



BELIZE

**GAMING CONTROL ACT
CHAPTER 152**

REVISED EDITION 2003

SHOWING THE SUBSIDIARY LAWS AS AT 31ST OCTOBER, 2003

This is a revised edition of the Subsidiary Laws, prepared by the Law Revision Commissioner under the authority of the Law Revision Act, Chapter 3 of the Substantive Laws of Belize, Revised Edition 2000.

ARRANGEMENT OF SUBSIDIARY LAWS



BELIZE

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This edition contains a consolidation of the following laws-

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CHAPTER 152

GAMING CONTROL ACT
(COMMENCEMENT ORDER)

ARRANGEMENT OF PARAGRAPHS

1. Short title.
2. Commencement of Chapter 152.

CHAPTER 152

GAMING CONTROL ACT
(COMMENCEMENT) ORDER
(Section 26)

67 of 1999.
Act 24 of 1999.

[12th June, 1999.]

1. This Order may be cited as the

Short title.

GAMING CONTROL ACT
(COMMENCEMENT) ORDER.

2. In exercise of the powers conferred upon me by section 26 of the Gaming Control Act and all other powers thereunto me enabling, **I, RALPH H. FONSECA**, Minister of Budget Planning and Management, Economic Development, Investment and Trade, and Minister responsible for gaming, do hereby appoint the 1st day of June, 1999 as the day on which the said Act shall come into force.

Commencement
of Chapter 152.

MADE this 1st day of June, 1999.

(RALPH H. FONSECA)
Minister of Budget Planning and Management,
Economic Development, Investment and Trade
Minister Responsible for Gaming

CHAPTER 152**GAMING CONTROL (GAMING MACHINES) REGULATIONS****ARRANGEMENT OF REGULATIONS**

1. Short title.
2. Interpretation.
3. Extent of application.
4. Prohibition on keeping unlicensed gaming machines.
5. Application for licence.
6. Conditions of licence.
7. Duration and form of licence.
8. Licence not transferable.
9. Tampering, etc. of machines.
10. Alteration or destruction of licence.
11. Requirements for approved establishment.
12. Requirements for control of gaming machines.
13. Prohibition on young persons and advertising.
14. Cancellation, etc, of licences.
15. Penalties.
16. Repeal of S.I. 68/99.

FIRST SCHEDULE**SECOND SCHEDULE****THIRD SCHEDULE**

CHAPTER 152

GAMING CONTROL
(GAMING MACHINES) REGULATIONS
(Section 24)

96 of 2003.
Ch. 152.

[5th July, 2003.]

1. These Regulations may be cited as the Short title.

GAMING CONTROL
(GAMING MACHINES) REGULATIONS.

2. (1) In these Regulations, unless the context otherwise requires: Interpretation.

“the Act” means the Gaming Control Act; CAP. 152.

“Board” means the Gaming Control Board established under the Act;

“establishment” means any shop, hotel, restaurant, night club, discotheque or other public place where a gaming machine is to be kept;

“gaming machine” means any arcade machine, poker machine, slot machine, mechanical, electro-mechanical or electronic device, contrivance or machine used in connection with or for the purpose of gaming;

“licensee” means a person granted a licence under these Regulations.

(2) The words and expressions used in these Regulations shall have the respective meanings assigned to them in the Act.

3. These Regulations shall not apply to licensed gaming premises under the Act. Extent of application.

- Prohibition on keeping unlicensed gaming machines. 4. No person shall keep, use, operate, display, manufacture or assemble, any gaming machine in any shop, hotel, restaurant, night club, discotheque or other public place except in accordance with the provisions of these Regulations.
- Application for licence.
First Schedule. 5. (1) Any person who intends to keep, use, operate, display, manufacture, or assemble any gaming machine shall apply to the Board for a licence to do so in the form prescribed in the First Schedule to these Regulations.
- Second Schedule. (2) An application under this regulation shall be accompanied by the appropriate fee set out in the Second Schedule to these Regulations.
- (3) An application submitted to the Board under this regulation shall be considered by the Board as soon as possible and the Board may approve the application and issue the relevant licence subject to any necessary conditions, or refuse the application and inform the applicant in writing of the grounds for such refusal.
- (4) An applicant aggrieved by a decision of the Board not to issue a licence may appeal against such decision to the Minister within fourteen (14) days of the receipt of such decision and the Minister's decision thereon shall be final.
- Conditions of licence. 6. The Board may grant a licence to any fit and proper person subject to such conditions as it may deem fit.
- Duration and form of licence.
Second Schedule. 7. (1) A licence issued under these Regulations shall be valid for one year from the date of issue but may be renewed for like period, upon application and payment of the fees prescribed in the Second Schedule.
- Third Schedule. (2) A licence issued under these Regulations shall be in the form set out in the Third Schedule.
- Licence not transferable. 8. No person to whom a licence has been granted under these Regulations shall transfer or assign such licence to any other person.

- 9. No person shall remove or tamper with any registration or other identification mark on any gaming machine. Tampering etc., of machines.

- 10. No person shall alter, deface or destroy any valid licence issued under these Regulations. Alteration or destruction of licence.

- 11. (1) Where a licence is granted under these Regulations, the Board shall specify the establishment and the particular area therein where such machine is to be kept, and such establishment shall be situated not less than 300 feet from any school or church. Requirements for approved establishment.

- (2) A licensee shall not remove any gaming machine from the establishment and area so specified without the prior written permission of the Board.

- (3) A licensee shall not allow any person to access or use a gaming machine except between the hours of 5 pm and midnight on any day.

- (4) A licensee shall not allow any person to access or use any gaming machine on Good Friday.

- 12. A licensee shall ensure that all gaming machines bear serial numbers, identification plates and stickers issued by the Board. Requirements for control of gaming machines.

- 13. (1) A licensee shall not allow a person under the age of 18 years to enter an establishment for the purpose of using the gaming machines. Prohibition on young persons and advertising.

- (2) A licensee shall not advertise gaming in any form whatever.

- 14. The Board may at any time, where it is satisfied that a licensee has acted in violation of any of the provisions of these Regulations or has been in breach of any of the terms and conditions of his licence, revoke or suspend his licence, but before such revocation, or suspension it shall give the licensee a reasonable opportunity to be heard and to make representations: Cancellation etc., of licences.

Provided that it shall not be necessary to afford an opportunity to the licensee to make representations in any case where the licensee is convicted in a court of law of an offence under these Regulations and there is no pending appeal against such conviction.

Penalties.

15. Any person who breaches any of the provisions of these Regulations commits an offence and shall be liable on summary conviction to a fine not exceeding ten thousand dollars or to imprisonment for a term not exceeding two years or to both such fine and term of imprisonment, and in addition, any licence granted to such person may be revoked by the Board.

Repeal of S.I. 68/
99.

16. The Gaming Control (Gaming Machines) Regulations, 1999 are hereby revoked.

MADE by the Minister responsible for Gaming this 1st day of July, 2003.

(RALPH H. FONSECA)
Minister of Finance
Minister responsible for Gaming

FIRST SCHEDULE

[Regulation 5]

Application for Gaming Machine Licence

Name of applicant

Address of applicant

Telephone Number, fax, e-mail, etc.

.....

Name, location of establishment where gaming machine will be kept

.....

.....

Number and type of gaming machines to be licensed

.....

New application Renewal

Date _____ Signature _____

SECOND SCHEDULE**[Regulations 5 & 7]****Fees for gaming machines****A - Belize currency operated machines**

<u>Type of machine</u>	<u>Fees per machine</u>
1. Arcade or Video	BZ\$2,500.00
2. All other gaming machines	BZ\$5,000.00

B - United States currency operated machines

<u>Type of machine</u>	<u>Fees per machine</u>
1. Arcade or Video	US\$750.00
2. All other gaming machines	US\$1,000.00

(NB. Renewal fees for gaming machines will be the same as above.)

