

## **APPENDIX F(1)**

### **Definitions, Operational Standards, Specifications, and Regulations Governing Blackjack**

Arizona Tribal-State Gaming Compact

The game of blackjack, authorized pursuant to the Compact, including all approved variations thereof, shall be permitted and conducted, at a minimum, according to the provisions set forth in the Compact and its appendices. For purposes of the Tribe's internal control standards, blackjack is a Table Game and shall be one of the "major gaming areas of the gaming operation" requiring an annual audit by internal audit personnel.

## **I. DEFINITIONS.**

In addition to definitions set forth in the Compact and its appendices, the following definitions shall apply to the rules of blackjack, including all approved variations, conducted by the Gaming Facility Operator:

- (1) "Blackjack" means:
  - (a) the Game of 21, the object of which is to get closer to 21 points than the dealer, without going over and "busting:"; or
  - (b) an ace and an additional card with a point value of ten, dealt as the initial two (2) cards to a player or the dealer.
- (2) "Deal" means the distribution of the cards to the players and the dealer.
- (3) "Dealer" means the employee who operates the game, administering house rules and making payoffs.
- (4) "Hole card" means a card dealt face down to the dealer which remains face down until all the players other than the dealer have received all the cards they have requested.
- (5) "Layout" or "table layout" means the felt, cloth, or other material covering the playing surface of a blackjack table.
- (6) "Shoe" means a dealing device that has a compartment in which one or more decks of cards are stacked and which permits cards to be dealt one at a time.
- (7) "Shuffling device" means an electro-mechanical device which continuously and/or automatically reshuffles the cards and which may randomly insert previously dealt and discarded cards back into the card stack, and which may be integrated with a shoe.
- (8) "Supervisor or management employee" means, for the purpose of this Appendix, any employee assigned duties and responsibilities that include:
  - (a) Directing table game employees in the performance of their duties;
  - (b) Supervising game activity, dealing procedures, and compliance with internal controls;
  - (c) Initially resolving player disputes arising from game play; and
  - (d) Making decisions regarding work scheduling of table game employees.

## II. GENERAL REQUIREMENTS

### A. Types of Blackjack Games.

- (1) The Gaming Facility Operator shall only conduct blackjack under the rules approved and authorized by the Tribal Gaming Office and the State Gaming Agency. As used in this Appendix, blackjack shall be inclusive of the game of blackjack and variations thereof. Authorized blackjack games shall not exceed the wager limitations established in this Appendix.
- (2) Any electronic or electromechanical components or hardware, including program software and progressive components, utilized in an approved blackjack game shall be evaluated by an independent testing laboratory prior to use for play.

**B. Number of Blackjack Tables.** The number of blackjack tables in play shall not exceed the limits established in the Compact. Blackjack tables used in authorized tournament play shall be included when determining the total number of blackjack tables in play in a Gaming Facility. No blackjack games shall be operated outside of a Gaming Facility.

**C. Licensing and Certification of Employees.** All table game employees shall be licensed by the Tribal Gaming Office and certified by the State Gaming Agency in accordance with the provisions of the Compact.

**D. Equipment Control.** All cards, blackjack tables, gaming chips, and associated equipment, as applicable, shall be purchased, leased, or acquired only from manufacturers or distributors licensed by the Tribal Gaming Office and certified by the State Gaming Agency in accordance with the Compact.

**E. Access to Records and Reports.** The State Gaming Agency shall have access to all records of blackjack activity, pursuant to the provisions of the Compact, including, but not limited to:

- (1) Daily activity and accounting records;
- (2) Security reports;
- (3) Surveillance activities and reports; and
- (4) Investigative reports.

**F. Inspection of Blackjack Tables, Cards, and Play.** The State Gaming Agency shall be authorized to inspect any blackjack table, cards, and/or observe any gaming activity pursuant to the provisions of the Compact.

### G. Adoption of Rules.

- (1) Prior to conducting a game of blackjack, the Gaming Facility Operator shall submit to the Tribal Gaming Office, and the Tribal Gaming Office shall have approved, rules and procedures for play to govern the conduct of blackjack games operated in each Gaming Facility. In determining whether to approve such rules and procedures, the Tribal Gaming Office shall consider whether the proposed rules and procedures are

appropriate to ensure the integrity, fairness, and security of play. After making its determination and prior to implementation, the Tribal Gaming Office shall issue a written approval or disapproval of the rules and procedures for each game to be played in the Gaming Facility.

