

Note: Deletions in brackets [thus], new text in bold **thus**.

13:69E-1.13Z Criss cross poker; physical characteristics
(a) Criss cross poker shall be played on a table having betting positions for six players on one side of the table and a place for the dealer on the opposite side. 1. A true-to-scale rendering and a color photograph of the layout(s) referenced in this section shall be submitted to the Division's principal office located Atlantic City, New Jersey, prior to utilizing the layout design.

(b) The layout for a Criss cross poker table shall contain, at a minimum: 1. The name or trade name of the casino licensee; 2. Six separate designated betting areas at each player position for the placement of the five card bonus wager, ante across wager, ante down wager, across bet, down bet, and middle bet, configured in an array so that the five card bonus wager is the closest to the dealer, the ante across and ante down wager areas are adjacent to each other and second closest to the dealer, the across bet and down bet areas are adjacent to each other and third closest to the dealer, and the middle bet area is farthest from the dealer, **optionally, each Criss Cross Poker layout may include a designated betting area for placement of the Bonus Spin wager;**

3. A designated area at the center of the gaming table for the placement of community cards with spaces [labeled] **labeled** for each of the down cards, across cards and the middle card; 4. Unless the casino licensee complies with (c) below, inscriptions listing the payout odds authorized by N.J.A.C. 13:69F-40.11. (c) If the information required by (b)4 above is not inscribed on the layout, a sign shall be posted at each criss cross poker table that lists the payout odds for all payouts authorized by N.J.A.C. 13:69F-40.11.

(d) Each criss cross poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

(e) Criss Cross Poker tables offering the Bonus Spin option require the AGS Bonus Spin progressive system associated hardware approved by New Jersey Division of Gaming Enforcement via MO-381-17-019-DGE.

13:69F-40.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

"Ante Wager" shall mean the wager that a player is required to make prior to any cards being dealt in order to compete in a round of play.

"Bonus Wager" shall mean the wager that a player has the option to make prior to any cards being dealt in order to compete in a round of play.

"Bonus Spin Wager" means the additional optional wager offering players the chance to win an opportunity to spin a virtual wheel for additional prizes. As the top prize, a casino licensee may offer either a fixed prize (cash or merchandise) or a progressive jackpot. A pair in the player's first two cards is the trigger for Bonus Spin on Criss Cross Poker.

"Deal" means the distribution of the players cards among the players.

"Bet Wagers" means an additional wager in an amount of one to three times the players ante wager, that a player is required to make if the player opt to remain in the game.

"Round of play" shall mean one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been settle in accordance with the rules of this subchapter.

"Stub" shall mean the remaining portion of the deck after all cards in the round of play have been dealt or delivered

"Suit" shall mean one of the four categories of cards: club, diamond, heart or spade.

13:69F-40.2 Cards; number of decks

Except as provided in (a) and (b) below, Criss Cross Poker will be played with one deck of cards with backs of the same color and design and one cover card to be used in accordance with the procedures set forth in sections N.J.A.C. 13:69F-40.5, 40.7, 40.8, and 40.9. The deck of cards will meet the requirements of section pertaining to physical description of cards.

(a) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that:

1. Each deck of cards complies with the requirements of (a) above;
2. The backs of the cards in the two decks are of different color;
3. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.
4. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
5. The cards from only one deck will be placed in the discard rack at any given time.

(b) If an automated dealing shoe is used to deal the cards pursuant to section N.J.A.C. 13:69F-40.9, a casino license shall be required to use a cover card with the same attributes described in (a) above in accordance with the procedures set forth in section N.J.A.C. 13:69F-40.9(c).

13:69F-40.3 Criss Cross Poker Rankings

(a) The rank of the cards used in Criss Cross Poker, for the determination of winnings hands, in order of highest to lowest

rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2.

