



THREE CARD POKER DEALER MANUAL

This manual provides the general dealing procedures for Three Card 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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THREE CARD POKER

Three-card poker is a poker derivative game in which only three cards are dealt to make a hand.

TERMINOLOGY

Ante Wager:	The wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.
Hand:	The Three Card Poker hand that is held by each player and the dealer after the cards are dealt.
Pair plus wager:	The wager that a player has the option to prioritize cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
Play wager:	An additional wager, equal in value to his or her ante wager, which a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.
Round of play:	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected.
Stub:	The remaining portion of the deck after all cards in the round of play have <i>been</i> dealt or delivered.
Suit:	One of the four categories of cards: club, diamond, heart or spade.

RANK OF CARDS

1. The rank of the cards used in Three Card Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" with a two and three.
2. The permissible poker hands in the game of Three Card Poker, in order of highest to lowest rank, shall be:
 - A. "Straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest ranking straight flush and three, two and ace being the lowest ranking straight flush.
 - B. "three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
 - C. "Straight" is hand consisting of three cards of consecutive rank, regardless of suit, with ace, king and queen being the highest ranking straight and three, two and ace being the lowest ranking straight.
 - D. "Flush" is a hand consisting of three cards of the same suit, regardless of rank.
 - E. "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

When comparing two hands that are of identical poker hand rank pursuant to the provisions of two above, the hand that contains the highest ranking card as provided in one above that is not contained in the other hand shall be considered the higher- ranking hand. IF the hands are identical rank, the hands shall be considered a draw.

OPENING THE GAME

After pit manager unlocks the float cover and floorperson has the opener time stamped:

1. The dealer will be informed to put away the float cover.
2. The dealer will take out a full tube of the highest denomination and any other stacks asked by your Floorperson.
3. The dealer will run down a stack of their high denomination. The floorperson will verify the amount and inform the dealer to stack it back up and size it into the other stacks on their layout.
4. Then the dealer will place them back in the appropriate tubes.
5. The dealer calls out the amounts starting with the highest denomination, your Floorperson will verify each amount.
6. After all amounts are called out and the Floorperson adds up the total, signs it and hands it to the dealer.
7. The dealer will then verify the game type, table number, date and add up the total and check the back is time stamped.
8. The dealer signs on the necessary line including casino control number. Fold the paper to show the amounts and places the opener in the drop box.

Then together with the floorperson check the front and backs of both decks, looking for any irregularities, bent, marked, or missing cards.

SHUFFLE MASTER PROCEDURES

1. Two 52 —card decks will be used with different color backs.
2. When the game is being opened or the decks are being changed, the dealer is to inspect both the front and back of each deck along with the floorperson.
3. If there are no players at the table, **both decks** are to be spread face up. Decks that have already been shuffled are to be spread **face down**.
4. When a player sits down to play, the dealer will pick each deck up separately, placing one deck in the discard rack. The other deck is to be riffled once and washed thoroughly. After the wash, the deck is to be shuffled in the following manner, **riffle, riffle, strip, strip, strip, riffle and place in the shuffle machine**.
5. After the initial riffle of a new deck of cards, the cards will only be riffled **once** and placed in the shuffle machine.
6. Once the cards have been placed in the Shuffle Master, press the green button located to the left of the machine to start the game.
7. If a red light occurs during the delivery of cards, call the floorperson immediately who will then press the red button to the right of the shuffle machine to clear any jammed cards.
8. Please do not allow any players to look at their hand until you have a green light . If a red light occurs, during the delivery of cards to players, call the floor person who will then void that round of play having you to collect all cards.
9. After the players have made their pair plus and ante wagers and the dealer has called, "No More Bets," the dealer will load the other deck into the Shuffle Master. Press the green button once to cause the machine to deal the first hand of the game.
10. The dealer will lift the three cards that were dealt straight up from the machine and deliver to first player on the left. Continue delivering cards to all players until done with dealer getting their cards last.
11. **The dealer will place each hand in the PLAY BET area. The cards are to be spread in a fan motion, checking to make sure the hand consists of only three cards.**
12. The dealer will place a cut card on top of the dealers' hand, while still in the shuffler. The dealer will bring out his/her hand and set it in the center of the table. The dealer will fan the dealers hand to ensure that only three cards are present and then slide them together so only the top cut card shows.
13. The dealer will press the green button on the Shuffle Master to empty the shuffler. The dealer will then place the second cut card under the bottom of the stub to ensure no one can

see the cards placing them in the discard rack.