THIRD SCHEDULE

[Regulation 7]

Form of Licence

	No.
<p>Gaming Machine Licence</p> <p>GAMING CONTROL BOARD</p> <p>Licence Number</p> <hr/> <p style="text-align: center;">(name of applicant)</p> <p>of _____</p> <p style="text-align: center;">(address)</p> <p>is hereby granted a licence by the Gaming Control Board for</p> <hr/> <p style="text-align: center;">(number and description of machines)</p> <p>Valid from to</p> <p>Date issued</p> <p style="text-align: center;">_____</p> <p style="text-align: center;">Gaming Control Board</p>	
<p>This Licence is subject to the Gaming Control (Gaming Machines) Regulations and the additional conditions attached hereto in the Annex.</p>	

Annexed to the Licence granted to

This licence is issued subject to the following additional conditions:

1. The gaming machines/s shall not be removed from the following specified area and establishment without the prior written permission of the Board:

- 2.

- 3.

4. _____

Gaming Control Board

CHAPTER 152**GAMING CONTROL (GENERAL REGULATION OF
LICENSED GAMING PREMISES) REGULATIONS****ARRANGEMENT OF REGULATIONS**

1. Short title.
2. Interpretation and application.
3. Form of application for a licence.
4. Persons to whom licences may be issued under the Act.
5. Expenses.
6. Licence may be granted subject to conditions.
7. Certain specified persons not to take part in gaming.
8. Licence fee.
9. Form and conditions of licence.
10. Advertising of gaming prohibited in Belize.
11. Reference letters.
12. Appointment of Manager and gaming employees.
13. Supply of information.
14. Powers of officers.
15. Restricted areas.
16. Insurance of payment of winnings.
17. Rules for gaming rooms.
18. Licence fees in respect of cancelled licences.
19. Application for renewal of licences.
20. Forms.
21. Commencement.

FIRST SCHEDULE**SECOND SCHEDULE****THIRD SCHEDULE**

CHAPTER 152

**GAMING CONTROL
(GENERAL REGULATION OF
LICENSED GAMING PREMISES) REGULATIONS
(Section 5)**

102 of 1999.
Act 24 of 1999.

[18th September, 1999.]

1. These Regulations may be cited as the Short title.

**GAMING CONTROL (GENERAL REGULATION
OF LICENSED GAMING PREMISES) REGULATIONS.**

2. (1) In these Regulations, unless the context otherwise requires: Interpretation
and application.
“the Act” means the Gaming Control Act; CAP. 152.

“the Board” means the Gaming Control Board established under section 4 of
the Act;

“hotel” has the meaning assigned to it in the Hotels and Tourist Accommodation CAP. 285.
Act and includes a “tourist accommodation” as defined in that Act.

(2) A word or a phrase which is used in these Regulations and not
specifically defined in these Regulations but defined in the Act or in any other
Regulations made under the Act shall have the respective meaning assigned to it
either in the Act or in such Regulations, as the case may be.

(3) These Regulations shall apply to licensed gaming premises only.

3. The form of application for a licence referred to in section 5(2) (b) (ii) Form of
of the Act and the particulars to be contained in such application shall be as set application for a
out in the First Schedule to these Regulations. licence.
First Schedule.

Persons to whom
licences may be
issued under the
Act.

4. (1) The Board may issue a licence to any person:-

- (a) who meets the requirements of section 6(2) of the Act;
- (b) who owns, operates or manages a **hotel** which gives to its guests and patrons the freedom of using its gaming facilities where gaming rooms are established;
- (c) who, in the case of a natural person, has not been convicted of a crime referred to in section 6(2) (b) of the Act, or of any other crime involving moral turpitude;
- (d) who, in the case of a legal person, has all the actual (but not nominal) shareholders, directors, and/or partners who have not been convicted of a crime referred to in section 6(2) (b) of the Act, or of any other crime involving moral turpitude;
- (e) who proves to it that he has the financial and economic means and organizational capability of establishing and managing a gaming room suitable for hotel guests and patrons which gives to such guests and patrons the freedom to use its gaming facilities.

(2) If an applicant has begun but has not completed the construction and erection of a hotel and he produces proof to the Board that such a hotel is in compliance with the provisions of the Hotels and Tourist Accommodation Act and has a gaming room and gaming facilities which gives to its guests and patrons the freedom to use such gaming facilities, the Board may grant a licence to such applicant if he submits to the Board plans of the

CAP. 285.

hotel under construction.

(3) It shall be a condition precedent of a licence granted under subregulation (2) above that the construction of the hotel shall be completed within such time as may be specified by the Board.

5. (1) All expenses incurred by the Board during the processing of an application for a licence shall be payable by the applicant. Expenses.

(2) In cases where there is default in the payment of the expenses referred to in subregulation (1) above by the applicant, such amount shall be recoverable summarily as a civil debt due and owing to the Board.

6. When exercising its powers to grant licences to already existing hotels under section 6 of the Act and the Regulations, the Board may grant a licence subject to conditions requiring the licensee to make investments in the hotel, including related to the improvement, expansion or establishment of the whole hotel or certain facilities therein, for the attraction, accommodation and comfort of the hotel's guests and patrons, and such licence shall be *ipso facto* revoked if the licensee fails to comply with such conditions, or fails to comply with such conditions within a time specified in the licence. Licences may be granted subject to conditions.

7. (1) A person employed in any licensed premises may prohibit admission to any other person into a gaming room if in his opinion such other person would be a hindrance to the operation of any gaming or would affect, annoy or disturb the well being and comfort of guests, patrons and other employees of the gaming room, so that, however, in exercising the power to refuse admission the employee does not discriminate against any person on the grounds of that person's race, sex, religion, nationality, status or social condition. Certain specified persons not to take part in gaming.

(2) Any person employed on any licensed premises who permits any drunken person to enter into any gaming room, or to take part in any gaming commits an offence.

(3) It shall be lawful for a licensee or any person employed on any licensed premises to refuse to admit into, or to turn out of, the licensed premises any person who is drunk, violent, quarrelsome or disorderly, or any person in the company of a person who is drunk, violent, quarrelsome or disorderly, or any person whose presence on the premises would be in contravention of any provision of the Act or any Regulations made thereunder, or whose presence would, in his opinion, lead to the breach of the peace, and he may for such purpose employ and use such reasonable force as may be required for the occasion.

Licence fee.

8. (1) Every licence granted by the Board under section 6 of the Act shall be valid for a period to be determined by the Board but may be renewed for a further period to be determined by the Board.

(2) There shall be paid by the licensee upon the grant of the licence, a licence fee specified in subregulation (3) below, and any other charges, fees and deposits which the Board may think fit to impose from time to time.

(3) The fee referred to in subregulation (2) above shall depend on the hotel with which the licensed gaming premises are connected, and where:-

- (a) the hotel has 200 or more rooms, the annual licence fee shall be three hundred thousand United States dollars; or
- (b) the hotel has 60 rooms or more, but not more than 199 rooms, the annual licence fee shall be one hundred thousand United States dollars; or
- (c) the hotel has less than 60 rooms, the annual licence fee shall be fifty thousand United States dollars.

(3) Where the licence granted by the Board pursuant to subregulation (1) above is for a period of less than one year, the licensee shall,

in respect of such licence, pay a licence fee for the period of the validity of the licence which is proportionate to the applicable annual licence fee.

9. (1) A licence granted by the Board to a licensee to operate any licensed premises shall be in the form set out in the Second Schedule hereto, and shall be granted subject to such terms and conditions as the Board may think fit to impose.

Form and conditions of licences. Second Schedule.

(2) Any licence granted by the Board under the Act shall specify the name of the licensee, and of the hotel where the operation of a gaming room is thereby authorized, and it shall be a condition of such a licence that no person other than the licensee and his employees shall operate a gaming room in respect of that licence, nor shall such gaming room be located at a place other than the place specified in the licence.

(3) Where the licensee is a company, association, body of persons whether corporate or incorporate, or some other legal person, it shall be a condition of the licence that any transfer or assignment by whatever name called of any shares or other rights in such an entity shall not be effected without the prior written approval of the Board.

(4) Failure to obtain the prior written approval of the Board for an assignment or transfer referred to in subregulation (3) above, or any concealment of the true owner of the licensed gaming premises or of any shares or other form of participation in the ownership thereof shall be an offence, and upon conviction the licence issued in respect of such licensed gaming premises shall stand revoked.

10. No licensee shall offer by advertisement his gaming facilities for gaming to the public in Belize, or publicize in Belize his place of gaming in newspapers, magazines, the radio or any other form of advertisement which reaches the Belizean public directly.