(b) The permissible poker hands in the game of Criss Cross Poker, in order of highest to lowest rank, shall be:

1. "Royal Flush" is a hand consisting of an ace, king, queen, jack, and 10 of the same suit;
2. "Straight Flush" is a hand consisting of five cards of the same suit in consecutive ranking;
3. "Four of a kind" is a hand consisting of four cards of the same rank;
4. "Full House" is a hand consisting of "three of a kind" and a "pair"
5. "Flush" is a hand consisting of five cards of the same suit ;
6. "Straight" is a hand consisting of five cards of consecutive rank with an ace, king, queen, jack and 10 being a straight and also an ace, 2, 3, 4, 5 being a straight;
7. "Three of a kind" is a hand consisting of three cards of the same rank;
8. "Two pairs" is a hand consisting of two "pairs";
9. "Pair" is a hand consisting of two cards of the same rank.

13:69F-40.4 Opening of the table for gaming

(a) The dealer shall receive card at the table pertaining to cards, receipt, storage, inspections and removal from use.

(b) Following the inspection of the cards by the dealer and the verification by the floor supervisor, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence.

(c) After the first player has been afforded an opportunity to visually inspect the cards, the cards will be turned face down on the table, mixed thoroughly by a "washing or "chemmy shuffle" of the cards and stacked, they will be shuffled in accordance with N.J.A.C. 13:69F-40.5.

(d) If a casino licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to the section pertaining to card receipt, storage, inspection, and removal from use, each deck of cards will be separately sorted, inspected, verified, spread, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

13:69F-40.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer will shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.

Upon completion of the shuffle, the dealer or device will place the deck of cards in a single stack; provided, however, that nothing herein will be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

1. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in section N.J.A.C. 13:69F-40.7, 40.8, or 40.9

2. If the cards were shuffled manually cut the cards in accordance with the procedures set forth in (c) below.

(c) If a cut of the cards is required, the dealer shall:

1. Cut the deck, using one hand, by:

i. Placing the cover card on the table in front of the deck of cards;

ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card:

iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to section (c)lii above; and

iv. Removing the cover card and placing it in the discard rack; and

2. Deal the cards in accordance with the procedures set forth in sections N.J.A.C. 13:69F-40.7, 40.8 or 40.9.

(d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) Whenever there is no gaming activity at a Criss Cross Poker table, which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in 13:69F-40.4 (c) shall be completed.

13:69F-40.6 Wagers

(a) A player competes solely against a posted payout table by placing two ante wagers of equal amounts within the posted minimum and maximum wagers, and then placing up to three separate bet wagers one to three times an ante wager. The player also has the option of placing a 5 card bonus bet. **If available, the Bonus Spin wager can also be placed in accordance with N.J.A.C. 13:69F-40.10.**

(b) All wagers at Criss Cross Poker shall be made by placing gaming chips or plaques and, if applicable, a match play coupon or other approved promotional offer on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) Only players who are seated at a Criss Cross Poker table may wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

(d) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures in N.J.A.C. 13:69F-40.7, 40.8, 40.9. No wager shall be made, increased, or withdrawn after the dealer announced "No more bets." All play wagers shall be placed in accordance with N.J.A.C. 13:69F-40.10(b).

13:69F-40.7 Procedure for dealing the cards from a manual dealing shoe

(a) If a casino licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of the section pertaining to dealing shoes and automated shuffling devices and shall be located on the table in a location approved by gaming commission. Once the procedures required by N.J.A.C. 13:69F-40.5 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card-shuffling device.

(b) The dealer shall announce "No more bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

(c) The dealer shall deal five community cards placed in front of the dealer in a cross formation. All cards dealt to the dealer shall be dealt face down.

(d) The dealer shall, starting with the player farthest to his left and continuing around the table in a clockwise manner, deal one card at a time, in order, to each player who has placed a wager until each player has two cards. All cards dealt to the player shall be dealt face down.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

1. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

2. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the

cards were misdealt. If the cards have been misdealt (a player has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to N.J.A.C. 13:69F-40.12. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to section pertaining to removal of cards from use.