14. Again, if the red light comes on, the dealer should call the floorperson immediately. The round is void. **The dealer will not try to fix the problem.**
15. Once the green light goes out on the shuffler the players may look at their hand and make a decision on whether or not to continue in the hand.
16. Once all players have made a decision on their hand the dealer will turn over his/her hand placing the cut card on the remaining stub sitting in the discard rack and complete the round of play.

If a Shuffle Master Machine malfunctions the dealer will continue with the current round of play while another machine is being retrieved. If one is not available; when instructed to, the dealer will manually shuffle the deck in the following manner:

Riffle, riffle, strip, strip, strip, riffle. Cut the cards with the yellow card. Proceed with the game delivering cards from left to right. Also, after each five round of play, the dealer will count all cards to ensure they are all there.

WAGERS

1. The following wagers may be placed in the game of Three Card Poker:
 - a. A player may compete solely against the dealer by placing an ANTE wager in an amount within the posted minimum and maximum wagers and then placing a PLAY wager in an equal amount.
 - b. A player may compete against both the dealer and the posted layout ledger by placing an ANTE wager and a pair plus wager. Wagers must be in increments of \$5 and within the posted minimum and maximum wagers.

NOTE: No white (\$1) or pink (\$2.50) chips are allowed on any of the main bets; and no pink (\$2.50) chips are not allowed at any time on the 6-card bonus bet.

2. A Player may place a Pair Plus wager if he or she has also placed an ante wager (as specified above). The pair plus wager may be between the minimum for the game and \$100 but may not be higher than the regular wager.
3. **Players may play ONLY one hand.**

4. All wagers at Three Card Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout.
5. Player's MUST be seated at a Three Card Poker table. They can't speak any other language other than English; can't share hands; can't play out of the share bankroll; nor allow others to bet on their hand. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.
6. All Ante wagers and Pair Plus wagers shall be placed prior to the dealer announcing, "No more bets." No wager shall be made, increased, or withdrawn after the dealer has announced, "No more bets."

GENERAL RULES OF THE GAME

1. Three Card Poker is a three card stud poker game.
2. Players must be seated to play. Once a player has placed a wager and has been dealt a round of cards, the player must remain seated until the completion of the round play.
3. The players and dealer each receive three (3) cards face down.
4. Before the first card is dealt, each player places a wager on the ANTE, or both the ANTE and PAIR PLUS.
5. The PAIR PLUS wager MUST be at least the table minimum, but not more than the ANTE bet to a maximum of \$100.
6. The following wagers may be placed:
 - A. A player may compete solely against the dealer by placing an ANTE wager and then placing a PLAY wager in an equal amount.
 - B. A player may compete against both the dealer and the hand value by placing a PAIR PLUS wager along with the required ANTE wager.
7. The PLAY wager must equal the ANTE wager amount, exactly.
8. All ANTE and PAIR PLUS wagers must be placed prior to the dealer announcing, "No more bets." No wagers shall be made or increased, decreased or withdrawn after the dealer has announced, "No more bets."
9. After each player examines his or her cards, each player who has placed an ANTE

wager shall have the option to either make a PLAY wager in an amount equal to the ANTE wager or forfeit the ANTE wager and end his or her participation in the round of play.

10. The player shall place a Play wager equal to the Ante wager on top of the three cards dealt, if the player opts to continue his or her play.
11. The player shall move the three cards dealt to an area adjacent to the Pair Plus wagering circle if the player opts to fold and forfeit the Ante wager whereby ending his or her participation in the round of play.
12. If the dealer does not qualify with a "Q" or better, the dealer will go around the table giving each player their play bet back immediately.