Advertising of gaming prohibited in Belize.

11. An application for a licence to operate licensed gaming premises shall

Reference letters.

- Third Schedule. be supported by two references as to the character of the applicant (or in the case of a legal person, the characters of the directors, shareholders or partners thereof) and such references shall be in the form set out in the Third Schedule hereto.
- Appointment of Manager and gaming employees. 12. (1) Before employing a Manager, Assistant Manager, Supervisor or any other employee to perform duties on the licensed premises in respect of his gaming business, a licensee shall inform the Board of the proposed appointment for the purpose of ensuring that no undesirable persons have access as employees to the licensed premises, or to Belize, and the Board shall make or cause to be made such investigation as may seem to it necessary to determine the character and moral integrity of the proposed employee.
- (2) All expenses incurred by the Board in making or causing to be made the investigations referred to in subregulation (1) above shall be paid by the licensee, and where there is default in such payment, the provisions of Regulation 5 (2) above shall, *mutatis mutandis*, apply in respect of the recovery of such monies in default.
- (3) Where a licensee is not himself present at the licensed premises, or is not himself operating the aforesaid premises, he shall assign a Manager to permanently represent him in his gaming business and to meet all his obligations and enforce all his rights in respect thereto.
- Supply of information. 13. The licensee and his employees shall supply the Board or its officers, or the Commissioner or any other officer duly authorized by the Commissioner in that behalf with all the information they require regarding his licensed gaming premises, his employees, and the actual owners, shareholders and stockholders of the licensed gaming premises.
- Powers of officers. 14. (1) Without prejudice to the generality of Regulation 13 above, any officer referred to therein (hereinafter referred to as “an Inspector”) may at any reasonable hours when the licensed gaming premises is open to the public, enter such premises and require the licensee, Manager or other employee in charge therein:-

-
- (a) to permit him to inspect and examine the contents of any vault, security container or any other container;
 - (b) to furnish him with the particulars relating to the location of every key used on the premises;
 - (c) to furnish him with any information necessary to verify that all monies, equipment and gaming devices on the premises are securely housed and properly accounted for;
 - (d) to permit him to inspect and examine all records kept by the licensee relating to employees employed on the premises;
 - (e) to permit him to inspect and examine any records relating to the training of employees employed on the premises;
 - (f) to furnish him with any information relating to the receipt and despatch of money, chips and equipment deriving from, or used in, the gaming business;
 - (g) to give him all reasonable assistance to verify the amount of takings from gaming on the premises or in any other place of safe deposit;
 - (h) to allow him access to any room where the counting of money is taking place and to permit him to witness such counting;
 - (i) to furnish him with information relating to any

records, accounts, statements or other documents required to be kept pursuant to the Act or Regulations made thereunder;

- (j) to permit him to test any equipment or device installed on the premises;
- (k) to furnish him with copies of any rules issued by the licensee relating to the operation of the premises or to the hours of work and other conditions of service of employees employed on the premises;
- (l) to permit him to inspect and test any emergency equipment installed on the premises for the purpose of ascertaining whether or not such equipment is maintained in efficient and proper working order;
- (m) to furnish him with information relating to the emergency procedures to be followed in the event of a lighting failure, a robbery or theft, or a fire or any other disaster.

(2) Any person who:-

- (a) fails without reasonable excuse, proof whereof shall lie on him, to admit an inspector who requests admission to a licensed gaming premises pursuant to subregulation (1) above; or
- (b) on being required by an Inspector, fails without reasonable excuse, proof whereof shall lie on him, to permit the inspector to examine or inspect or test any machine, device, or equipment on the premises, or to inspect the premises itself pursuant

to subregulation (1) above; or

- (c) on being required by an inspector, fails to produce any record, statement, accounts or other document pursuant to subregulation (1) above; or
- (d) on being required by an inspector, fails to furnish or supply any information or do or perform any other thing pursuant to subregulation (1) above; commits an offence.

(3) In case there is any disagreement between an inspector and a licensee or his employees regarding the exercise of the inspector's powers under subregulation (1) above, the licensee or his employees shall allow the inspector to exercise such power and shall accept any resolution or directions given by the inspector but shall have the right to request the Board as soon as may be thereafter to review the decision and rescind it.

15. (1) To ensure the safety of guests and patrons to any licensed gaming premises, and to safeguard against lighting failure, robbery or theft, or fire or any other disaster, the Board may declare by notice in writing served on the licensee any area on or connected with the licensed gaming premises to be a restricted area.

Restricted areas.

(2) No person shall enter any area so restricted except persons designated in writing by the licensee with the approval in writing of the Board.

(3) Any person who is not designated pursuant to subregulation (2) above who enters a restricted area commits an offence.

16. (1) To ensure the payment of winnings the licensee shall have on the licensed premises a box or some other safe deposit receptacle with the minimum amount of thirty thousand Belize dollars in cash on deposit.

Insurance of payment of winnings.

(2) If the deposit is diminished considerably during gaming to such a point that there would be the possibility of the licensed premises not being able to pay and honour winnings, the licensee shall ensure that the deposit is replenished immediately. The inspector shall not allow the game to continue playing where, after careful study, he is of the opinion that the licensed premises does not have enough money to pay or honour winnings. The money collected from gaming by the licensee may be used to replenish the deposit to its usual authorized level.

Rules for gaming rooms.

17. Gaming rooms:-

- (a) shall be closed on Good Friday;
- (b) shall not admit any person below the age of eighteen years, and where there is doubt as to any person's age, proof of identification shall be required;
- (c) shall not accept gaming bets from the licensee, his employees or agents;
- (d) shall not contain facilities for watching or seeing any television broadcast, or hearing any sound broadcast which is transmitted by wireless telegraphy and is intended to be received by the general public, or which comprises matter other than information relating to events in connection with which betting transactions may be or have been effected in the gaming rooms.

Licence fees in respect of cancelled licences.

18. In the event of a cancellation of a licence granted by the Board under the Act, no part of the licence fee shall be refunded.

Application for renewal of licences.

19. (1) An application for the renewal of a licence shall be made at

least two months before the expiration of the validity of the present licence.

(2) A person making application under subregulation (1) above shall send with his application a crossed cheque payable to the order of the Accountant General for a sum of money equivalent to the renewal fee.

20. The Forms in the Schedules to the Regulations shall apply in respect of the various matters they are required to regulate, subject to any necessary adaptations thereto which may be allowed from time to time by the Board. Forms.

21. These Regulations shall come into force on the 9th day of September, 1999. Commencement.

MADE by the Gaming Control Board this 9th day of September 1999.

(MR. CRESCENCIO SOSA)

*Chairman
Gaming Control Board*

APPROVED by the Minister this 9th day of September, 1999.

(HON. RALPH FONSECA)

Minister Responsible for Gaming

FIRST SCHEDULE**APPLICATION FOR A GAMING LICENCE****PART A****GENERAL NOTES AND INFORMATION TO APPLICANTS**

1. All applications for a licence to operate a licensed premises are governed by the provisions of the Act and these Regulations.
2. The Board shall not be liable for any adverse public notices, embarrassment, criticism or financial loss to the applicant which may result from action taken with regard to this application.
3. The applicant shall be responsible for the payment of any expenses incurred by the Board during the course of processing the application.
4. The applicant is responsible for furnishing to the Board, with this application, the following support documents, namely:-
 - (a) the Memorandum and Articles of Association if the applicant is a company;
 - (b) copies of the audited accounts of the applicant comprising balance sheets and profit and loss accounts for the last three years, including the most recent;
 - (c) if the applicant is a holding company with subsidiary companies, the Memorandum and Articles of Association of each such subsidiary company;
 - (d) if the applicant is a subsidiary company of a holding company, the Memorandum and Articles of Association of the holding company and each subsidiary company of the holding company;

- (e) particulars of each person who is a shareholder, director, partner, secretary or manager of the applicant if the applicant is a company;
- (f) particulars of every person not referred to in paragraph (e) above who has any financial interest, direct or indirect, in the subject of this application;
- (g) a full set of fingerprints of the persons referred to in paragraphs (e) and (f) above;
- (h) a copy of the personal identification card and two recent black and white photographs of each of the persons referred to in paragraphs (e) and (f) above;
- (i) where a person referred to in paragraphs (e) and (f) above is a naturalized citizen or permanent resident of another country, a copy of the naturalization documents;
- (j) copies of title or other evidence of ownership, or of a lease agreement to the hotel where the licensed premises is situated;
- (k) copies of reference letters on the character of the applicant.