- (2) Game rules and procedures approved by the Tribal Gaming Office shall include, in addition to the rules of play:
  - (a) Specifications provided by the equipment manufacturer or distributor applicable to gaming equipment;
  - (b) Physical characteristics of gaming chips;
  - (c) Physical characteristics of such other gaming equipment as may be required for use in authorized blackjack games, including, but not limited to:
    - (i) Cards (including procedures for receipt and storage);
    - (ii) Blackjack tables;
    - (iii) Table layouts;
    - (iv) Shoes (including procedures for receipt and storage), if applicable; and
    - (v) Shuffling devices (including procedures for receipt and storage), if applicable;
  - (d) Rules for each authorized blackjack game, including, but not limited to:
    - (i) Dealing techniques;
    - (ii) Hand shuffling procedures (if applicable);
    - (iii) Minimum and maximum permissible wagers;
    - (iv) Payout odds on each form of wager;
    - (v) Procedures of play;
    - (vi) Procedures to be followed on occurrence of irregularities;
    - (vii) Progressive specifications (if applicable); and
    - (viii) Prohibitions on side betting between and against players.
- (3) Copies of game rules and procedures shall be provided to the State Gaming Agency prior to implementation for review and approval. Within seven (7) days of receipt, the State Gaming Agency shall submit to the Tribal Gaming Office written comments and objections to the proposed rules and procedures. If the State Gaming Agency does not object within seven (7) days, then the rules and procedures are deemed approved. If the State Gaming Agency does object, the Tribal Gaming Office and the State Gaming Agency shall meet and confer within fourteen (14) days in a good faith effort to resolve the objections. Unresolved objections to any proposed rules or procedures shall be resolved expeditiously pursuant to the provisions of the Compact prior to implementation.
- (4) Summaries of the rules of each game relevant to the method of play and, if applicable, odds paid to winning wagers, shall be readily available to patrons in the Gaming Facility and wagering limits applicable to any blackjack table shall be displayed at such blackjack table.

**H. Currency Transaction Reporting.** The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish and the

Gaming Facility Operator shall comply with, procedures and controls necessary to comply with the provisions of the Federal Bank Secrecy Act and the Federal USA Patriot Act. Copies of the procedures and controls established to comply with the Acts shall be provided to the Tribal Gaming Office and available to the State Gaming Agency upon request.

**I. Blackjack Training.**

- (1) Prior to any new blackjack game being implemented at the Gaming Facility, the Tribal Gaming Office shall require the Gaming Facility Operator to provide appropriate training for all employees involved in the conduct or regulation of blackjack, such that those employees have the knowledge and skills required under typical industry standards for the job function that employee performs, including but not limited to player money management and wagering, and detection of cheating methods. Tribal Gaming Office employees responsible for blackjack shall receive appropriate training in any new blackjack game.
- (2) The Tribal Gaming Office and/or the Gaming Facility Operator, as designated by the Tribal Gaming Office, shall notify the State Gaming Agency prior to the beginning of any training programs and shall provide the State Gaming Agency an opportunity to participate.

**J. Notice of Installation.**

- (1) The Gaming Facility Operator shall provide the Tribal Gaming Office advance written notice that it intends to install or re-install, or modify any blackjack table, including any newly purchased, leased, or previously approved blackjack table, for use for play, prior to placing such blackjack table into play at any Gaming Facility. Such notification shall be provided in time to allow the Tribal Gaming Office to schedule employees to inspect and test, as applicable, such blackjack tables, prior to use for play.
- (2) Upon notification from the Gaming Facility Operator, the Tribal Gaming Office shall provide to the State Gaming Agency all the information the Gaming Facility Operator is required to provide, to allow the State Gaming Agency to coordinate inspection and testing, as applicable.
- (3) All installation, reinstallation, and modifications of blackjack tables shall be approved by the Tribal Gaming Office prior to use for play in a Gaming Facility. All blackjack tables shall have affixed an identifying approval seal or equivalent from the Tribal Gaming Office, while in use for play in a Gaming Facility. If the State Gaming Agency is not present at the time of installation, reinstallation, or modification, the Gaming Facility Operator may put the blackjack table in use for play, if approved by the Tribal Gaming Office.
- (4) When the State Gaming Agency approves a blackjack table for either use of play or continued use, it shall affix an identifying approval seal or equivalent to the blackjack table. If the State Gaming Agency denies approval for use for play or continued use, the State Gaming Agency

shall, at the conclusion of inspection and testing, as applicable, orally explain to the Gaming Facility Operator and the Tribal Gaming Office why the State Gaming Agency is denying approval. The State Gaming Agency shall promptly issue a written statement to the Tribal Gaming Office setting forth the grounds for denial of approval.