If a player has placed an ANTE wager and a PAIR PLUS wager but does not make a PLAY wager, the player shall forfeit both the ANTE wager and the PAIR PLUS wager.

ROUND OF PLAY

1. After all the cards for the round of play have been dealt, the player shall examine his/her cards.
2. After each player has examined his/her cards, **using one hand**, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, offering to each player who has placed an Ante wager to either make a Play wager in an amount equal to the player's Ante wager or forfeit the Ante wager and end his/her participation in the round of play. If a player has placed an Ante wager and a Pair Plus wager, but does not make a Play wager, the player shall forfeit both the Ante and the Pair Plus wager.
3. After each player has either placed a Play wager or forfeited his/her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing the cards in the discard rack.
4. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand. The dealer shall then, starting with the player farthest to the dealer's right whose hand is still active, reveal the three-card hand to each player.
5. All winning hands shall be paid in accordance with the payout odds posted on the table. All losing wagers shall be collected and placed in the discard rack immediately.

All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

TAKING AND PAYING

The dealer's hand qualifies with a queen high or better.

- If the dealer's hand does not qualify, all Play bets will be given back to the player.
- 1. The dealer shall examine the cards of each player's hand to determine if the player's hand qualifies for a payout.
 - a. If the player's hand does not qualify for any Bonus payouts, and the Pair Plus wager is the same as the Ante wager, the dealer will slide the pair plus wager to pay the Ante wager.
 - b. If the Pair Plus wager is less than the Ante wager, the dealer will take additional checks from the rack to pay the Ante wager.
 - c. The dealer in both situations will immediately pick up the player's cards and place them in the discard rack.
- 2. If the dealer's hand does not qualify, and the player has a hand which requires a Bonus Payout, the following will apply:
 - a. When the dealer faces the player's qualifying hand, they will pay the Ante wager and the Pair Plus wager.
 - b. All hands will be acted on in their entirety before moving to the next hand.
- If the dealer's hand qualifies, the following will occur:
 - 1. The dealer will face each hand in order from right to left.
 - a. If the player's hand loses, the dealer will pick up losing wagers and place cards in the discard rack.
 - b. If the Player's hand wins, the dealer will pay all winning wagers starting from the right and working left. Pay Bonus payouts according to the odds posted on the table. (They are also listed in the next section of this manual).
 - If the dealer's hand beats the player's hand, but the player's hand requires a Bonus Payout, the dealer will follow normal procedure for taking and paying, in order.
 - REMEMBER, ALTHOUGH THE PLAYER'S HAND LOSES TO THE DEALER'S HAND, ALL BONUS SITUATIONS WILL STILL BE PAID.

BONUS PAYOUTS

PAIR PLUS BONUSES

A player placing a Pair Plus wager, shall be paid in accordance with the following payout ledger:

Pair	pays	1 to 1
Flush	pays	3 to 1
Straight	pays	6 to 1
Three-Of-A-Kind	pays	30 to 1
Straight Flush	pays	40 to 1

ANTE BONUSES

A player placing an Ante wager and a Play wager shall be paid a bonus if the player's hand consists of the following:

Straight	pays	1 to 1
Three-Of-A-Kind	pays	4 to 1
Straight Flush	pays	5 to 1

GAME PROTECTION

1. REMEMBER, STRAIGHTS BEAT FLUSHES IN THREE CARD POKER.
2. DEALERS WILL PICK UP THE CARDS IN THE CORRECT ORDER AND WILL NOT TAKE ANY CARDS OUT OF THE DISCARD RACK TO RECONSTRUCT A HAND FOR ANY REASON, INSTEAD CALL THE GAMES SUPERVISOR.
3. PROPER PROCEDURES WHEN CHANGING CARDS SHOULD BE FOLLOWED. DEALERS SHOULD CHECK FRONTS AND BACKS, LOOK FOR MARKED,

BENT OR ANYTHING UNUSUAL.