5. Applicants are warned that the discovery of any material falsification or omission of information required may result in the Board's refusal to grant a licence. Where false particulars are discovered after the grant of a licence, such licence may be cancelled.

6. Any change in the particulars furnished in respect of an application should forthwith be communicated to the Board if such change occurs before the grant of a licence.

7. An applicant should state whether the application is being made by an individual in his own capacity, or for and on behalf of a company, partnership, association or other entity.

8. An applicant should specify the name, postal address, telephone number, fax number

and e-mail address of the person with whom the Board should communicate in respect of the application.

9. When completed, all the documents related to this application should either be personally delivered to the Board or sent thereto by prepaid registered mail, addressed to the attention of the Chairman at the following address:-

**The Chairman
Gaming Control Board
c/o Ministry of Investment and Trade
New Administration Building
Belmopan
BELIZE, C.A.**

PART B
INDIVIDUAL APPLICANTS

(This Part should be completed if the application is being made by an Individual)

10. Full names (Surname and Christian names).
11. Postal Address of the applicant, including contact telephone number, fax number and e-mail address (if any).
12. Are you or your spouse a director or officer in any company, partnership association or other entity incorporated in Belize. (State: Yes or No)
13. Are you acting in this particular application wholly or partly as a nominee, agent or trustee of another person. If the answer is Yes, give details of the arrangement in sufficient detail.
14. Give the names and addresses of your accountant and/or auditors.
15. Are you in business as a sole proprietor at the time of making this application. If Yes, give details of your business in sufficient detail.

If No, give details of the business arrangement under which you presently operate in sufficient detail.

16. Will the business which is the subject of this application be:-
 - (a) incorporated under the Companies Act, Chapter 206. Answer: (Yes
No)
 - (b) carried on under a business name registered under the Business Names Act, Chapter 204. Answer: (YesNo)

If the answer to (a) or (b) is Yes state the full name and address applicable thereto.

PART C
COMPANY APPLICANTS

(This Part should be completed if the application is being made by a company)

17. State the full name of the company.
18. State the principal place of business of the company, and the company's registered office.
19. State the date of incorporation of the company in Belize (N.B. Remember that the Memorandum and Articles of Association of the company will accompany this application).
20. State the amount of the registered capital of the company in Belize dollars, and the amount of the paid up capital in Belize dollars.
21. Is the company a holding company? Does it hold a controlling or other interest in any other company. Answer: (Yes No) If Yes, provide details of the subsidiary companies, or the interest your company has in any other company.
22. Is the company a subsidiary of another company? Answer: (Yes No) If Yes, give full particulars of the holding company, including its registered office, and principal place of business, and address and attach a copy each of its Memorandum and Articles of Association.
23. If the answer to 22 is No, attach a full list of the names and addresses, telephone and fax numbers and e-mail addresses of the shareholders, debenture holders, mortgagees and others with a financial interest in the company. In the case of those whose interest exceed 1% of the paid up share capital of the company, state the amount of their interest.
24. Has the company ever been convicted of any offence in any country? Answer (Yes No) If Yes, give full details of the court, the date of judgment, and the sentence passed.
25. Has the company ever received a civil judgment against it in any country? Answer: (Yes No) If Yes, give full details of the court, the date of judgment and the award given.

26. Has the company ever been the subject of a winding-up petition. Answer (Yes No) If Yes, give full details.
27. Give the names and addresses of the company's accountants and/ or auditors.
28. Give a list of all bank accounts held by the company in the past and at present.

PART D

PARTICULARS OF PREMISES

(This Part should be completed by all applicants)

29. Name under which premises are, or will be known.
30. Full postal address of the premises.
31. List the games which will be played if the licence is approved.
32. State the number of tables to be provided for each game, if the licence is approved.
33. How many gaming machines will be installed, if the licence is approved.
34. What are the proposed upper stake limits in respect of each of those tables and gaming machines listed in paragraphs 32 and 33 above.
35. What liquid capital can be made available for the payment of winnings on the premises, from the resources of the applicant.
36. If the licence is approved, is it intended to raise additional capital to operate the premises? Answer: (Yes No) If Yes, state the amount to be raised, and give full details of the source and supporting documents.
37. If the licence is approved, would the licensed premises be financially or otherwise connected with any other type of business. Answer: (Yes No) If the answer is Yes, please provide details of the other business, and the nature and extent of the connection.

38. List the names and addresses of all persons not listed in paragraph 23 above who will receive, directly or indirectly, any compensation or other benefit based on a percentage or share of the proceeds of the gaming on the licensed premises. Attach a copy of all related agreements.
39. Are the proposed premises owned or leased by the applicant. Attach copies of certificates of title or lease agreements, and give full name and address of lessor or landlord and state the terms on which the premises are leased or rented, and whether the applicant is the lessee.
40. Who will have the day to day powers and responsibilities of controlling admissions into, and exclusions from, the licensed premises while gaming is in progress. Give full names and addresses of such persons.
41. Give the full names and addresses of those persons who, if a licence is granted, will exercise actual day-to-day control and/or management of gaming on the licensed premises.
42. Has the applicant any previous management experience in controlling and managing gaming operations. Answer: (Yes No). If Yes, please provide details of premises concerned, the dates, and the particulars of any related licences issued.

PART E
FURTHER INFORMATION AND DECLARATION
(This Part should be completed by all applicants)

43. Do you have any further information connected to this application which you wish to be taken into account by the Board when considering this application. Answer: (Yes No). If Yes, please specify.
44. The following declaration must be signed by the applicant himself if an individual, or by the Chairman of the Board of Directors and any other Director if applicant is a company, or by any other two senior officials if applicant is any other entity or organization.

DECLARATION

I/WE hereby certify to the best of my/our knowledge and belief that the information given in this

Application is complete and correct in all respects.

FURTHER I/WE undertake to inform the Gaming Control Board within seven calendar days whenever any of the information given in this application ceases to be valid either wholly or in part, and/or whenever any of the particulars given in this Application are altered in any form whatsoever.

1. DATED _____

SIGNED _____

TITLE (DR.) (MR.) (MRS.) (MISS) (MS.) _____

2. DATED _____

SIGNED _____

TITLE (DR.) (MR.) (MRS.) (MISS) (MS.) _____

SECOND SCHEDULE

[Regulation 9]

FORM OF LICENCE

BELIZE:

WE _____, THE GAMING CONTROL BOARD,
 hereby grant to _____ /or to _____,
 a Company duly incorporated under the laws of Belize and having its registered office at
 _____ this
GAMING LICENCE authorizing the said _____ /or
 _____ Company to use the premises situated at _____ for
 the purpose of gaming.

THE GAMES authorized under this Licence to be played by the said _____ /or
 _____ company at the said premises are the following, namely:-

- (a) _____
- (b) _____
- (c) _____

(d) _____

(e) _____

(f) _____

(g) _____

and such other games as may from time to time be permitted by the written consent of the Board and endorsed on this Licence in pursuance of such consent.

THIS LICENCE is granted subject to the following special conditions (if any):-

THIS LICENCE is issued subject to the provisions of the Gaming Control Act, Chapter 152, and any Regulations made thereunder and shall be in force from the _____ day of _____, 2_____ to the _____ day of _____, 2_____.

DATED this _____ day of _____, 2_____.

GIVEN under my hand and the seal of the Gaming Control Board.

(CHAIRMAN)
Gaming Control Board

THIRD SCHEDULE**[Regulation 11]****FORM OF REFERENCE LETTER****BELIZE:**

I, _____ of _____ have
 known _____,
 the applicant, for a period of _____ years and I am of the opinion that he is a fit,
 proper and suitably qualified person to be the holder of a licence to operate licensed premises
 under the Gaming Control Act.

I am not related to the applicant.

DATED this _____ day of _____, 2____.

Given by me

(REFEREE)

CHAPTER 152

GAMING CONTROL (GAMING TOKENS AND EQUIPMENT)
(DESCRIPTIONS AND PHYSICAL CHARACTERISTICS)
REGULATIONS

ARRANGEMENT OF REGULATIONS

1. Short title.
2. Interpretation and applicability.
3. Gaming chips: value and non-value chips.
4. Primary and secondary sets of gaming chips.
5. Gaming plaques: physical characteristics.
6. Tokens: physical characteristics.
7. Submission of gaming chips, plaques and tokens for review and approval.
8. Nature and exchange of gaming chips, plaques and tokens.
9. Inventory, storage and destruction of chips.
10. Roulette tables.
11. Roulette balls.
12. Inspection procedures and security of roulette equipment.
13. Blackjack tables: physical characteristics.
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16. Big Six Wheel and Wheel of Fortune: physical characteristics.
17. Maximum and minimum wagers.

18. Dice: physical characteristics.
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22. Dealing shoes.
23. Possession of slot machines.
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CHAPTER 152

**GAMING CONTROL (GAMING TOKENS AND EQUIPMENT)
(DESCRIPTIONS AND PHYSICAL CHARACTERISTICS)
REGULATIONS
(Section 24)**

137 of 2002.
Ch. 152.

[9th November, 2002.]

1. These Regulations may be cited as the Short title.

**GAMING CONTROL (GAMING TOKENS AND
EQUIPMENT) (DESCRIPTIONS AND PHYSICAL
CHARACTERISTICS) REGULATIONS.**

2. (1) In these Regulations, unless the context otherwise requires:- Interpretation and
applicability.
CAP. 152.

“the Act” means the Gaming Control Act;

“the Board” means the Gaming Control Board established pursuant to section 4 of the Act;

“Casino” means premises in respect of which a gaming licence is for the time being in force in respect of those premises.

(2) A word or a phrase used in these Regulations but not specifically defined herein shall, if defined in the Act or in any other Regulations made under the Act, have the respective meaning assigned to it in the Act or in those Regulations.

(3) These Regulations shall apply to licensed gaming premises which offer to their patrons the facilities of Casino gaming.

Gaming chips:
value and non
value chips.

3. (1) Each gaming chip issued by a Casino shall be round in shape and shall have clearly and permanently impressed, engraved or imprinted thereon the name of the Casino issuing it and the specific value (if any) of the chip.

(2) A Casino may issue gaming chips without a value impressed, engraved or imprinted thereon for the purpose of gaming at roulette.

(3) Gaming chips with a value contained thereon shall be known as “value chips”, and gaming chips without a value contained thereon shall be known as “ non value chips”.

(4) Value chips may be issued by a Casino Licensee in denominations of \$0.50, \$1.00, \$2.50, \$5.00, \$25.00, \$100.00, and \$500.00 and it shall be within the discretion of the Casino Licensee to determine which of these denominations will be utilised in his Casino and what amount of each denomination will be necessary for the conduct of gaming operations in the Casino.

(5) Each denomination of value chip shall have a different primary colour from every other denomination of value chip, as follows:

- \$1 white
- \$2.50 pink
- \$5 red
- \$25 green
- \$100 black
- \$500 purple

(6) Each Casino Licensee shall utilise contrasting secondary colours for each denomination of value chips and unless otherwise approved by the Board, no Casino shall use a secondary colour on a specific denomination of chip identical to the secondary colour used by another Casino on that same denomination of chip.

(7) Each denomination of value chip used in a Casino shall have depicted in its center portion both the value of the chip and the name of the Casino issuing it.

(8) Each non-value chip utilised in a Casino shall be issued solely for the purpose of gaming at roulette. Non-value chips issued at a roulette table shall only be used for gaming at that table, and shall not be used for gaming at any other table in the Casino, nor shall any Casino Licensee or his employees knowingly allow any Casino patron to remove non-value chips from the table from which they were issued.

(9) No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in colour and design to value chips or to non-value chips being used by another person at the same table. When a patron purchases non-value chips, the specific value to be assigned to each such chip, if other than the table minimum, shall be indicated by placing a marker button, or other indicator of its value, on top of the specimen of the non-value chip, in a transparent holder with the marker button on top. This holder shall be displayed in a position approved by the Board.

(10) Non-value chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the Casino. When so presented, the dealer at such table shall exchange them for an equivalent amount of value chips which may then be used by the patron or redeemed as any other value chips.

(11) Every Casino Licensee shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette provided, however, that it shall be the responsibility of the Casino Licensee and his employees to monitor the wagers being made at roulette with value chips so that the wagers made by one player are not confused with those made by another player at the same table.

(12) When every ten or more of any given colour of non-value chips

are missing from a roulette table, the remaining chips of that colour shall be taken immediately out of use and retired until such time as the Casino Licensee obtains the approval of a Board Inspector to return such chips to active play. Any non-value chips missing from a roulette table shall be expeditiously reported to the Board.

Primary and secondary sets of gaming chips.

4. (1) Unless otherwise authorised by the Board, each Casino Licensee shall have a primary set of gaming chips and a separate set of secondary chips and the secondary set of chips shall have a different secondary colour to that of the primary set.

(2) The Casino Licensee shall put into play the secondary set of gaming chips whenever it is believed that the Casino is receiving counterfeit chips, or whenever any other impropriety or defect in the utilisation of the primary set of chips makes use of the secondary set necessary or whenever the Board so directs.

(3) Where the secondary set of chips is put into active play, the Casino Licensee shall notify immediately a representative of the Board of this fact and the reasons for the utilisation of the secondary set of chips.

Gaming plaques: physical characteristics.

5. (1) Gaming plaques may be issued by a Casino Licensee in denominations of \$5, \$20, \$50, \$100, \$500, \$1,000 and \$5,000 for use for gaming at baccarat and other gaming tables.

(2) Each gaming plaque shall be square, rectangular, or oval in shape and no smaller than three inches in length and two inches in width.

(3) Each gaming plaque shall have clearly and permanently impressed, engraved or imprinted thereon the specific value of the plaque, the name or logo of the Casino issuing it, and a serial number.

Tokens: physical characteristics.

6. (1) Tokens are non-magnetic discs which may be issued by a Casino Licensee to enable a patron to play certain slot machines and the Big

Six games.

(2) Each token shall clearly indicate its value in words and numerals and the Casino name and logo.

(3) Tokens may be issued in denominations of \$1 and \$0.50.

(4) Except when specifically stated otherwise, tokens shall be regarded as synonymous with coins in these Regulations.

7. Every Licensee shall submit to the Board a sample of each denomination of gaming plaque or token and a sample of each value and non-value chip in its primary and secondary sets and shall not utilise such chips, plaques or tokens for gaming purposes until same are approved by the Board.

Submission of gaming chips, plaques and tokens for review and approval.

8. (1) All gaming in a Casino shall be conducted with gaming chips, plaques or tokens except for a limited inventory of dollar, fifty-cents and twenty-five cents coins which may only be used to facilitate odds payoffs or vigorish bets.

Nature and exchange of gaming chips, plaques and tokens.

(2) Gaming chips and plaques shall only be issued to a person at the request of such person and shall not be given as change in any transaction other than a gaming transaction.

(3) Gaming chips and plaques shall only be issued to Casino patrons at the gaming tables and shall only be redeemed at the cashier's cage provided, however, that gaming chips may be exchanged by a patron at the slot booths for coin or tokens to play the slot machines.

(4) Tokens may only be issued or exchanged for cash at the slot booths or by change persons.

(5) Gaming chips, plaques or tokens shall be considered solely as evidence of a debt owed to the patron who holds them by the Casino Licensee

and shall be considered at no time the property of anyone other than the Casino Licensee issuing them.

(6) Each Casino shall redeem promptly its own genuine gaming chips, plaques or tokens by cash or cheque except where the gaming chips, plaques or tokens were obtained or were being used unlawfully.

(7) Each Casino shall have the right to demand the redemption of its gaming chips, plaques or tokens from any person in possession of them and such person shall redeem such chips, plaques or tokens upon presentation of cash or a cheque of equivalent amount by the Casino.

(8) No Casino Licensee shall knowingly accept or allow to be used for gaming in his Casino, gaming chips, plaques or tokens issued by another Casino Licensee. Gaming chips, plaques or tokens of another Casino Licensee received or accepted unknowingly, inadvertently, or in error, may be redeemed by presentation of such chips, plaques or tokens to the Casino Licensee issuing them.

