

APPENDIX F(9)

Definitions, Operational Standards, Specifications,
and Regulations Governing Sic Bo

Arizona Tribal-State Gaming Compact

The game of sic bo, 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, sic bo 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 sic bo, 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 sic bo table.
- (3) "Shaker" means an electronic or manual device which is utilized by the dealer to toss the dice.
- (4) "Sic bo" means a game in which players make wagers on the outcome of a roll of three (3) dice.
- (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 Sic Bo Games.

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

B. Number of Sic Bo Tables. The number of sic bo tables in play shall not exceed the limits established in the Compact. Sic bo tables used in authorized tournament play shall be included when determining the total number of sic bo tables in play in a Gaming Facility. No sic bo 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 dice, sic bo 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 sic bo 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 Sic Bo Tables, Dice, Shaker, and Play. The State Gaming Agency shall be authorized to inspect any sic bo table, dice, dice testing equipment (micrometer, balancing caliper, steel set square, magnet, etc.), shaker, and/or observe any gaming activity pursuant to the provisions of the Compact.

G. Adoption of Rules.

- (1) Prior to conducting a game of sic bo, 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 sic bo 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 sic bo games, including, but not limited to:
 - (i) Dice (including procedures for receipt and storage);
 - (ii) Shaker;

- (iii) Sic bo tables;
- (iv) Table layouts; and
- (v) Testing equipment (including testing procedures);
- (d) Rules for each authorized sic bo game, including, but not limited to:
 - (i) Dealing techniques;
 - (ii) Electronic table specifications (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); 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 sic bo table shall be displayed at such sic bo 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. Sic Bo Training.

- (1) Prior to any new sic bo 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 sic bo, 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 sic bo shall receive appropriate training in any new sic bo 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 sic bo table, including any newly purchased, leased, or previously approved sic bo table, for use for play, prior to placing such sic bo 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 sic bo 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 sic bo tables shall be approved by the Tribal Gaming Office prior to use for play in a Gaming Facility. All sic bo 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 sic bo table in use for play, if approved by the Tribal Gaming Office.
- (4) When the State Gaming Agency approves a sic bo table for either use of play or continued use, it shall affix an identifying approval seal or equivalent to the sic bo 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 sic bo 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 sic bo tables and sic bo 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 sic bo

tables from the Gaming Facility or to allow such tables to be removed. The notice shall identify which sic bo 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 sic bo tables removed from the Gaming Facility and shall provide the State Gaming Agency written verification of having discarded the seals.

- (2) If sic bo 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. Dice Specifications and Controls.

- (1) Dice shall have imprinted on them the name and/or logo of the gaming establishment along with a unique serial number. The dice shall be formed in the shape of a perfect cube of a size no smaller than 0.625 of an inch on each side and no larger than 0.775 of an inch on each side. The dice shall have six sides bearing white circular spots, from one to six respectively, with the diameter of each spot equal to the diameter of every other spot on the die. The dice spots shall be arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots, and the side containing three spots is directly opposite the side containing four spots. Each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube. The surface of each of the dice sides shall be perfectly flat and the spots contained in each side perfectly flush with the area surrounding them. Dice may have ball edge corners or perfectly square edges and corners forming perfect 90-degree angles. The texture and finish of each side of the dice shall be exactly identical to the texture and finish of all other sides. The weight of the dice shall be equally distributed throughout the cube with no side of the cube heavier or lighter than any other side of the cube.
- (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 dice are properly accounted for from the time of receipt to the time of destruction or disposition.
- (3) A secured location for storing unissued dice 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 dice that allows for the immediate verification of balances. Not less than monthly, someone independent of the table game department shall verify the dice inventory and perpetual inventory records. Any discrepancies shall be immediately investigated and reported to the Tribal Gaming Office and the State Gaming Agency.
- (5) Dice maintained in the table game area shall be stored in a locked cabinet only accessible to authorized personnel.