4. THE DEALER SHOULD WATCH FOR PLAYERS TALKING WHEN SETTING THEIR HANDS. POLITELY ASK THEM NOT TO TALK OR LOOK AT EACH OTHERS CARDS. IF THEY DO NOT COMPLY, THE DEALER SHOULD QUIETLY INFORM THEIR SUPERVISOR.
5. KEEP A GOOD GAME PACE; MAKE SURE THE CARDS ARE KEPT OVER THE TABLE AT ALL TIMES.
6. IF A PLAYER DROPS A CARD FROM THE TABLE OR OUT OF THE DEALERS VIEW THEY WILL AUTOMATICALLY LOSE THEIR BET AND THE CARDS WILL BE COLLECTED AND CHECKED ON BOTH SIDES. THIS IS TO BE DONE BY THE SUPERVISOR.
7. IF THE PLAYER GETS A STRAIGHT FLUSH OR THREE OF A KIND, THE DEALER SHOULD INFORM THE SUPERVISOR WHEN PAYING THIS WINNER.
8. THE DEALER SHOULD NOTIFY THEIR SUPERVISOR OF PLAYERS PLACING BETS OF \$50 OR MORE, AS SURVEILLANCE MUST BE NOTIFIED.
9. A PLAYER MAY PLAY TWO HANDS BY PLACING A WAGER AT ONE OF THE ADJACENT BETTING POSITIONS. THE PLAYER MUST PLAY THE HIGHEST WAGER HAND FIRST OR THE ONE CLOSEST TO THE DEALING MACHINE.

IRREGULARITIES

Any incorrect number of cards dealt to either the player or dealer constitutes total MISDEAL. All cards will be picked up and the shuffle process will start over.

If any card is found face up while the cards are being dealt, then the entire hand will be considered a misdeal. All hands will be picked up and the shuffle process will start over.

MISCELLANEOUS

1. Once both decks are loaded into the Shuffle Master, the dealer must complete that round of play before allowing the incoming dealer to tap in.
2. One should only deal to spots having wagers.
3. All players are responsible for their own hands and cannot discuss their hands with anyone else.
4. The cards must remain in full view of the dealer at all times and must remain over the table.

5. The cards will be changed every four to eight hours or less when instructed by the pit manager.
6. Both decks of cards will be spread face down on a dead game.

CUSTOMER SERVICE GUIDELINES

1. CUSTOMER COURTESY IS OF THE UTMOST IMPORTANCE.
2. DEALERS SHOULD PRACTICE THEIR SKILLS AND THEIR CUSTOMER SERVICE TRAINING.
3. THE CURRENT DEALER SHOULD ALWAYS INTRODUCE THE INCOMING DEALER AS THEY TAP IN TO THE GAME.
4. THE DEALER SHOULD INTRODUCE THEMSELVES TO PLAYERS COMING IN TO THEIR GAME.
5. DEALERS SHOULD RETRIEVE PLAYERS RATING CARDS FROM THEM AND GET THEM TO THEIR FLOORPERSON QUICKLY.

IF ANY PROBLEMS ARISE, A DEALER SHOULD CONTACT THEIR FLOORPERSON IMMEDIATELY.

PROCEDURE FOR MAKING CHANGE

1. ALL CURRENCY WILL BE CHECKED ON BOTH SIDES, SPREAD BILLS FACE DOWN, CHECK THE BACKS, THEN SPREAD FACE UP AND CHECK THE FRONT.
2. THE CASINO FLOORPERSON WILL WATCH ALL BUY INS TO VERIFY AMOUNTS AND WATCH THE CURRENCY BEING DROPPED INTO THE CASH BOX.
3. CURRENCY IS TO BE COUNTED IN THE FOLLOWING MANNER.

- A. 100'S - FACE UP, FIVE TO A LINE, FIVE LINES
- B. 50'S - FACE DOWN, FOUR TO A LINE, FIVE LINES
- C. 20'S - FACE DOWN, FIVE TO A LINE, FIVE LINES
- D. 10'S - FACE DOWN, FIVE TO A LINE, FIVE LINES
- E. 5'S - FACE DOWN, FOUR TO A LINE, FIVE LINES
- F. 2'S - FACE DOWN, FIVE TO A LINE, FIVE LINES
- G. 1's - FACE DOWN, FIVE TO A LINE, FIVE LINES

Customers are not allowed to wager currency. Paper or coins never play.