Inventory, storage
and destruction of
chips.

9. (1) Where gaming chips, plaques or tokens are received from a manufacturer or distributor thereof, they shall be opened and checked by at least three people, one of whom shall be from the Accounting or Internal Auditing Department of the Casino. Any deviation between the invoice accompanying the chips, plaques or tokens and the actual chips, plaques or tokens received or any defects found in such chips, plaques or tokens shall be reported promptly to the Board.

(2) After checking the gaming chips, plaques or tokens received, the Casino Licensee shall cause to be recorded in an inventory ledger the denomination of the chips, plaques or tokens received, the number of each denomination of chips, plaques or tokens received, the number and description of all non-value chips received, the date of such receipt and the signatures of the individuals who checked such chips, plaques or tokens.

(3) If any of the gaming chips, plaques or tokens received are to be held in reserve and not utilised for active gaming either at the gaming tables or in the cashier's cage, they shall be sorted in a separate locked compartment either in the vault or in the cashier's cage and shall be recorded in the chip inventory ledger as reserve chips, plaques or tokens.

(4) Any gaming chips received that are part of the secondary set of chips of the Casino shall be recorded in the chip inventory ledger as such and shall be stored in a separate locked compartment in the Casino vault.

(5) Whenever any gaming chips, plaques or tokens are taken from or returned to either the reserve inventory or the secondary set of chips, this shall be accomplished in the presence of at least two individuals and the denominations, quantity and value of chips, plaques, or tokens so taken or returned shall be recorded in the inventory ledger together with the date and signatures of the individuals carrying out this process.

(6) Each Casino Licensee shall cause to be made, at least on a monthly basis, an inventory of chips, plaques or tokens in circulation and in reserve and shall cause the result of such inventory to be recorded in the inventory ledger.

(7) The destruction of gaming chips, plaques or tokens shall be carried out in the presence of at least three people, one of whom shall be from the Accounting or Internal Auditing Department of the Casino, and the denomination, quantity and value or, in the case of non-value chips, the description of chips so destroyed shall be recorded in the inventory ledger together with the signatures of the individuals carrying out such destruction and the date on which such destruction took place.

(8) During non-gaming hours all chips, plaques and tokens, other than those contained in a slot machine, in the possession of the Casino shall be stored in a locked compartment in the cashier's cage, the Main Slot Bank, or in a locked container on a table.

(9) The Board shall be given at least 24 hours notice of the checking of chips, plaques or tokens received from a manufacturer or of the destruction of chips, plaques or tokens so that a Board Inspector may attend if the Board so wishes.

Roulette tables. 10. (1) Roulette shall be played on a table having a roulette wheel of not less than 30 inches in diameter at one end of the table, and a roulette layout imprinted on the remainder of the table.

(2) Each roulette wheel shall be of a double zero or single zero variety as described below:

(a) Each single zero roulette wheel shall have 37 equally spaced compartments, with one marked 'O' and coloured green, and the others marked 1-36 and coloured alternately red and black which numbers shall be arranged around the wheel in a manner approved by the Board.

(b) Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel with one marked 'O' and coloured green and one marked 'OO' and coloured green, and the other marked 1-36 and coloured alternately red and black which numbers shall be arranged around the wheel in a manner approved by the Board.

(c) Unless otherwise approved by the Board, the layout of each roulette table shall have the name of the Casino imprinted thereon.

Roulette balls. 11. Balls used in gaming at roulette shall be made completely of a non-metallic substance.

12. (1) Prior to opening a roulette table for daily gaming activity, a Casino Supervisor shall:-

Inspection procedures and security of roulette equipment.

- (a) inspect the roulette table and roulette wheel for any magnet or contrivance that would affect the fair operation of such wheel;
- (b) inspect the roulette wheel to assure that it is level and rotating freely and evenly; and
- (c) inspect the roulette ball by passing it over magnet to ensure its non-magnetic quality.

(2) At the conclusion of each gaming day, each roulette wheel in the Casino shall be secured by placing a cover over the entire wheel and securely locking or sealing such cover to the roulette table.

13. (1) Blackjack shall be played at a table having on one side, places for the players and on the opposite side, a place for the dealer.

Blackjack tables: physical characteristics.

(2) The layout of the blackjack table shall have imprinted thereon the name of the Casino and shall have rectangular, circular or oval areas to indicate boxes for wagers, such boxes not to exceed seven in number.

(3) The following inscriptions shall appear on the layout of the blackjack table:-

- (a) Blackjack pays 3 to 2;
- (b) Dealer must draw to 16 and stand on all 17s; and
- (c) Insurance pays 2 to 1.

(4) Each blackjack table shall have a drop box and a tip box attached to it at locations approved by the Board.

Craps table:
physical
characteristics.

14. Craps shall be played on a table oblong in shape with rounded corners and high-walled sides. The layout of the table shall have the name of the Casino imprinted thereon and shall be marked in a manner approved by the Board.

Baccarat tables:
physical
characteristics.

15. Baccarat-Punto Banco shall be played on a table having numbered places for ten to fourteen seated players. It shall be provided with a discard box, a drop box, and a tip box in locations approved by the Board. The discard box shall be used to collect cards discarded in play, and the drop box for money exchanged for chips to be used in wagering. The layout of the table shall have imprinted thereon the name of the Casino and shall be marked in a manner approved by the Board.

Big Six Wheel and
Wheel of Fortune:
physical
characteristics.

16. (1) Big Six or Wheel of Fortune shall be played with a wheel about five feet in diameter, containing fifty-four spaces on its rim. Each space shall be separated from the next by projecting posts or nails on the outer edge of the wheel. The layout shall indicate all the bets available on the wheel. The indicator shall be of leather. The wheel, the markings on the wheel, and the layout shall all be presented in a manner approved by the Board.

(2) The wheel and layout of each game may be marked as follows:

(a) in the case of Big Six, with three dice in each space, showing different combinations of the numbers one to six, with a corresponding layout that indicates odds according to the number of correct numbers in a space, one correct number, 1 to 1, two correct numbers, 2 to 1; three correct numbers; 3 to 1; and

(b) in the case of Wheel of Fortune, with different dollar bills and a joker in the spaces, being \$1,

\$2, \$5, \$10, \$20, \$40, with a corresponding layout that indicates odds, according to the denomination of the bills - 1 to 1, 2 to 1, 5 to 1, 10 to 1, 20 to 1, 40 to 1, and joker 40 to 1.

17. Each Casino Licensee shall cause to be conspicuously posted and remain posted a sign stating the minimum and maximum wagers permitted at each table. Maximum and minimum wagers.
18. (1) Each dice used in gaming at craps shall be:- Dice: physical characteristics.
- (a) formed in the shape of a perfect cube with faces of a minimum of $\frac{3}{4}$ inches and a maximum of $\frac{7}{8}$ inches square;
 - (b) transparent except for the spots, name of the Casino, serial number, or letter contained thereon;
 - (c) perfectly flat on its sides and the spots contained in each side perfectly flush with the area surrounding them;
 - (d) perfectly square on all edges and corner square, that is, forming perfect 90 degree angles;
 - (e) of a texture and finish on each side which is exactly identical to the texture and finish of all other sides;
 - (f) of a weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
 - (g) of 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;

- (h) arranged with spots so that the side containing one spot is directly opposite the side containing six spots, the side containing five spots is directly opposite the side containing two spots, and the side containing three spots is directly opposite the side containing four spots; and
- (i) imprinted or impressed thereon with the name of the Casino.

(2) 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 equal in weight to the weight of the cellulose drilled out and which will form a permanent bond with the cellulose cube.

Receipt, inspection and removal from use of dice.

19. (1) When dice for use in the Casino are received from the manufacturer or distributor thereof, they shall, immediately following their receipt be inspected by a Casino Supervisor to ensure that the seals on each set are intact, unbroken and free from tampering. Sets of dice that do not satisfy these criteria shall be inspected at this time to ensure that the dice conform to the standards described in regulation 18 and are completely in a condition to ensure fair play. Sets meeting these standards, together with sets having unbroken, intact and untampered seals shall then be placed for storage in a locked cabinet, safe or vault which shall be located in the cashier's cage or in another restricted area, the location and physical characteristics of which shall be approved by the Board.