M. Staffing and Supervision.

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

N. Prohibited Acts.

- (1) No Gaming Facility Operator or other person shall remove, add, switch, or alter any dice, 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 dice into any sic bo game that were not obtained through the current game, or any chip other than those obtained from the Gaming Facility where the sic bo game is being played.

O. Dice & Shaker - Inspection and Testing.

- (1) Immediately prior to being placed into play, a supervisor or management employee shall inspect and test the dice on a flat surface by using either a micrometer, balancing caliper, a steel set square, or a magnet, in the presence of a dealer. The supervisor or management employee shall ensure that the dice meet the requirements outlined in II.L. 1 of this Appendix, and that no dice are obviously flawed, unbalanced, or altered in any way. A dealer, supervisor, or management employee shall verify the inspection. The surveillance system shall record this process.
- (2) If personnel involved in the inspection and testing find that any dice are damaged or improper, substitute dice, as applicable, shall be brought from the storage area.
- (3) Upon completion of the inspection and testing, the dice shall be placed or sealed in a shaker on the table for use. While the dice are at the table, they shall never be left unattended.
- (4) If an electronic shaker is utilized, it shall be inspected and tested by a supervisor or management employee immediately prior to being placed into play, to insure that the dice are being properly tossed. The surveillance system shall record this process.
- (5) The Tribal Gaming Office and the State Gaming Agency shall be authorized to inspect and test dice at any time using either the Gaming Facility Operator's dice testing equipment or its own dice testing equipment in accordance with the provisions of the Compact.

P. Dice - Removal from Use.

- (1) The Gaming Facility Operator shall remove dice 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 dice 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 dice 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 dice that indicate purposeful tampering and shall allow the State Gaming Agency to inspect such dice 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. **SIC BO REQUIREMENTS**

A. **Availability of Rules.**

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

B. **Sic Bo Table—Physical Characteristics.**

- (1) Sic bo shall be played on a table having, on one side wagering positions for players and, on the opposite side, a place for the dealer.
- (2) Each sic bo 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 sic bo 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 sic bo 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.

E. 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) All wagers shall be made before the dice are tossed in the shaker.

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.

- (1) "One of a Kind" is a wager which shall win if one or more of the three dice shows a numeric value equal to the number wagered.
- (2) "Big Bet" is a wager which shall win if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16, or 17 and shall lose if any other numeric total is shown or if three of a kind appears.
- (3) "Small Bet" is a wager which shall win if the numeric total of all three dice equals any one of the following totals: 4, 5, 6, 7, 8, 9, or 10 and shall lose if any other numeric total is shown or if three of a kind appears.
- (4) "Two Dice Combination" is a wager which shall win when the player wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.
- (5) A "Total Value Bet" is a wager which shall win if the numeric total of all three dice equals the total of the number wagered.
- (6) "Any Three of a Kind" is a wager which shall win if the numeric value on all three dice is the same and the player wagered that any of the number 1 through 6 would appear on all of the three dice.
- (7) "Two of a Kind" is a wager which shall win if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.
- (8) "Specific Three of a Kind" is a wager which shall win if the same number is showing on all three dice and the player selected that number to appear on all three dice.

Wager	Payout Odds
One of a Kind (One Match)	1 to 1
One of a Kind (Two Matches)	2 to 1
One of a Kind (Three Matches)	3 to 1
Big Bet	1 to 1
Small Bet	1 to 1
Two Dice Combination	5 to 1
Total Value 4	50 to 1
Total Value 5	18 to 1
Total Value 6	14 to 1
Total Value 7	12 to 1
Total Value 8	8 to 1
Total Value 9	6 to 1
Total Value 10	6 to 1
Total Value 11	6 to 1
Total Value 12	6 to 1

Total Value 13	8 to 1
Total Value 14	12 to 1
Total Value 15	14 to 1
Total Value 16	18 to 1
Total Value 17	50 to 1
Any Three of a Kind	24 to 1
Two of a Kind	8 to 1
Specific Three of a Kind	150 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. Sic Bo Tournaments.

- (1) The Gaming Facility Operator may conduct sic bo tournaments. At such tournaments only sic bo 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 sic bo 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.** Sic bo 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.