1. When making change for currency:

- A. Before bringing any money in, a dealer should always call out "change only or money change."
- B. A dealer should place the currency in front of the tray; call out the amount to be changed in a clear, audible voice.
- C. The dealer cuts the cheques out in front of the tray.
- D. **Change for OVER \$100, must be acknowledged by a floorperson before the cheques are sent out to the player. For buy-ins up to and including \$100, THE DEALER SAYS IT LOUD, AND SEND IT OUT TO THE PATRON, AND THE DEALER SHARES IT WITH THEIR FLOORPERSON WHEN THEY COME TO THE GAME. THE DEALER NEED NOT WAIT FOR APPROVAL FOR \$100 CASH TRANSACTIONS. SAY IT, SEND IT, AND SHARE IT.**
- E. A dealer should place the cheques in front of the player, never in the betting circle.
- F. The dealer places the currency in the drop box.

6. Making change for cheques:

- A. The dealer calls out in a clear and audible voice "CHEQUE CHANGE" before bringing the cheques into the working area.
- B. The dealer places the players' cheques to the left side of the layout. The house's money is cut out on the right side.
- C. Cheque change for \$100 or more must be acknowledged by a floorperson before the checks can be sent out to the player.
- D. Place the cheques into the tray after the player receives their cheques.

7. Making color change for cheques:

- A. The dealer calls out in a clear and audible voice "COLOR COMING IN".
- B. Acknowledgment by a Floorperson is needed BEFORE the cheques are brought into the working area.
- C. The player's money is placed on the left and the house's money on the right.

8. When handling cheques from cash buy-ins, cheque change or color change, the dealer always places the higher value cheques on the bottom of the stack.

9. The dealer separates the \$500 and \$1000 cheques from the lower value cheques when placing the cheques in front of the player.

DEALER TOKENS

- 1. If a player gives a token to a dealer, the dealer receiving shall say "Thank You" one time.
- 2. Tapping the edge of the tray and then placing it in the token box shall acknowledge tokens.
- 3. Players shall be permitted to place token wagers for dealers of \$1.00 or more on any one or all of the three spots.
- 4. If only one spot is to be bet, the player will decide what spot is to be played for the dealer.

5. If the player is playing at the table maximum, then the token wager may not exceed 10% of the table maximum.
6. If the player is playing less than the table maximum, then the player's wager and the token wager may not exceed the table maximum.

CLOSING THE GAME

When told to by a floorperson, the dealer lifts up and covers their float. A dealer does not go into their drawer until told to by their floorperson.

Once the cards have been bagged, and all gaming equipment has been stored in the equipment drawer, the floorperson will assist the dealer in the closing.

1. All checks will be pulled out of the rack starting with the highest denomination checks first.
2. The dealer will total up the Table Inventory Slip and sign the necessary line. Both white copies should be time stamped.
3. The top copy will be dropped after being instructed by the pit manager.

After the closing of the game, the dealer should make sure to check the float cover and equipment drawer to be sure they are locked.

MINIMUMS AND MAXIMUMS

The maximum wager on all Three Card Poker games is \$500 for the Ante wager.

The maximum for the Pair Plus wager is \$100.

THREE CARD POKER PAYOUTS

6- Card Bonus

5-Card Royal Flush: 1000 to 1

5-Card Straight Flush: 200 to 1

Four-of-a-Kind: 50 to 1

Full House: 25 to 1

5-Card Flush: 20 to 1

5-Card Straight: 10 to 1

Three-of-a-Kind: 5 to 1

Progressive

AKQ:	Spades	100%	Envy: \$100
AKQ:	Hearts		
	Diamonds	500 to 1	Envy: \$25
	Clubs		
Straight Flush:		70 to 1	
3-of-a-Kind:		60 to 1	
Straight:		6 to 1	

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