(2) Two different keys or combinations shall be required to obtain access to the cabinet, safe or vault used for the aforesaid storage. One key shall be held by the Security Department and one by the Casino Department. Access shall be limited to a Shift Manager, or someone above him in the organisation of the Casino, accompanied by a member of the Casino's Security

Department.

(3) A Shift Manager, or a Supervisor in the organisation of the Casino, accompanied by a member of the Security Department, shall open the cabinet, safe or vault before each shift and shall provide the requested sets of dice for that shift.

(4) Before issuance to a table, a Casino Supervisor shall in the presence of another Casino Supervisor, inspect the dice to ensure that the dice conform to the standards described in regulation 18 and are in a condition to ensure fair play. Dice which do not meet these standards shall be put into an envelope, which shall indicate the date and time and shall be sealed with tape and signed by the persons who inspected the dice. The dice shall be retained for inspection by the Security Department before destruction or defacement. The Board shall be notified in writing within 24 hours prior to any destruction.

(5) When approved for issuance, following the inspection mentioned in subregulation (4) above, the dice shall be taken to a table by a Casino Supervisor accompanied by a member of the Security Department.

(6) At the table, a croupier shall, in the presence of a Casino Inspector, place a set of at least five dice in a cup on the table for use in gaming. While the dice are at the table, they shall never be left unattended.

(7) At the end of each shift, a Casino Supervisor shall re-inspect each die for evidence of tampering. Following such inspection, the dice shall be put into an envelope which indicates the table number, date, time and shift. The envelope shall be sealed with tape, signed by Casino employees at the table, and transferred to the Security Department for inspection, at least on a test basis. Any evidence of tampering shall be dealt with as described in subregulation (4). Dice which do not have to be retained for further inspection or investigation shall be destroyed or defaced.

(8) The destruction or defacement of dice shall be authorised by

the Casino Manager, or his equivalent, in writing. Destruction or defacement shall be done by the Security Department and the Board shall be notified in writing at least 24 hours prior to such destruction or defacement.

Cards: physical characteristics.

20. (1) Cards used to play blackjack and baccarat shall be in decks of fifty-two cards each, with each card identical in size and shape to every other card in such deck.

(2) Each deck shall be composed of four suits - diamonds, spades, clubs, and hearts.

(3) Each suit shall be composed of 13 cards - ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

(4) The back of each card in the deck shall be identical and no card shall contain any markings, symbol, or design that will enable a person to know the card.

(5) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.

(6) The design to be placed on the backs of cards used by a Casino shall be submitted to the Board for approval prior to use of such cards in gaming activity.

(7) Each deck of cards shall be packaged separately and shall contain a seal affixed to the opening of such package.

(8) Nothing in this regulation shall prohibit a manufacturer from manufacturing decks of cards with jokers contained therein provided such jokers are not used by the Casino in the play of the games.

21. (1) When decks of cards are received for use in the Casino from a manufacturer or distributor thereof, they shall be placed for storage in a locked cabinet, safe or vault. These cabinets shall be located in the cashier's cage or in another restricted area, the location and physical characteristics of which shall be approved by the Board.

Receipt, and removal from use of cards.

(2) Two different keys or combinations shall be required to obtain access to the cabinet, safe or vault of the aforementioned storage. One key shall be held by the Security Department and one by the Casino Department. Access shall be limited to a Shift Manager, or someone above him in the organisation of the Casino, accompanied by a member of the Security Department.

(3) Before each shift, and whenever further cards are required, a Pit Boss, or someone above him in the organisation of the Casino, accompanied by a member of the Security Department, shall open the cabinet, safe or vault and shall remove the cards required.

(4) The two persons referred to in subregulation (3) above shall distribute sufficient decks to the Casino Inspector or croupier at each table.

(5) Prior to their use at a table, all decks shall be inspected by the croupier, and the inspection verified by a Casino Inspector.

(6) Card inspection at the gaming table shall require each pack to be used, to be placed into sequence and into suit to ensure that all cards are in the deck. The croupier shall also check the back of each card to ensure that it is not flawed, scratched or marked in any way. If, after checking the cards, the croupier finds that certain cards are damaged or otherwise unsuitable, he shall inform a Casino Supervisor. The Casino Supervisor shall obtain substitute cards from the two persons referred to in subregulation (3) above. The damaged or unsuitable cards shall be put into an envelope, which shall indicate the table number, date, time and shift, and shall be sealed with tape and shall be signed by the croupier and the Casino Supervisor. The Casino Supervisor shall retain

the envelope for delivery to the Security Department at the end of the shift, together with envelopes for cards damaged during the shift and cards used to play out the shift.

(7) Cards damaged during the course of the play, shall be replaced by a Casino Supervisor, who shall obtain the necessary substitute cards from the two persons referred to in subregulation (3) above. Damaged cards shall be displayed on the table until the exchange has taken place. They shall be put into an envelope, which shall indicate the table number, date, time and shift, and shall be sealed with tape and shall be signed by the Casino Supervisor. The Casino Supervisor shall retain it for delivery to the Security Department at the end of the shift.

(8) If, during the course of play, Casino staff suspect that cards have been tampered with in any way that might indicate cheating, they shall at once inform a member of management of at least Shift Manager seniority. Both the cards and the shoe will be withdrawn. The cards shall be put into a sealed envelope and the shoe shall be labelled to indicate the table number, date, time and shift and both shall be signed by the staff and member of Management concerned. The Board must be informed immediately and the cards and shoe transferred to the Security Department for inspection. They shall not be destroyed without the permission of the Board.

(9) At the end of the gaming day, the Pit Boss or Casino Inspector shall collect all cards. These shall be placed in a sealed envelope, identified with the table number, date, time and shift, signed by the Dealer, Pit Boss or Casino Inspector and receiving member of the Security Department who shall retain the envelope.

(10) When an envelope of cards is received by the Security Department, they shall be inspected, at least on a test basis, or whenever requested by a Board Inspector, for tampering, marks, alterations or anything that might indicate unfair play. Any such evidence shall be reported to the Board immediately. The cards shall be retained for inspection and shall not be

removed from the Security Department without the prior written authorisation of the Board.

(11) Destruction or cancellation of cards must be authorised by the Casino Manager, or his equivalent, in writing. The Board shall be notified at least 24 hours before destruction or cancellation, which shall be carried out by the Security Department. Cancellation shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each card in the deck.

22. (1) Cards used to game at blackjack shall be dealt from a dealing shoe which shall be securely attached to the gaming table during gaming hours and secured in a locked compartment during non-gaming hours. Dealing shoes.

(2) The dealing shoe used in the game of blackjack shall be of a size to contain not less than four decks of cards.

(3) The dealing shoe to be used in the game of baccarat shall be of a size to contain not less than eight decks of cards.

(4) All dealing shoes shall have a white or transparent card base, and the sides below the card edge shall be transparent.

(5) All dealing shoes in the Casino shall be inspected at the beginning of each gaming day by a Casino Inspector prior to cards being placed in them. The purpose of this inspection shall be to ensure that there is no abnormal mechanism in the shoe.

23. (1) Except as otherwise provided in these Regulations, no person shall have, keep or possess within Belize any slot machines or device in the nature of a slot machine which may be used for playing with money or any other valuable thing otherwise than in accordance with the Act or Regulations made thereunder. Possession of slot machines.

(2) Notwithstanding the prohibition in subregulation (1), it shall be lawful for the following persons, and their employees or agents acting on their behalf, to possess and transport slot machines in Belize subject to the following terms and conditions:

- (a) a Casino Licensee, provided that such machines are kept only in a Casino Room or a licensed Casino and in such other location or locations as may be specifically approved in writing by the Board and provided further that any machines located outside the Casino Room are not used for actual gaming;
- (b) a common carrier, transporting machines to or from a person authorised to possess such machines provided that an invoice accompanies such machines showing:
 - (i) serial number of each machine being transported;
 - (ii) full name and address of the person or entity to whom the machines are being sent;
 - (iii) full name and address of the transporting entity;
 - (iv) date when the machines were dispatched into the custody of the common carrier;
- (c) an employee or agent of the Board, as the case may be;

- (d) any other person authorised under any written law;
- (e) such other persons as the Board may approve, after finding that possession of slot machines by such persons is necessary and appropriate and provided that such persons comply with the limitations and conditions imposed by the Board on such possession.

