

APPENDIX F(4)

Definitions, Operational Standards, Specifications, and Regulations Governing Baccarat

Arizona Tribal-State Gaming Compact

The game of baccarat, 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, baccarat 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 baccarat, including all approved variations, conducted by the Gaming Facility Operator:

- (1) "Baccarat" means a game in which players wager on a Player or Dealer hand, both of which utilize two (2) or three (3) cards trying to get as close to 9 as possible.
- (2) "Caller" means an employee who is responsible for the cards and for announcing the play of the game.
- (3) "Dealer" means the employee who operates the game, administering house rules and making payoffs. For Midi Baccarat and Mini Baccarat, a single employee can perform the duties of both the caller and dealer.
- (4) "Layout" or "table layout" means the felt, cloth, or other material covering the playing surface of a baccarat table.
- (5) "Point Count" means the value of a hand that shall be a single digit number between 0 and 9. If the total of the hand is a double-digit number, the left digit of the number shall be ignored and the right digit shall constitute the value of the hand.
- (6) "Shoe" means a dealing device that has a compartment in which deck(s) of cards are stacked and which permits cards to be dealt in accordance with the rules of the game.
- (7) "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.
- (8) "Vigorish" means a commission that may be charged by the Gaming Facility Operator on winning wagers.

II. GENERAL REQUIREMENTS

A. Types of Baccarat Games.

- (1) The Gaming Facility Operator shall only conduct baccarat under the rules approved and authorized by the Tribal Gaming Office and the State Gaming Agency. As used in this Appendix, baccarat shall be inclusive of the games of Baccarat, Midi Baccarat, Mini Baccarat, and variations thereof. Authorized baccarat 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 baccarat game shall be evaluated by an independent testing laboratory prior to use for play.

B. Number of Baccarat Tables. The number of baccarat tables in play shall not exceed the limits established in the Compact. Baccarat tables used in authorized tournament play shall be included when determining the total number of baccarat tables in play in a Gaming Facility. No baccarat 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, baccarat 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 baccarat 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 Baccarat Tables, Cards, and Play. The State Gaming Agency shall be authorized to inspect any baccarat 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 baccarat, 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 baccarat 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 baccarat games, including, but not limited to:
 - (i) Cards (including procedures for receipt and storage);
 - (ii) Baccarat 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 baccarat 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 the occurrence of irregularities;
 - (vii) Progressive specifications (if applicable);
 - (viii) Prohibitions on side betting between and against players; and
 - (ix) Vigorish and collection procedures (if applicable).
- (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 baccarat table shall be displayed at such baccarat 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. Baccarat Training.

- (1) Prior to any new baccarat 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 baccarat, 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 baccarat shall receive appropriate training in any new baccarat 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 baccarat table, including any newly purchased, leased, or previously approved baccarat table, for use for play, prior to placing such baccarat 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 baccarat 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 baccarat tables shall be approved by the Tribal Gaming Office prior to use for play in a Gaming

Facility. All baccarat 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 baccarat table in use for play, if approved by the Tribal Gaming Office.

- (4) When the State Gaming Agency approves a baccarat table for either use of play or continued use, it shall affix an identifying approval seal or equivalent to the baccarat 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 baccarat 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 baccarat tables and baccarat 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 baccarat tables from the Gaming Facility or to allow such tables to be removed. The notice shall identify which baccarat 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 baccarat tables removed from the Gaming Facility and shall provide the State Gaming Agency written verification of having discarded the seals.
- (2) If baccarat 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 baccarat activity, including observing callers, 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 baccarat tables are open for play.
- (2) A Baccarat game shall be conducted by one (1) caller and two (2) dealers, unless otherwise approved by the Tribal Gaming Office and State Gaming Agency.
- (3) A Midi Baccarat game or Mini Baccarat game shall be conducted by one (1) dealer, unless otherwise approved by the Tribal Gaming Office and State Gaming Agency.
- (4) No gaming employee shall make a wager in any baccarat 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 baccarat caller and/or dealer.