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after completion of each shuffle and indicates whether 52 cards are still present. If the automated card-shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the section for removal of cards from use.

13:69F-40.8 Procedures for dealing the cards from the hand

(a) Notwithstanding any other provisions of this chapter, a casino licensee may, in its discretion, permit a dealer to deal the cards used to play Criss Cross Poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

1. A casino licensee shall use an automated shuffling device to shuffle the cards.

2. Once the procedure required by N.J.A.C. 13:69F-40.5 have been completed, the dealer shall place the stacked deck of cards in either hand.

i. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.

ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

3. The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(c) The dealer shall deal five community cards placed face down in a cross formation. All cards dealt to the players shall be dealt face down.

(d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who placed a wager until each player has two cards. All cards to the player shall be dealt face down.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The

dealer shall count the stub in accordance with the provisions 13:69F-40.7(e) and (f).

13:69F-40.9 Procedures for dealing the cards from an automated dealing shoe

(a) Notwithstanding any other provision of this chapter, a casino licensee may, in its discretion, choose to have the cards used to play Criss Cross Poker dealt from an automated dealing shoe which dispenses cards in stack of five cards first and then stack of two cards, provided that the shoe, its location, and the procedures for its use are approved by gaming commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements will be observed.

1. Once the procedures required by section N.J.A.C. 13:69F-40.5 have been completed, the cards will be placed in the automated dealing shoe.

2. The dealer will then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer will deliver the first stack of five cards dispensed by the automated dealing shoe face down in cross formation to be used as community cards. As the remaining two card stacks are dispensed to the dealer by the automated dealing shoe, the dealer will, moving clockwise around the table, deliver a stack face down to each of the players who have placed a wager in accordance with section N.J.A.C. 13:69F-40.6. The dealer then will remove the remaining cards from the automated dealing shoe and place cards in the discard rack.

13:69F-40.10 Procedure for completion of each round of play

(a) After the dealing procedures required by 13:69F-40.7, 40.8 or 40.9 have been completed, each player must place two ante bets of equal value, with one corresponding to the across hand, and one corresponding to the down hand. The player may also place an optional 5 Card Bonus bet. **The optional Bonus Spin bet can also be made at this time by the player placing a wager on the electronic sensor within the player spot representing the Bonus Spin wager.**

(b) Each player shall examine their cards. Each player who wagers at Criss Cross Poker shall be responsible for their own hands and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(c) The dealer shall offer each player who has placed ante wagers the option to either make the

"Across" bet or forfeit their ante wagers. The "Across" bet must be one to three times ante bet.

(d) After each player has placed the "Across" bet on the designated area of the layout the dealer will turn over the two

outside cards on the horizontal line of the cross. Any forfeited bets will be collected and chips put in inventory tray and the players cards will be placed in discard rack.

(e) The dealer shall offer each player the option to either make the "Down" bet or forfeit all previous wagers. The "Down" bet must be one to three times ante bet.

(f) After each player has placed the "Down" bet on the designated area of the layout the dealer will turn over the two outside cards on the vertical line of the cross. Any forfeited bets will be collected and chips will be put in inventory tray and the players cards will be placed in discard rack.

(g) The dealer shall offer each player the option to either make the "Middle" bet or forfeit all previous wagers. The "Middle" bet must be one to three times ante bet. Any forfeited bets will be collected and chips will put in inventory tray and the players cards will be placed in discard rack.

(h) After each player has placed the "Middle" bet on the designated area of the layout the dealer will turn over the middle card on the cross.