- (5) A blackjack table shall not be placed into play without having an identifying approval seal or equivalent from both the Tribal Gaming Office and the State Gaming Agency, unless authorized by Section II.J.3 of this Appendix
- (6) The Tribal Gaming Office and the State Gaming Agency shall ensure that all blackjack tables and blackjack gaming activity are properly covered by surveillance, pursuant to the Tribe's internal control standards.

**K. Notice of Removal.**

- (1) The Gaming Facility Operator shall provide the Tribal Gaming Office five (5) business days advance written notice if it intends to remove any blackjack tables from the Gaming Facility or to allow such tables to be removed. The notice shall identify which blackjack tables will be removed from the Gaming Facility and give details regarding when the tables will be removed, the location to which the tables will be taken, and to whom the tables will be transferred. The Tribal Gaming Office shall immediately remove and discard all affixed approval seals from any blackjack tables removed from the Gaming Facility and shall provide the State Gaming Agency written verification of having discarded the seals.
- (2) If blackjack tables are moved to storage, the Gaming Facility Operator shall provide the Tribal Gaming Office twenty-four (24) hours advance written notice of the tables to be moved and seals need not be removed. The Tribal Gaming Office shall provide written notice to the State Gaming Agency within forty-eight (48) hours of such movement.

**L. Card Specifications and Controls.**

- (1) Cards shall have imprinted on them the name and/or logo of the gaming establishment. The design on the backs of the cards in the deck shall be identical, and no card may contain any marking, symbol, or design that enables a player to know the identity of any element printed on the face of the card. The backs of the cards in the deck shall be designed to eliminate the ability of any person to place concealed markings on them.
- (2) The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish appropriate procedures and controls for purposes of security and integrity, to ensure all decks of cards are properly accounted for from the time of receipt to the time of destruction or disposition.
- (3) A secured location for storing unissued cards shall be maintained. The secured location shall be under constant monitoring by surveillance cameras. The exit and entrance to this area shall be viewed by at least

one (1) fixed camera. A sign-in and sign-out log shall be completed by individuals entering the area. Surveillance shall be notified when persons request entry into this area. At no time shall a single individual be allowed to enter this area alone.

- (4) The Gaming Facility Operator shall maintain an ongoing perpetual inventory of cards that allows for the immediate verification of balances. Not less than monthly, someone independent of the table game department shall verify the card inventory and perpetual inventory records. Any discrepancies shall be immediately investigated and reported to the Tribal Gaming Office and the State Gaming Agency.
- (5) Cards maintained in the table game area shall be stored in a locked cabinet and only accessible to authorized personnel.

**M. Staffing and Supervision.**

- (1) A designated supervisor shall be responsible for the supervision of blackjack activity, including observing dealers and players, initiating and authorizing table fills and credits, counting and verifying beginning and ending table inventories, viewing drop box removal at established times, initially resolving player disputes arising from table play, and other duties as required. At least one (1) supervisor shall be in each designated table game area at all times when blackjack tables are open for play.
- (2) No gaming employee shall make a wager in any blackjack game operated by the Gaming Facility Operator. This shall not preclude a player from placing a tip, in the form of a wager, on behalf of a blackjack dealer.
- (3) All table game supervisors and management employees shall be knowledgeable in the play of all authorized blackjack games and the regulatory requirements of blackjack games.

**N. Prohibited Acts.**

- (1) No Gaming Facility Operator or other person shall remove, add, or alter any cards, nor permit such activity, except as provided by this Appendix.
- (2) The dealer shall not look at, nor expose to any person, the face of a card before it is dealt.
- (3) A player shall not use any person, device, object, process, or procedures that are designed or intended to analyze, project, or predict the outcome of the game, unless otherwise approved by the Tribal Gaming Office and the State Gaming Agency.
- (4) Nothing in this section shall prohibit a player from using a strategy card, except when the Gaming Facility Operator has posted notice prohibiting such use.
- (5) No dealer or supervisor shall advise a player about game strategy while the player has a wager still pending on the outcome of the game.

