

APPENDIX F(7)

Definitions, Operational Standards, Specifications,
and Regulations Governing Big Six

Arizona Tribal-State Gaming Compact

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

- (1) "Dealer" means the employee who operates the game, administering house rules and making payoffs.
- (2) "Layout" or "table layout" means the felt, cloth, or other material covering the playing surface of a Big Six table.
- (3) "Big Six" means a game in which players place wagers on the spin of a wheel that makes a minimum of three (3) revolutions until the clapper comes to rest in a numbered or marked compartment.
- (4) "Big Six Table" means the combination of the layout and wheel used in the play of the game of Big Six. A Big Six table may be comprised of multiple layouts or wheels but each layout shall be considered an individual game of Big Six.
- (5) "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 Big Six Games.

- (1) The Gaming Facility Operator shall only conduct Big Six under the rules approved and authorized by the Tribal Gaming Office and the State Gaming Agency. As used in this Appendix, Big Six shall be inclusive of the game of Big Six and variations thereof. Authorized Big Six 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

Big Six game shall be evaluated by an independent testing laboratory prior to use for play.

B. Number of Big Six Tables. The Tribe is authorized to operate up to four (4) Big Six tables within each Gaming Facility. Big Six tables used in authorized tournament play shall be included when determining the total number of Big Six tables in play in a Gaming Facility. No Big Six 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 Big Six wheels, Big Six 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 Big Six 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 Big Six Tables, Wheels, and Play. The State Gaming Agency shall be authorized to inspect any Big Six table, Big Six wheel, testing equipment, and/or observe any gaming activity pursuant to the provisions of the Compact.

G. Adoption of Rules.

- (1) Prior to conducting a game of Big Six, 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 Big Six 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 Big Six games, including, but not limited to:
 - (i) Big Six wheel (including procedures for receipt and storage);
 - (ii) Big Six tables;
 - (iii) Table layouts; and
 - (iv) Testing equipment and procedures (if applicable);
- (d) Rules for each authorized Big Six game, including, but not limited to:
 - (i) Minimum and maximum permissible wagers;
 - (ii) Payout odds on each form of wager;
 - (iii) Procedures of play;
 - (iv) Procedures to be followed on occurrence of irregularities;
 - (v) Progressive specifications (if applicable); and
 - (vi) 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 Big Six table shall be displayed at such Big Six 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. Big Six Training.

- (1) Prior to any new Big Six 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 Big Six, 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 Big Six shall receive appropriate training in any new Big Six 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 Big Six table and/or Big Six wheel, including any newly purchased, leased, or previously approved Big Six table and/or Big Six wheel, for use for play, prior to placing such Big Six table and/or Big Six wheel 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 Big Six tables and/or Big Six wheels, 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 Big Six tables and/or Big Six wheels shall be approved by the Tribal Gaming Office, prior to use for play in a Gaming Facility. All Big Six tables and/or Big Six wheels 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 Big Six table and/or Big Six wheel in use for play, if approved by the Tribal Gaming Office.
- (4) When the State Gaming Agency approves a Big Six table and/or Big Six wheel for either use for play or continued use, it shall affix an identifying approval seal or equivalent to the Big Six table and/or Big Six wheel. 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 Big Six table and/or Big Six wheel 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 Big Six tables, including Big Six wheels, and Big Six 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 Big Six tables and/or Big Six wheels from the Gaming Facility or to allow such tables and/or wheels to be removed. The notice shall identify which Big Six table(s) and/or Big Six wheel(s) will be removed from the Gaming Facility and give details regarding when the tables and/or wheels will be removed, the location to which the tables and/or wheels will be taken, and to whom the tables and/or wheels will be transferred.. The Tribal Gaming Office shall immediately remove and discard all affixed approval seals from any Big Six tables and/or Big Six wheels removed from the Gaming Facility and shall provide the State Gaming Agency written verification of having discarded the seals.
- (2) If Big Six tables and/or Big Six wheels are moved to storage, the Gaming Facility Operator shall provide the Tribal Gaming Office twenty-four (24) hours advance written notice of the tables and/or wheels 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. Big Six Wheel Specifications and Controls.