- (5) All table game supervisors and management employees shall be knowledgeable in the play of all authorized baccarat games and the regulatory requirements of baccarat 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 caller or 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) No caller, dealer, or supervisor shall advise a player about game strategy while the player has a wager still pending on the outcome of the game.
- (5) No person may introduce cards into any baccarat game that were not obtained through the current deal of the cards, or any chip other than those obtained from the Gaming Facility where the baccarat game is being played.
- (6) Only the caller or dealer and the player to whom the cards have been dealt may touch the player's cards.
- (7) 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 caller or dealer shall sort and inspect the cards. The caller or 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 caller or 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 caller or 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. Caller/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. **BACCARAT REQUIREMENTS**

A. **Availability of Rules.**

- (1) Basic baccarat and house rules shall include an explanation of each wager and the corresponding payout odds.
- (2) Basic baccarat rules and house rules governing the play of baccarat shall be clear, legible, and available to all players in the table game area.

B. **Baccarat Table—Physical Characteristics.**

- (1) Baccarat shall be played on a table having, on one side, wagering positions for not more than fourteen (14) players, and, on the opposite side, a place for the caller.
- (2) Midi Baccarat or Mini Baccarat shall be played on a table having, on one side, wagering positions for not more than nine (9) players, and, on the opposite side, a place for the dealer.
- (3) Each baccarat table, while in play, shall have a table tray, a discard rack or bucket, 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.
- (4) 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 the play of the game, and any other markings approved by the Tribal Gaming Office and the State Gaming Agency.

C. **Drop Boxes.**

- (1) Each baccarat 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) Six (6) or more decks of cards shall be utilized for play in a baccarat game unless otherwise approved by the Tribal Gaming Office and the State Gaming Agency.
- (2) Cards may be dealt 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 9 has its face value;
 - (b) Any 10, jack, queen, or king has a value of zero; and
 - (c) An ace has a value of one.
- (4) The game of baccarat shall be played with standard decks of 52 cards in four suits (clubs, diamonds, hearts, and spades), with each suit consisting of numerical cards from 2 to 10 and a jack, a queen, a king, and an ace.

E. Shoes and Shuffling Devices.

- (1) A shoe shall be used at a baccarat 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 baccarat table. The shoe and automated shuffling device may be combined as one 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.

- (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) Manual shuffling shall be prohibited on any baccarat 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 baccarat 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) No wager shall be increased, decreased, or withdrawn after the first card of a round has been dealt, unless such alteration or removal of a wager is authorized under the rules of baccarat or the dealer 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 baccarat 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 the baccarat 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 on the Banker's or Player's hand shall be paid at odds of at least one to one, and winning wagers on the Tie shall be paid at odds of at least eight to one. 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.

- (1) A wager on the Banker's Hand shall:
 - (a) Win, if the Banker's Hand has a Point Count higher than that of the Player's Hand.
 - (b) Lose, if the Banker's Hand has a Point Count lower than that of the Player's Hand.
 - (c) Push, if the Banker's Hand and the Player's Hand have the same Point Count.

- (2) A wager on the Player's Hand shall:
 - (a) Win, if the Player's Hand has a Point Count higher than that of the Banker's Hand.
 - (b) Lose, if the Player's Hand has a Point Count lower than that of the Banker's Hand.
 - (c) Push, if the Player's Hand and the Banker's Hand have the same Point Count.

- (3) A wager on the Tie shall:
 - (a) Win, if the Player's Hand and the Banker's Hand have the same Point Count.
 - (b) Lose, if the Player's Hand has a Point Count different than that of the Banker's Hand.

J. 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.

K. 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.

L. Baccarat Tournaments.

- (1) The Gaming Facility Operator may conduct baccarat tournaments. At such tournaments only baccarat 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 baccarat 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.

M. Entry Fee and Player Buy-in. Baccarat 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.