- (6) No person may introduce cards into any blackjack game that were not obtained through the current deal of the cards by the dealer, or any chip other than those obtained from the Gaming Facility where the blackjack game is being played.
- (7) Only the dealer and the player to whom the cards have been dealt may touch the player's cards.
- (8) A player may not touch the cards with the player's person or any instrument in any manner that would alter, mark, bend, or otherwise allow any card to be distinguished from any other card.

**O. Cards - Inspection and Presentation.**

- (1) Immediately prior to being placed into play, a dealer shall sort and inspect the cards. The dealer shall ensure that the deck is complete, and that no cards are obviously flawed, scratched, or marked in any way. A supervisor or management employee shall verify the inspection. The surveillance system shall record this process.
- (2) The dealer shall spread out the cards, faced upward on the table, according to suit, and in sequence, in such a manner that each individual card can be identified. The surveillance system shall record this process.
- (3) If personnel involved in the inspection find that any cards are damaged or improper, a substitute card or deck, as applicable, shall be brought from the storage area.
- (4) If the Gaming Facility Operator chooses to utilize pre-shuffled cards, procedures for the inspection and verification of the cards shall be submitted to, and approved by the Tribal Gaming Office and the State Gaming Agency.
- (5) The Tribal Gaming Office and the State Gaming Agency shall be authorized to inspect cards at any time in accordance with the provisions of the Compact.

**P. Cards - Removal from Use.**

- (1) The Gaming Facility Operator shall remove cards at any time if there is any indication of tampering or other defects that might affect the integrity or fairness of the game or at the request of an authorized representative of the Tribal Gaming Office or the State Gaming Agency. Any cards that indicate purposeful tampering shall be placed in a sealed envelope or container, identified by table number, date and time, and shall be signed or initialed by the dealer and a supervisor.
- (2) All envelopes and containers containing cards (or deck of cards) that indicate purposeful tampering shall be turned over to the Tribal Gaming Office which shall inspect them for tampering or anything that might indicate unfair play. The Tribal Gaming Office shall promptly notify the State Gaming Agency of any cards that indicate purposeful tampering

and shall allow the State Gaming Agency to inspect such cards upon request.

**Q. Dealer Tips.**

- (1) The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish the criteria and procedures for the acceptance and, as applicable, distribution of tips. The procedures shall provide criteria to ensure that tips received are reported as income for tax purposes for the individuals receiving them, pursuant to applicable tax laws. At a minimum, such procedures shall require that all tips be placed in a tip box.
- (2) No Gaming Facility Operator employee directly concerned with management, accounting, or surveillance shall solicit or accept any tip or gratuity. At no time shall any table game employee who serves in a supervisory position directly or indirectly solicit or accept any tip or gratuity from an employee under their supervision, or any other employee, at the Gaming Facility where they are employed. Notwithstanding the foregoing, supervisory and management employees may participate in the distribution of gratuities or tips if a pooling and distribution process is approved by the Tribal Gaming Office.
- (3) The Gaming Facility Operator shall establish procedures consistent with applicable laws for accounting for all tips and gratuities received by gaming employees.

**R. Chips and Tokens.**

- (1) General:
  - (a) A Gaming Facility Operator may not issue chips or tokens for use in its Gaming Facility(s), or sell or redeem chips or tokens, unless the specifications of the chips or tokens have been approved in writing by the Tribal Gaming Office. Chips and tokens shall not deceptively resemble any current or past coinage or currency of the United States or any other nation.
  - (b) The Tribal Gaming Office, or the Gaming Facility Operator as approved by the Tribal Gaming Office, shall establish, and the Gaming Facility Operator shall comply with, appropriate procedures and controls, for purposes of security and integrity, to ensure that all chips and tokens are properly accounted for from the time of receipt to the time of destruction or disposition.
  - (c) Unused and/or reserve chip inventory(ies) shall be maintained in a secure location to prevent unauthorized access. The secure location shall be continuously recorded by a dedicated surveillance camera with sufficient clarity to identify employees. Not less than monthly, accounting personnel shall reconcile unused and/or reserve chip inventory(ies) to accountability records.