(i) The dealer shall starting with the player farthest to their right and continuing counterclockwise around the table, complete all of the following procedures as to each remaining player in succession:

1. Reveal player's cards

2. The player then uses their two cards plus the three cards on the horizontal line of the cross to form an Across hand and uses their two cards plus the three cards on the vertical line of the cross to form a Down hand. Winning Across and Down hands are paid per the payable listed in 3.19.11. Table 1. The Middle bet is paid if either the Across or Down bet qualify as a win, and is paid at the odds of the highest ranking hand. If the Across bet is a push and the Down bet loses the Middle bet is also a push, or if the Across bet loses and the Down bet is a push the Middle bet is also a push. If both the Across bet and Down bet push the Middle bet also is a push. The Middle bet only loses if both the Across and Down Bets lose. **After the initial game is played and the dealer is opening hands, the dealer will determine any Bonus Spin winners. If a player has a triggering hand (any pair in the player's hole cards), the dealer will come back to that player at the end of the round and the player will spin the Bonus Spin wheel. The dealer will pay the player the denomination/prize indicated on the wheel. If the wheel lands on a payout with a "community pay" then the dealer will pay the player that spun the wheel the higher amount and pay every other player who placed a Bonus Spin wager the lower amount on the wheel.**

3. Collect losing wagers or pay winning wagers in accordance with the payout odds listed in N.J.A.C. 13:69F-40.11; and

4. Collect the player's cards and place them in the discard rack.

5. 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 dispute.

13:69F-40.11 Payout Odds

(a) The two ante bets are paid even money on qualifying hands for their respective hand. A qualifying hand is defined as any of the paying bets (pair of Jacks or Better). Pair of 6s through 10s result in a push, and all other outcomes forfeit the antes.

Table 1. Criss Cross Poker Paytable

Hand	Pays
Royal Flush	500 to 1
Straight Flush	100 to 1
4 of a Kind	40 to 1
Full House	12 to 1
Flush	8 to 1
Straight	5 to 1
3 of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair 6s through 10s	Push

(b) The 5 Card Bonus Bet is resolved at the end of the game, regardless of player fold decisions, and is evaluated based on the five community cards. The payable for the 5 Card Bonus bet is listed in Table 2.

Table 2. 5 Card Bonus Paytable

Hand	Pays
Royal Flush	250 to 1
Straight Flush	100 to 1
4 of a Kind	40 to 1
Full House	15 to 1
Flush	10 to 1
Straight	6 to 1
3 of a Kind	4 to 1
Two Pair	3 to 1
Pair of Sixes or Better	1 to 1

(c) The Bonus Spin wager is resolved using the following tables:

Table 3. PAIR Bonus Spin \$5 payable with Community Pays

Player Pay	Community Pay	Wheel Position
Fixed Prize/Jackpot	--	0
2500.00	--	2
1000.00	--	8

500.00	100.00	3
350.00	--	7
200.00	50.00	6
250.00	--	10
75.00	--	11
25.00	15.00	9
70.00	--	5
60.00	--	4
50.00	--	1

Table 4. PAIR Bonus Spin \$1 payable with Community Pays (fixed top prize)

Player Pay	Community Pay	Wheel Position
Fixed Prize	--	0
500.00	--	2
200.00	--	8
100.00	20.00	3
70.00	--	7
50.00	10.00	6
35.00	--	10
25.00	--	11
15.00	3.00	9
12.00	--	5
11.00	--	4
10.00	--	1

Table 5. PAIR Bonus Spin \$1 payable with Community Pays (progressive top prize)

Player Pay	Community Pay	Wheel Position
JACKPOT	--	0
500.00	--	2
250.00	--	8
100.00	20.00	3
70.00	--	7
50.00	10.00	6
35.00	--	10
25.00	--	11
15.00	3.00	9
12.00	--	5
11.00	--	4
10.00	--	1

(d) Notwithstanding the payout odds set forth in (b) through (e) above, the aggregate payout limit for a player on any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater. If the established payout limit is not included on the

layout, each casino licensee shall provide notice of any decrease in the payout limit in accordance with N.J.A.C. 13:69F-8.3.

13:69F-40.12 Irregularities

(a) A card that is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void.

(b) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(c) If any player is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled

(d) If an automated card-shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(e) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt.