

APPENDIX F(1)

**Definitions, Operations Standards, Specifications
And Regulations Governing Blackjack**

The game of blackjack authorized pursuant to the Compact, including all approved variations thereof, shall be permitted and conducted, at a minimum, according to the provisions set forth in the Compact and its appendices. In addition, 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 any additional standards, procedures and/or rules deemed appropriate to ensure the integrity, fairness and security of play.

I. DEFINITIONS

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

- (1) "Blackjack" means:
 - (a) the Game of 21, the object of which is to get closer to 21 points than the dealer, without going over and "busting;" or
 - (b) an ace and an additional card with a point value of ten, dealt as the initial two cards to a player or the dealer.
- (2) "Blackjack game" and "blackjack games" means blackjack and blackjack variations for which rules and procedures have been approved under Section II(F) of this Appendix.
- (3) "Blackjack supervisor or management employee" means, for the purpose of this Appendix, any employee assigned duties and responsibilities that include:
 - (a) directing dealers in the performance of their duties;
 - (b) supervising blackjack activity, dealing procedures and compliance with internal controls;
 - (c) initially resolving player disputes arising from table play;
 - (d) making decisions regarding the seating of players; or
 - (e) making decisions regarding work scheduling of card room employees.
- (4) "Blackjack variation" means a variation of blackjack for which rules and procedures have been approved under Section II(F) of this Appendix.
- (5) "Deal" means the distribution of the playing cards to the players and the dealer;
- (6) "Hole card" means a card dealt face down to the dealer which remains face down until all the players other than the dealer have received all the cards they have requested;
- (7) "Layout" or "table layout" means the felt, cloth, or other material covering the playing surface of a blackjack table;

(8) "Shoe" means a dealing device that has a compartment in which three or more decks of cards are stacked and which permits cards to be dealt one at a time; and

(9) "Shuffling device" means an electro-mechanical device which continuously and/or automatically reshuffles the cards and which may randomly insert previously dealt and discarded cards back into the card stack, and which may be integrated with a shoe.

II. GENERAL REQUIREMENTS

A. Types of Card Games.

(1) The Gaming Facility Operator shall only conduct blackjack games under game rules approved and authorized by the Tribal Gaming Office and the State Gaming Agency. Authorized blackjack games shall not exceed the wager limitations for blackjack established in Section 3 of the Compact.

(2) A blackjack game must maintain as its primary basis for play the Game of 21, the object of which is to get closer to 21 points than the dealer, without going over and "busting." A blackjack game must not introduce into play another form of Class II or Class III gaming activity, other than the wagers authorized by this Appendix.

(3) A blackjack game shall not utilize dice or any comparable device or object, or any mechanical, electronic or electromechanical components or hardware in the play of the game or to determine payout odds or amounts, except to calculate and display progressive game payout amounts. Electronic or electromechanical components or hardware, including program software, must be tested and approved by an independent testing laboratory prior to use for play.

B. Number of Card Game Tables. The number of Card Game Tables in play and the number of Card Game Table player positions shall not exceed the limits established in Section 3 of the Compact. Card Game Tables used in authorized tournament play shall be included when determining the total number of Card Game Tables in play in a Gaming Facility. No card games shall be operated outside of a Gaming Facility.

C. Licensing and Certification of Blackjack Employees. All blackjack employees shall be licensed by the Tribal Gaming Office and certified by the State Gaming Agency in accordance with the provisions of Sections 4 and 5 of the Compact.

D. Access to Records and Reports. The State Gaming Agency shall have access to all records of blackjack gaming activity, pursuant to the provisions of Section 6 and 7 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.

E. Inspection of Card Tables, Cards and Play. The State Gaming Agency shall be authorized to inspect any blackjack table, playing cards, related operations and/or observe any gaming activity pursuant to the provisions of this Compact and its appendices.

F. Adoption of Rules.

(1) The Gaming Facility Operator shall submit for approval to the Tribal Gaming Office rules and procedures for play to govern the conduct of blackjack games operated in each Gaming Facility deemed appropriate to ensure the integrity, fairness and security of play. The Tribal Gaming Office shall review and issue a letter either approving or disapproving the rules and procedures for each blackjack game to be played in the Gaming Facility prior to implementation.

(2) Copies of blackjack 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 Section 15 of the Compact prior to implementation.

(3) Summaries of the rules of each blackjack game relevant to the method of play and, if applicable, odds paid to winning wagers shall be visibly displayed in the Gaming Facility and wagering limits applicable to any card table shall be displayed at such card table.

(4) Blackjack 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 supplier applicable to gaming equipment;
- (b) Physical characteristics of chips;
- (c) Physical characteristics of such other gaming equipment as may be required for use in blackjack games, including, but not limited to:
 - (i) cards (including procedures for receipt and storage);
 - (ii) card 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; and

- (d) Rules for each authorized blackjack game, including, but not limited to:
 - (i) Procedures of play;
 - (ii) Minimum and maximum permissible wagers;
 - (iii) Shuffling, cutting and dealing techniques, as applicable;
 - (iv) Payout odds on each form of wager, as applicable;
 - (v) Procedures to be followed on occurrence of irregularities, including definition of irregularities as applicable to each blackjack game; and
 - (vi) Prohibitions on side betting between and against players.

G. 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.

H. Credit.

(1) Except as otherwise provided, no employee of the Gaming Facility Operator, and no person acting on behalf of or under any arrangement with the Gaming Facility Operator, shall make any loan, or otherwise provide or allow to any person any credit or advance of anything of value or which represents value to enable any person to take part in gaming activities as a player; provided, that nothing in this appendix shall restrict the providing of cash advances on player's credit cards or bank cards in accordance with normal commercial practices and provisions of the Compact; provided further, that nothing in this appendix shall restrict the use of player checks when utilized in accordance with the provisions of the Compact. Marker credit play shall not be allowed. Personal checks or other name credit instruments shall not be accepted at a card table. Foreign currency shall not be accepted at a card table.

(2) No employee of the Gaming Facility Operator, and no person acting on behalf of or under any arrangement with the Gaming Facility Operator, shall make, solicit or receive any loan, or otherwise receive any credit or advance of anything of value from a patron.

I. Blackjack Training.

(1) Prior to any new blackjack game being implemented at the Gaming Facility, the Tribal Gaming Office shall require the Gaming Facility Operator to provide appropriate training for all dealers, supervisors, surveillance personnel, and any other employees involved in the conduct or regulation of the blackjack game such that those employees have the knowledge and skills required under typical industry standards for the job function that employee performs, including but not limited to player money management and wagering, and detection of cheating methods. Tribal Gaming Office employees responsible for blackjack games shall receive appropriate training in any new blackjack game, independent of the Gaming Facility Operator, except that training for blackjack game procedures and rules specific to a Gaming Facility may be provided by the Gaming Facility Operator.

(2) The Tribal Gaming Office shall notify the State Gaming Agency prior to the beginning of the new training programs and shall provide the State Gaming Agency an opportunity to participate.

J. Notice of Installation.

(1) The Gaming Facility Operator shall provide the Tribal Gaming Office advance written notice that it intends to install or re-install, or modify any blackjack table, including any newly purchased, leased, or previously approved blackjack table, for use for play prior to placing such blackjack table into play at any Gaming Facility. Such notification shall be provided in time to allow the Tribal Gaming Office to schedule employees to inspect and test, as applicable, such blackjack tables prior to use for play, and to provide to the State Gaming Agency sufficient notification.

(2) The Tribal Gaming Office shall provide the State Gaming Agency with all the information the Gaming Facility Operator is required to provide to the Tribal Gaming Office upon notification by the Gaming Facility Operator to allow the State Gaming Agency to coordinate inspection and testing, as applicable.

(3) All installation, reinstallation, and modifications of blackjack tables shall be approved by the Tribal Gaming Office prior to use for play in a Gaming Facility. All blackjack tables shall have affixed an identifying approval seal or equivalent from the Tribal Gaming Office while in use for play in a Gaming Facility. If the State Gaming Agency is not present at the time of installation, reinstallation or modification, the Gaming Facility Operator may put the blackjack table in use for play if approved by the Tribal Gaming Office.

(4) When the State Gaming Agency approves a blackjack table for either use for play or continued use, it shall affix an identifying approval seal or equivalent to the blackjack table. If the State Gaming Agency denies approval for use for play or continued use, the State Gaming Agency shall, at the conclusion of inspection and testing, as applicable, orally explain to the Gaming Facility Operator and the Tribal Gaming Office why the State Gaming Agency is denying approval. The State Gaming Agency shall promptly issue a written statement to the Gaming Facility Operator and Tribal Gaming Office setting forth the grounds for denial of approval.