- (1) A Big Six wheel shall be at least 42" in diameter and displayed vertically.
- (2) A Big Six wheel shall have 54 equally spaced compartments around the wheel where the clapper may come to rest. A Big Six wheel may have more or less than 54 equally spaced compartments if approved by the Tribal Gaming Office and the State Gaming Agency.
- (3) 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 Big Six wheels are properly accounted for from the time of receipt to the time of destruction or disposition.
- (4) A secured location for storing Big Six wheels 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.

- (5) The Gaming Facility Operator shall maintain an ongoing perpetual inventory of Big Six wheels that allows for the immediate verification of balances. Not less than monthly, someone independent of the table game department shall verify the Big Six wheel inventory and perpetual inventory records. Any discrepancies shall be immediately investigated and reported to the Tribal Gaming Office and the State Gaming Agency.

M. Staffing and Supervision.

- (1) A designated supervisor shall be responsible for the supervision of Big Six 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 Big Six tables are open for play.
- (2) No gaming employee shall make a wager in any Big Six 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 Big Six dealer.
- (3) All table game supervisors and management employees shall be knowledgeable in the play of all authorized Big Six games and the regulatory requirements of Big Six games.

N. Prohibited Acts.

- (1) No Gaming Facility Operator or other person shall remove, add, switch, or alter a Big Six wheel, nor permit such activity, except as provided by this Appendix.
- (2) 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.
- (3) 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.
- (4) No person may introduce into any Big Six game any chips other than those obtained from the Gaming Facility where the Big Six game is being played.

O. Big Six Wheel Inspection.

- (1) Immediately prior to being placed into play, a dealer shall inspect the Big Six wheel for any magnet or contrivance that would affect the fair operation of the wheel by assuring that that the wheel is level and rotating freely and evenly. The dealer shall ensure that all parts to the wheel are secure and free from movement. A supervisor or

management employee shall verify the inspection. The surveillance system shall record this process.

- (2) The Tribal Gaming Office and the State Gaming Agency shall be authorized to inspect Big Six wheels at any time in accordance with the provisions of the Compact.

P. Big Six Wheel – Removal from Use.

- (1) The Gaming Facility Operator shall remove a Big Six wheel 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. A Big Six wheel that indicates purposeful tampering shall be immediately removed from play, secured, and identified by table number, date and time, and the signature or initials of the dealer and a supervisor.
- (2) A Big Six wheel that indicates purposeful tampering shall be turned over to the Tribal Gaming Office which shall inspect the wheel for anything that might indicate unfair play. The Tribal Gaming Office shall promptly notify the State Gaming Agency of any Big Six wheel that indicates purposeful tampering and shall allow the State Gaming Agency to inspect such wheels 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. **BIG SIX REQUIREMENTS**

A. **Availability of Rules.**

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

B. **Big Six Table—Physical Characteristics.**

- (1) Big Six shall be played on a table having, on one side, wagering positions for the players and, on the opposite side, a place for the dealer.
- (2) A Big Six table, while in play, shall have a table tray, 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 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 Big Six 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. Wagers.

- (1) The Gaming Facility Operator shall establish minimum and maximum wagers permitted at each Big Six 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 chips or tokens by the dealer, prior to a wager being made.

E. Wagering Rules.

- (1) All wagers shall be made by placing gaming 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.

F. Payment of Wagers. Unless otherwise approved and authorized in the game rules, winning wagers shall be paid at odds listed in this Appendix. 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.

Wager	Payout Odds
\$1 Position	1 to 1
\$2 Position	2 to 1
\$5 Position	5 to 1
\$10 Position	10 to 1
\$20 Position	20 to 1
Joker or other Logo	45 to 1
Flag or other Logo	45 to 1

H. 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.

I. 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.

J. Big Six Tournaments.

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

K. Entry Fee and Player Buy-In. Big Six 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.

