before rolling the decks over and squaring up for the cut.
10. Present the cards for cutting; the cut must be at least a $\frac{1}{2}$ of a deck.
11. Before loading the shoe, place the cut card approximately $\frac{1}{2}$ deck from the back of the shoe.
12. After the cards are placed in the shoe, the Dealer will expose the first card. The Dealer will then burn the same number of cards corresponding to the value of the exposed card (aces will be counted as one and face cards will be counted as 10 for the purpose of burning the cards). Place the burned cards in the discard rack.
13. After the cut card is exposed, one more hand will be dealt.

NOTE: No Dealer may relieve another until the entire shuffle has been completed.

DEALING THE GAME

1. After announcing, "No more bets," the Dealer will draw one card at a time, face down. The first and third card will always be the player's hand and the second and fourth card will always be the banker's hand. The player's hand will be placed face down in the area designated, as player and the banker's hand will be placed face down in the area designated as banker.
2. The Dealer will expose and call the player's hand. Next, the Dealer will expose and call the banker's hand. The Dealer will then declare a winner, loser, tie or draw any third cards necessary. The Dealer will always indicate to the players which hand won by pointing toward those cards.
3. Once the hand is complete, the Dealer will place the cards into the discard rack.
4. Any card that was exposed accidentally will be burned along with additional non-exposed cards equal in number to the exposed card's value.
5. Once the outcome has been decided, the Dealer will pick up all losing bets starting from chair one through chair seven.
6. The Dealer will pay all winning bets in the same order.
7. After paying a winning bank wager, commissions will be marked up.

COMMISSIONS

1. All winning banker wagers are charged a 5% commission. Commissions may be totaled by the Dealer inside the commission box totaling the existing commissions.
2. Any uneven commission amounts must be placed in front of the proper commission box totaling the existing commissions.

3. The commissions are marked as follows:
 - a. Any silver used is placed in front of the commission box.
 - b. Lammers used are stacked behind the silver.
 - c. Any lammers used for call bets or markers are placed at the front of the commission box, in front of any silver.
4. When all commissions reach a total equal to the players average bet, i.e. \$5 bettor collect at \$5, \$100 bettor collect at \$100 (suggest they reduce theirs politely). All commissions will be cleared at the end of each shoe.

HOUSE LIMITS AND TOKE BETS

1. Table limits:

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|----------------------------|--------------------------|
| a. \$10 minimum | \$5 minimum |
| b. \$2,000 maximum | \$1,000 maximum |
| c. \$20 maximum on tie bet | \$125 maximum on tie bet |

Subject to change at managements discretion

2. Tokes

- | | |
|-------------------------------------|-------------------------|
| a. \$100 maximum toke bet | \$500 maximum |
| b. \$25 maximum toke bet on the tie | \$62 maximum on tie bet |

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