- (2) Specifications for gaming chips and tokens:
  - (a) Gaming chips and tokens shall be designed, manufactured, and constructed in compliance with all applicable statutes.
  - (b) In addition to other specifications that the Tribal Gaming Office may approve, the following shall appear on the gaming chip or token:
    - (i) The name of the issuing Tribe and/or Gaming Facility shall be inscribed on at least one (1) side of a gaming chip or token;
    - (ii) The value shall be inscribed on both sides of a gaming chip or token; and
    - (iii) A gaming chip shall be designed so that when stacked with gaming chips and tokens of other denominations and viewed on surveillance monitors, the denomination of the gaming chip may be distinguished from that of the other gaming chips and tokens in the stack.
- (3) Denominations of gaming chips shall be denoted by the following colors:
  - (a) A one-dollar gaming chip shall be predominantly white;
  - (b) A five-dollar gaming chip shall be predominantly red;
  - (c) A twenty-five-dollar gaming chip shall be predominantly green;
  - (d) A one-hundred dollar gaming chip shall be predominately black;
  - (e) A five-hundred dollar gaming chip shall be predominately purple;
  - (f) Other gaming chip denominations may be used with approval of the Tribal Gaming Office and the State Gaming Agency; and
  - (g) Tournament and promotional chips may be of any color.

### **III. BLACKJACK REQUIREMENTS**

#### **A. Availability of Rules.**

- (1) Basic blackjack and house rules shall include an explanation of each wager and the corresponding payout odds.
- (2) House rules shall include a statement indicating that each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point count to be announced by the blackjack dealer without himself checking the accuracy of such announcement.
- (3) Basic blackjack rules and house rules governing play of blackjack shall be clear, legible, and available to all players in the table game area.

#### **B. Blackjack Table—Physical Characteristics.**

- (1) Blackjack shall be played on a table having, on one side wagering positions for not more than seven (7) players, and, on the opposite side, a place for the dealer.

- (2) Each blackjack table, while in play, shall have a table tray, a discard rack, a drop slot and drop box with a clear plastic money paddle, and a tip box, except that no tip box shall be required if tips are not accepted at the table. Each table may also be equipped with other such devices as specified in the rules.
- (3) The layout shall have imprinted on it the name and/or logo of the establishment, specific areas marked in which to place wagers, and the payout odds, unless otherwise approved by the Tribal Gaming Office and State Gaming Agency. The layout may have additional markings which identify the game, the holder of intellectual property rights to the game, the distributor of the game, any special markings needed for play of the game, and any other markings approved by the Tribal Gaming Office and the State Gaming Agency.
- (4) The following notices shall appear either on the table layout or on table signage clearly visible to every player at the table:
  - (a) One of these statements, in substantially this form: "Dealer must draw to 16 and stand on all 17's" or, alternatively, "Dealer must draw to soft 17";
  - (b) Blackjack payoff odds and insurance payoff odds;
  - (c) If applicable, any restrictions on doubling down; and
  - (d) If applicable, any restrictions on splitting aces or the number of cards which can be drawn to split aces.

**C. Drop Boxes.**

- (1) Each blackjack table in the Gaming Facility shall have attached to it a metal container known as a drop box, in which shall be deposited all cash, tickets, documents evidencing fills and credits, requests for fills and credits, and game inventory forms.
- (2) Each drop box shall have:
  - (a) One (1) separate lock securing the contents placed into the drop box, the key to which shall be different from any other key;
  - (b) A separate lock securing the drop box to the gaming tables, the key to which shall be different from the key to the lock securing the contents of the drop box;
  - (c) An opening through which currency, tickets, coins, tokens, forms, records, and documents can be inserted into the drop box; and
  - (d) Permanently imprinted or impressed thereon, and clearly visible, a number corresponding to a permanent number on the gaming table to which it is attached, and a marking to indicate game type, table number, and shift (if there are multiple shifts), except that emergency drop boxes may be maintained without such number or marking, provided the word "emergency" is permanently imprinted or impressed thereon and, when put into use, are temporarily marked with the number of the gaming table and identification of the game and shift.

**D. Cards.**

- (1) One (1) or more decks of cards may be utilized for play in a blackjack game. The maximum number of decks shall not exceed eight (8).
- (2) Cards may be dealt to the players face upwards or face down. Players may be permitted to touch the cards.
- (3) The values of the cards contained in a deck of cards are as follows:
  - (a) A card from 2 to 10 has its face value;
  - (b) A jack, queen, or king has a value of 10; and
  - (c) An ace may have a value of either 1 or 11 unless a value of 11 would give a player or the dealer a score in excess of 21, in which case it has a value of one.
- (4) The game of blackjack shall be played with standard decks of 52 cards in four suits (hearts, diamonds, clubs, and spades) with each suit consisting of numerical cards from 2 to 10 and a jack, a queen, a king, and an ace. A blackjack variation may be played with decks of cards that have been modified from standard 52 card decks (i.e., cards have been removed from or added to a standard 52 card deck), but any modifications must be performed at the table where the cards will be put into play and performed such that the process may be viewed and recorded by the surveillance system.

**E. Shoes and Shuffling Devices.**

- (1) A shoe may be used at a blackjack table. The shoe shall be designed and constructed to maintain the integrity of the game. Shoes shall have a cover on the face of the device.
- (2) A shuffling device may be used at a blackjack table. The shoe and automated shuffling device may be combined as one (1) operating device.
- (3) Shoes and shuffling devices in the Gaming Facility shall be inspected each gaming day before play commences to ensure that the shoe or shuffling device is not damaged, is operating properly, and has not been compromised in any manner which might affect the integrity of the game.

**F. Manual Shuffling and Hand Dealing**

- (1) If the Gaming Facility Operator chooses to shuffle the cards by hand, procedures for such shuffling shall be submitted to, and approved by the Tribal Gaming Office and the State Gaming Agency. The surveillance system shall record this process.
- (2) If the Gaming Facility Operator chooses to deal the cards by hand, procedures for such dealing shall be submitted to, and approved by the Tribal Gaming Office and the State Gaming Agency.

- (3) Manual shuffling and/or hand dealing shall be prohibited on any blackjack game that utilizes a progressive meter or other electronic component, unless otherwise approved by the Tribal Gaming Office and the State Gaming Agency.

**G. Wagers.**

- (1) The Gaming Facility Operator shall establish minimum and maximum wagers permitted at each blackjack table in the Gaming Facility, provided that the maximum wager shall not exceed \$100,000. The maximum wager limit shall apply to any single wager that a player can make based on the approved game rules.
- (2) The minimum and maximum wagers shall be conspicuously posted at each table.
- (3) The Gaming Facility Operator, at its discretion, may change the minimum and/or maximum wagers at any table, with appropriate notice to all players.
- (4) All paper currency and coin (only US currency) shall be exchanged for gaming chips or tokens by the dealer, prior to a wager being made.

**H. Wagering Rules.**

- (1) All wagers shall be made by placing chips on the appropriate areas of the layout.
- (2) Each player shall be responsible for the correct positioning of his wager on the layout, regardless of whether he is assisted by the dealer. The player shall be responsible for ensuring that the instructions he gives to the dealer regarding the placement of a wager are correctly carried out.
- (3) Except when splitting pairs, doubling down, or making an insurance wager, no wager shall be handled, increased, decreased, or withdrawn after the first card of a round has been dealt, unless such wager or removal of a wager is authorized under the rules of a blackjack game or the dealer or blackjack supervisor approves such an alteration or removal of a wager in accordance with the Gaming Facility Operator's approved procedures.
- (4) The Gaming Facility Operator may preclude a person who has not made a wager on the first, or any subsequent, round of play from entering the blackjack game on a subsequent round of play prior to a reshuffle of the cards occurring. Any person permitted by the Gaming Facility Operator to enter a blackjack game after a round of play may be limited by the Gaming Facility Operator to a wager of the minimum limit posted at the table until the cards are reshuffled and a new deal is commenced.
- (5) Any player who, after placing a wager on any given round of play, declines to place a wager on any subsequent round of play may be

precluded by the Gaming Facility Operator from placing any further wagers.

I. **Payment of Wagers.** Unless otherwise approved and authorized in the game rules, winning wagers shall be paid at odds of at least one to one with the exception of blackjack, which shall be paid at odds of at least three to two. If a Gaming Facility Operator intends to pay the winning wagers at odds other than those listed in this Section, such payments shall appear on the table layout or shall be posted on table signage.

J. **Players Wagering on More than One Hand.**

- (1) A Gaming Facility Operator may permit a player to wager on more than one hand to be played by such player or may limit multiple plays.
- (2) Multiple hands played by any one (1) player shall be in contiguous playing positions at the table; there shall be no other players seated at positions between the hands being played by a player.

K. **Progressive Standards.**

- (1) Physical and logical access to the progressive server, including the method by which system jackpot parameter values are entered or updated, shall be secure and monitored by the Tribal Gaming Office.
- (2) A meter that shows the amount of the progressive jackpot shall be conspicuously displayed at or near the table to which the jackpot applies.
- (3) At least once each day, the Gaming Facility Operator shall record the amount shown on each progressive jackpot meter.
- (4) Explanations for meter reading decreases shall be maintained with the progressive meter reading sheets.
- (5) The base amount of each progressive jackpot offered at the Gaming Facility shall be documented and maintained by the Gaming Facility Operator and the Tribal Gaming Office.
- (6) The Tribal Gaming Office shall approve procedures specific to the transfer of progressive amounts. Such procedures may include alternate methods of distribution that accrue to the benefit of the gaming public via an award or prize.
- (7) Upon presentation of circumstances to the State Gaming Agency, and by mutual agreement with the Tribal Gaming Office, the Gaming Facility may reduce, eliminate, transfer, or distribute progressive amounts in excess of the base amount.

L. **Game Drop and Count Standards.**

- (1) A table game drop shall be performed at the end of each shift. Times for the drop and count shall be submitted to the Tribal Gaming Office for

approval, and the Tribal Gaming Office shall provide a copy to the State Gaming Agency. Drop and count shall be conducted only at the scheduled times, except for emergency drops.

- (2) The Tribal Gaming Office shall be notified prior to performing any emergency drop. A written record shall be maintained of all emergency drops indicating the reason, persons involved, date, and time.
- (3) Any permanent change to the drop and/or count times shall be submitted to the Tribal Gaming Office for approval prior to any change being implemented by the Gaming Facility Operator. The Tribal Gaming Office shall immediately notify the State Gaming Agency of any approved changes.

**M. Blackjack Tournaments.**

- (1) The Gaming Facility Operator may conduct blackjack tournaments. At such tournaments only blackjack games approved and authorized by the Tribal Gaming Office and the State Gaming Agency may be played.
- (2) The Gaming Facility Operator shall submit for approval to the Tribal Gaming Office operational standards, rules, and procedures to govern the conduct and play of any blackjack tournament. The Tribal Gaming Office shall review and issue a written approval or disapproval of the operational standards, rules, and procedures prior to the beginning of tournament play.
- (3) Copies of tournament standards, rules and procedures shall be provided to the State Gaming Agency prior to tournament play for review and approval. Within seven (7) days of receipt, the State Gaming Agency shall submit to the Tribal Gaming Office written comments and objections to the proposed standards, rules, and procedures. If the State Gaming Agency does not object within seven (7) days, then the standards, rules and procedures are deemed approved. If the State Gaming Agency does object, the Tribal Gaming Office and the State Gaming Agency shall meet and confer within fourteen (14) days in a good faith effort to resolve the objections. Unresolved objections to any proposed standards, rules, and procedures shall be resolved expeditiously pursuant to the provisions of the Compact prior to implementation.
- (4) The operational standards, rules, and procedures for the conduct of tournament play shall be:
  - (a) Available to all tournament players prior to the beginning of the tournament; and
  - (b) Posted in a conspicuous location.
- (5) The operational standards, rules, and procedures shall include but are not limited to:
  - (a) Qualification or selection criteria which limit the eligibility of tournament players;

- (b) Regulations of the tournament (e.g., beginning and ending times, number of rounds, lapse of rounds, entry fee, elimination factors, cash handling procedures, etc.); and
- (c) Prizes to be awarded.

**N. Entry Fee and Player Buy-In.** Blackjack tournament entry fees and buy-ins shall be documented on a tournament entry fee and buy-in log. The following information, at a minimum, shall be recorded on the log at the time the entry fee or buy-in is conducted: name of patron and amount of the entry fee or buy-in.