(5) The Tribal Gaming Office and the State Gaming Agency shall ensure that all blackjack tables and blackjack gaming activity are properly covered by surveillance, pursuant to Appendix C Security and Surveillance Requirements and Appendix H Minimum Internal Control Standards.

K. Notice of Removal.

(1) The Gaming Facility Operator shall provide the Tribal Gaming Office five (5) days advance written notice if it intends to remove any blackjack table from the Gaming Facility or to allow such blackjack tables to be removed. The notice shall identify which blackjack table(s) will be removed from the Gaming Facility and give details regarding when they will be removed and where, and to whom they will be taken. The Tribal Gaming Office shall immediately remove and discard all affixed approval seals from any blackjack tables removed from the Gaming Facility and shall provide the State Gaming Agency written verification of having discarded the seals.

(2) If blackjack tables are merely moved to storage, the Gaming Facility Operator shall provide the Tribal Gaming Office 24 hours advance written notice of the blackjack tables to be moved and seals need not be removed. The Tribal Gaming Office shall provide written notice to the State Gaming Agency within 48 hours of such movement.

L. Equipment Control. All blackjack tables and associated equipment, as applicable, shall be purchased, leased or acquired only from manufacturers, distributors, or suppliers certified by the State Gaming Agency and licensed by the Tribal Gaming Office in accordance with the provisions of Section 4 and 5 of the Compact.

M. Card Controls.

(1) All playing cards shall be purchased or acquired only from manufacturers, distributors, or suppliers certified by the State Gaming Agency and licensed by the Tribal Gaming Office in accordance with the provisions of Section 4 and 5 of the Compact.

(2) All playing 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.

(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 all decks of playing cards are properly accounted for from the time of receipt to the time of destruction or disposition.

(4) A secured location for storing unissued playing 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 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 will a single individual be allowed to enter this area alone.

(5) 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.

(6) Cards maintained in the table game area shall be stored in a locked cabinet and only accessible to authorized personnel.

N. Supervision and Table Game Area.

(1) A designated supervisor shall be responsible for the supervision of blackjack games activity, including observing dealers and players, initiating and authorizing table fills and credits, counting and verifying beginning and ending table bank inventories, viewing drop box removal at established times, initially resolving player disputes arising from

table play, and other duties as required. At least one supervisor shall be in the table game area at all times when blackjack tables are open for play.

(2) No gaming employee shall make a wager in any blackjack game operated by the Gaming Facility Operator. This shall not preclude a player from placing a tip, in the form of a wager, on behalf of a blackjack dealer.

(3) No blackjack supervisor or management employee shall be permitted to wager in any card game operated by the Gaming Facility Operator.

(4) All blackjack supervisors and management employees shall be knowledgeable in the play of all blackjack games and the regulatory requirements of blackjack games.

(5) No blackjack supervisor or management employee shall, directly or indirectly, solicit, accept, or receive tips or gratuities from any patron or gaming employee, except as provided in Section II-R of this Appendix.

(6) No blackjack employee shall, directly or indirectly, share with, offer, or give tips or gratuities to any gaming employee who is serving in a supervisory capacity, except as provided in Section II-R of this Appendix.

O. Prohibited Acts.

(1) No Gaming Facility Operator or other person shall remove, add, or alter any cards except as provided by this appendix, and no blackjack dealer or other employee of the Gaming Facility Operator shall permit any person to engage in such activity.

(2) The blackjack 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, other than the player's own unrecorded mental acuity, which is designed or intended to:

(a) Project the outcome of the blackjack game;

(b) To keep track of the cards played; or

(c) To analyze or predict the probability of the occurrence of an event relating to the blackjack game.

(4) Nothing in this section shall prohibit a player from using a strategy card, except when the Gaming Facility Operator has posted notice prohibiting such use.

(5) No blackjack dealer, floorperson or supervisor shall advise a player about game strategy of a hand while the player has a wager still pending on the outcome of the hand.

(6) No person may introduce into any blackjack game any playing card that was not obtained through the current deal of the cards by the blackjack dealer, or any chip other than those obtained from the Gaming Facility where the blackjack game is being played.

P. Cards - Inspection and Presentation.

(1) Upon receiving a deck of cards at a blackjack table, the blackjack dealer shall sort and inspect the cards. The blackjack dealer shall ensure that the deck is complete, and that no cards are obviously flawed, scratched, or marked in any way. A floorperson, supervisor, or surveillance shall verify the inspection.

(2) The blackjack 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, after checking the cards, the blackjack dealer finds that certain cards are damaged or improper, a substitute card or deck, as applicable, shall be brought from the card room inventory.

Q. Cards - Removal from Use.

(1) The Gaming Facility Operator shall remove cards at any time if there is any indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity or fairness of the blackjack game or at the request of an authorized representative of the Tribal Gaming Office or the State Gaming Agency. Any cards or deck of cards which 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 card room supervisor.

(2) All envelopes and containers containing cards (or deck of cards) which indicate purposeful tampering shall be turned over to the Tribal Gaming Office who shall inspect them for tampering, marks, alterations, missing or additional cards, or anything that might indicate unfair play. The Tribal Gaming Office shall promptly notify the State Gaming Agency of any cards which indicate purposeful tampering and shall allow the State Gaming Agency to inspect such cards upon request.

R. 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. A blackjack supervisor, while temporarily relieving a blackjack dealer, may accept tips on behalf of the regularly scheduled dealer, to be immediately deposited in a locked box reserved for that purpose. 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 above, blackjack supervisory and management employees may participate in the distribution of gratuities or tips if a pooling and distribution process approved by the Tribal Gaming Office is used.

(3) The Gaming Facility Operator shall establish procedures consistent with applicable laws for accounting for all tips and gratuities received by gaming employees.

S. 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.

(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 gaming chip inventory(s) 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 gaming chip inventory(s) to accountability records.

(2) Specifications for chips and tokens:

(a) All chips and tokens shall be purchased or acquired only from manufacturers, distributors, or suppliers certified by the State Gaming Agency and licensed by the Tribal Gaming Office pursuant to Sections 4 and 5 of the Compact.

(b) Chips and tokens shall be designed, manufactured, and constructed in compliance with all applicable statutes. Chips and tokens shall not deceptively resemble any current or past coinage or currency of the United States or any other nations.

(c) In addition to other specifications that the Tribal Gaming Office may approve, the following shall appear on the chip or token:

- (i) The name of the issuing Tribe and/or Gaming Facility shall be inscribed on at least one side of a chip or token;
- (ii) The value of the chip or token shall be inscribed on both sides of a chip; and
- (iii) A chip shall be designed so that when stacked with chips and tokens of other denominations and viewed on

surveillance monitors, the denomination of the chip may be distinguished from that of the other chips and tokens in the stack.

- (3) Within one year of the effective date of the Compact, the Gaming Facility Operator shall comply with the following standards for chips used in the Gaming Facility. Denominations of chips shall be denoted by the following colors:
 - (a) A five-dollar chip shall be predominantly red;
 - (b) A twenty-five-dollar chip shall be predominantly green;
 - (c) A one-hundred dollar chip shall be predominately black;
 - (d) A five-hundred dollar chip shall be predominately purple;
 - (e) Tournament and promotional chips may be of any color;
 - (f) Chips designed for play of specific games may be of any color, or in the colors required by the rules of the game; and
 - (g) Other chip denominations may be used with approval of the Tribal Gaming Office and the State Gaming Agency.

III. BLACKJACK REQUIREMENTS

A. Posting and Furnishing of Rules.

(1) Basic blackjack rules and house rules governing play of blackjack shall be clear and legible and posted in conspicuous and conveniently accessible locations available to all players in the blackjack area.

(2) Posted rules shall include a statement indicating that each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point count to be announced by the blackjack dealer without himself checking the accuracy of such announcement.

(3) The Gaming Facility Operator shall furnish, upon the request of any player, a complete legible set of all rules of play and betting for blackjack, including all house rules for the play of blackjack.

B. Blackjack Table—Physical Characteristics.

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

(2) A blackjack table, while in play, shall have a table tray, a discard rack, a drop slot and drop box with a clear plastic money paddle, and a tip box, except that no tip box shall be required if tips are not accepted at the table. Each blackjack table shall also be equipped with a no-peek device to be used by a dealer to view his hole card to aid in the determination of a blackjack for the dealer.

(3) The layout shall have specific areas marked in which to place wagers, and shall have imprinted on it the name and/or logo of the establishment. A layout used for a blackjack game may have additional markings which identify the game, the holder of

intellectual property rights to the game, the distributor of the game, any special markings needed for play of the game, and any other markings approved by the Tribal Gaming Office and the State Gaming Agency.

(4) The following notices shall appear either on the table layout or on table signage clearly visible to every player at the table:

(a) One of these statements, in substantially this form: "dealer must draw to 16 and stand on all 17's" or, alternatively, "dealer must draw to soft 17".

(b) The following information shall appear in notices:

(i) Blackjack payoff odds; and

(ii) Insurance payoff odds.

(c) Minimum and maximum table betting limits and, if applicable, minimum and maximum table betting limits for special circumstances.

(d) A statement that players may request a copy of all blackjack game rules.

(e) If applicable, any restrictions on doubling down.

(f) If applicable, any restrictions on splitting aces or the number of cards which can be drawn to split aces.

(g) If applicable, any special payment schedule or payoff odds.

(5) Notice of the provisions of (4)(d) through (4)(g), above, if applicable, may be provided by wall signage rather than by table signage.

C. Drop Boxes.

(1) Each blackjack table in the Gaming Facility shall have attached to it a metal container known as a drop box, in which shall be deposited all cash, documents evidencing fills and credits, requests for fills and credits, and card game inventory forms.

(2) Each drop box shall have:

(a) one 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, coins, tokens, forms, records and documents can be inserted into the drop box;

(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, 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. Playing Cards.

(1) Three or more decks of cards shall be combined for play at blackjack. The maximum number of decks shall not exceed eight (8).

(2) Cards shall be dealt to the players face upwards. Players shall not be permitted to touch the cards.

(3) The values of the cards contained in a deck of cards are as follows:

(a) A card from 2 to 10 has its face value;

(b) A jack, queen, or king has a value of 10; and

(c) An ace may have a value of either 1 or 11 unless a value of 11 would give a player or the dealer a score in excess of 21, in which case it has a value of one.

(4) The game of blackjack shall be played with standard decks of 52 cards in four suits (hearts, diamonds, clubs, and spades) with each suit consisting of numerical cards from 2 to 10 and a jack, a queen, a king, and an ace. A blackjack variation may be played with decks of cards that have been modified from standard 52 card decks (i.e., cards have been removed from or added to a standard 52 card deck), but any modifications must be performed at the table where the cards will be put into play and performed such that the process may be viewed and recorded by the surveillance system.

E. Shoes and Shuffling Devices.

(1) A shoe and shuffling device shall be used at each blackjack table. The shoe shall be designed and constructed to maintain the integrity of the blackjack game. Shoes shall have a cover on the face of the device that serves to obscure the back of the cards in the shoe. The back of the cards do not need to be completely obscured, but may be exposed to the extent necessary to permit the cards to be dealt from the shoe. The shoe and automated shuffling device may be combined as one operating device. If a shuffling device malfunctions, the Gaming Facility Operator shall have a reasonable time to repair or replace the shuffling device during which time the dealer may shuffle the cards by hand.

(2) 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 blackjack game.

F. Wagers.

(1) No more than seven players shall be allowed to make wagers at any single blackjack table for any given hand.

(2) Wagers shall not exceed the limitations pursuant to Section 3 of the Compact. In any blackjack game, the total combined amount of the initial wager and any additional, optional wager(s) placed by the patron shall not exceed the wagering limitation pursuant to Section 3 of the Compact. An additional optional wager in a blackjack game shall not alter the primary basis of the game from the Game of 21, and shall not require or introduce into the game any additional game or game play beyond the game of blackjack.

(3) All paper currency and coin (only US currency) shall be exchanged for chips or tokens by the dealer prior to a wager being made.

G. Minimum and Maximum Wagers.

(1) The Gaming Facility Operator shall establish minimum wagers and maximum wagers permitted at each blackjack table in the Gaming Facility, provided that the maximum wager shall not exceed the limits established by this Compact.

(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 at any table, provided that the players that are already playing at the table shall not be required to abide with the new minimum. Any player may chose to bet the new maximum.

H. Wagering Rules.

(1) Except when splitting pairs, doubling down, or making an insurance wager, no wager shall be increased, decreased, or withdrawn after the first card of a round has been dealt, unless such wager is authorized under the rules of a blackjack game or the dealer approves such an alteration or removal of a wager in accordance with the Gaming Facility Operator's approved procedures. All wagers at blackjack shall be made by placing gaming chips, tokens, valid free play coupons, valid match play coupons, or any combination thereof, on the appropriate areas of the blackjack layout. No other types of wagers shall be permitted. In a blackjack game, a player may make an additional, optional wager(s) in addition to the initial wager. The minimum and maximum amount of the additional optional wager(s) shall be displayed on the table layout or on table signage. The additional optional wager(s) shall not involve any play, activity, or event other than the play that occurs during the round of play for which the optional wager is made.

(2) The Gaming Facility Operator may preclude a person who has not made a wager on the first round of play from entering the blackjack game on a subsequent round of play prior to a reshuffle of the cards occurring. Any person permitted by the Gaming Facility Operator to enter the blackjack game after the first round of cards is dealt 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.

(3) 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 until that shoe of cards is completed and a new shoe is commenced.

I. Payment of Wagers.

(1) Unless otherwise approved and authorized in the blackjack game rules, winning wagers shall be paid at odds of at least one to one with the exception of blackjack, which shall be paid at odds of at least three to two.

(2) If a Gaming Facility Operator intends to pay winning wagers at odds other than three to two for blackjack, or at odds other than one to one for all winning hands other than blackjack, the odds or amounts of such payments shall be posted on table signage or shall appear on the table layout.

J. Handling of Wagers.

(1) Except for splitting pairs, doubling down, or making an insurance wager, once the first card of the hand has been received by the first player to receive a card, no player shall handle, remove, or alter any wagers that have been made until the hand has been completed unless such action is authorized under the rules of a blackjack game or the dealer or blackjack supervisor approves such an alteration or removal of a wager in accordance with the Gaming Facility Operator's approved procedures.

(2) After a wager on the insurance line, a wager to double down, or a wager to split pairs has been confirmed by the dealer, no player shall handle, remove, or alter the wagers until the player's hand has been settled by the dealer unless such action is authorized under the rules of a blackjack game or the dealer or blackjack supervisor approves such removal or alteration in accordance with the Gaming Facility Operator's approved procedures.

K. Players Wagering on More than One Hand.

(1) A Gaming Facility Operator may permit a player to wager on more than one hand to be played by such player or may limit multiple plays.

(2) Multiple hands played by any one player shall be in contiguous playing positions at the table; there shall be no other players seated at positions between the hands being played by a player.

L. Game Drop and Count Standards.

(1) A card game drop shall be performed at the end of each shift. Times for the card game 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. Card game drop and count shall be conducted only at the scheduled times, except for emergency drops.

(2) The Tribal Gaming Office shall be notified prior to performing any emergency drop. A written record shall be maintained of all emergency drops indicating the reason, persons involved, date and time.

(3) Any permanent change to the drop and/or count times shall be submitted to the Tribal Gaming Office for approval prior to any change being implemented by the Gaming Facility Operator. The Tribal Gaming Office shall immediately notify the State Gaming Agency of any approved changes.

M. Blackjack Tournaments.

(1) The Gaming Facility Operator may conduct blackjack tournaments. At such tournaments only blackjack games approved and authorized by the Tribal Gaming Office and the State Gaming Agency may be played. The rules of play of each tournament blackjack game shall follow the standard rules of play of each blackjack game.

(2) The Gaming Facility Operator shall submit for approval to the Tribal Gaming Office operational standards, rules and procedures to govern the conduct and play of any blackjack tournament. The Tribal Gaming Office shall review and issue a letter either approving or disapproving 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 Section 15 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.

(b) Posted in a conspicuous location.

(5) The operational standards, rules and procedures shall include but are not limited to:

(a) Qualification or selection criteria which limit the eligibility of tournament players;

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

(c) Prizes to be awarded.

N. Entry Fee and Player Buy-In.

(1) Blackjack tournament entry fees and buy-ins shall be documented on a tournament entry fee and buy-in log. The following information, at a minimum, shall be recorded on the log at the time the entry fee or buy-in is conducted: name of patron and amount of the entry fee or buy-in.

(2) Neither the amount of the tournament entry fee nor the amount of all allowable player buy-ins shall exceed five hundred dollars, unless a greater amount is approved by the Tribal Gaming Office and reported to the State Gaming Agency. If both an entry fee and buy-ins are used at a single tournament, then the combined amount of both the entry fee and all allowable buy-ins shall not exceed five hundred dollars, or the amount approved by the Tribal Gaming Office and reported to the State Gaming Agency.