(3) Notwithstanding the prohibition in subregulation (1), it shall be lawful for a manufacturer or distributor of slot machines to import and possess slot machines in Belize for demonstration purposes provided that the Casino Operator concerned obtains the prior approval of the Board and that such machines are not used for gaming.

(4) In these Regulations, the term “slot machine” has the meaning assigned to it in the Gaming Control (Licensed Gaming Premises) (Accounting and Internal Controls) Regulations, 2002.

S.I. 138 of 2002.

24. (1) Prior to importing any slot machines into Belize, the purchaser of such slot machines shall notify the Board in writing of such shipment giving the following information:-

Importation and transportation of slot machine.

- (a) full name and address of the person shipping the machine;
- (b) method of shipment and the name of the carrier;
- (c) full name and address of the person to whom the machines are being sent and the destination of the machines if different from such address;
- (d) quantity of machines being shipped and the serial number of each machine;

- (e) expected date and time of arrival of the machines at their destinations in Belize.

(2) Prior to exporting any slot machines out of Belize, the person causing such machines to be exported shall notify the Board in writing of such shipment giving the following information:

- (a) full name and address of the person shipping the machine;
- (b) method of shipment and the name of the carrier;
- (c) full name and address of the person to whom the machines are being sent and the destination of the machines if different from such address;
- (d) port of exportation;
- (e) quantity of machines being shipped, and the serial number of each machine;
- (f) expected date and time of shipment.

(3) Prior to transporting any slot machine from one location in Belize to another location, other than for purposes of repair or servicing, the person causing the machine to be transported shall notify the Board in writing of such transportation giving the following information:-

- (a) the full name and address of the person transporting such machine;
- (b) method of transport and the name of the carrier;
- (c) reason for transporting the machine;

- (d) full name and address of the person to whom the machine is being sent and the destination of such machine if different from such address;
- (e) serial number of the machine being transported;
- (f) expected date and time of such transport.

25. (1) The Board shall have the discretion to review and approve or prohibit all gaming equipment and other devices used in a Casino as to quality, design, integrity, fairness, honesty and suitability including without limitation, slot machines, gaming tables, layouts, roulette wheels, roulette balls, drop boxes, drop buckets, big six wheels, chip holders, racks and containers, scales, counting devices, trolleys, slip, dispensers, dealing shoes, gaming chips, plaques, tokens, dice, cards, locking devices and data processing equipment.

Approval for gaming equipment: retention by the Board.

(2) The Board shall have the discretion to require a prototype or sample of any model of gaming equipment or of any other device or item used in a Casino to be placed in its custody and retained by it as a control for comparison purposes.

26. Any person who contravenes any of the provisions of these Regulations commits an offence and shall be liable on summary conviction to a fine not exceeding ten thousand dollars, or to imprisonment for a term not exceeding two years or to both such fine and imprisonment.

General offence and penalty.

27. These Regulations shall come into force on the **4th day of November, 2002.**

Commencement.

MADE by the Minister responsible for Gaming this **31st day of October, 2002.**

(RALPH H. FONSECA)
*Minister of Budget Management,
Investment and Home Affairs
Minister Responsible for Gaming*

CHAPTER 152

**GAMING CONTROL (LICENSED GAMING PREMISES)
(ACCOUNTING AND INTERNAL CONTROL) REGULATIONS**

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CHAPTER 152

138 of 2002.
Ch. 152.

GAMING CONTROL (LICENSED GAMING PREMISES)
(ACCOUNTING AND INTERNAL CONTROL)
REGULATIONS
(Section 24)

[9th November, 2002.]

Short title.

1. These Regulations may be cited as the

GAMING CONTROL (LICENSED GAMING PREMISES)
(ACCOUNTING AND INTERNAL CONTROL)
REGULATIONS.

Interpretation.

2. (1) In these Regulations, unless the context otherwise requires:-

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“the Act” means the Gaming Control Act;

“the Board” means the Gaming Control Board established under section 4 of the Act;

“Cage Cashiers” means the cashiers referred to in regulation 14 below;

“cash equivalent” means the equivalent of cash in the form of a travellers cheque, money order, certified cheque, cashier’s cheque or a voucher recording cash drawn against a credit card or a charge card or a cheque issued by the casino licensee accepting it;

“casino” or “licensed gaming premises” means premises in respect of which a gaming licence is for the time being in force in respect of those premises;

“Accounting Department” in respect of the casino gaming activities of a casino licensee, means the Department established to effect the controls referred to

in regulation 12 below;

“casino licensee” means the holder of a gaming licence issued by the Board pursuant to the provisions of the Gaming Control (General Regulation of Licensed Gaming Premises) Regulations, designating casino gaming as one of the games authorised under the licence;

“Casino supervisor” means a person in a supervisory capacity who is required to perform certain functions specified under these Regulations and includes (but is not limited to) inspectors, supervisors, pit bosses, casino shift managers, assistant casino managers and the casino manager;

“change person” means a person employed in the operation of a casino to possess an imprest inventory of coin created from slot booth funds to be used for the even exchange with slot machine patrons of coin, currency and slot tokens;

“chief financial officer” is the senior executive of the licensee with overall responsibility for the licensee’s Internal and Accounting Controls;

“chief operating officer” is the senior executive of the licensee exercising the overall management or authority over all the operations of the casino and the carrying out by employees of the casino of their duties;

“closer” means the original of the table inventory slip upon which each table inventory is recorded at the end of each shift;

“compensation” means direct or indirect payment for services performed including, but not limited to, salary, wages, bonuses, deferred payments, overtime and premium payments;

“complimentary services” are as defined in Regulation 10;

“credit slip” (known as a “Credit”) is as referred to in Regulation 23;

“drop box” is as referred to in Regulation 16;

“EPROM” means Electrical Programmable Read Only Memory as referred to in Regulation 37;

“fill slip” (known as a “fill”) is as referred to in Regulation 22;

“handle” means the total amount of coins or tokens placed into a slot machine;

“hopper” is as referred to in Regulation 36;

“hopper fill” is as described in Regulation 41;

“imprest basis” means the basis on which cashier’s cage and slot booth funds are replenished from time to time by exactly the amount of the net expenditures made from the funds and amounts received and of which a review of the expenditure is made by a higher authority before replenishment;

“incompatible function” means a function, for accounting and internal control purposes, that places any person or department in a position to both perpetrate and conceal errors or irregularities in the normal course of his duties. Anyone both recording transactions and having access to the relevant assets is in a position to perpetrate errors or irregularities. Persons may have incompatible functions if such persons are members of departments which have supervisors who are not independent of each other;

“independent accountant” means a professional accountant suitably qualified and sufficiently independent to act in Belize under the relevant applicable law as Auditor of the company licensed to carry on casino gaming or who would be sufficiently independent to so act if the relevant casino licence were held by a company;

“inspector” means an employee of the Board duly appointed by the Board as an inspector;

“internal audit” is as described in Regulation 12;

“jackpot” means an amount of money to be paid to a patron as a result of a specific combination of characters indicated on the reels of a slot machine;

“junket” is as defined in Regulation 9;

“marker” is a form made available to customers by a licensed casino to record credit allowed to such customers for the purpose of gaming which, when completed to bear the name of a bank, an amount, a date and a signature, will constitute a cheque;

“master game report” means a record of the computation of the win or loss for each gaming table, each game, and each shift;

“name credit” is as defined in Regulation 25;

“nominated security department member” is a member of the Security Department of a Casino Licensee with special responsibility for controlling access to keys referred to in regulations 32 and 36 whose name has been notified to the Board at least 30 days before acting in such capacity;

“opener” means the duplicate copy of the table inventory slip upon which each Table Inventory is recorded at the end of each shift and serves as the record of each table inventory at the beginning of the next succeeding shift;

“patron cash deposit” means an amount of cash, cash equivalent, gaming chips or plaques deposited with a casino by a patron for his subsequent use;

“payouts” are as described in Regulation 40;

“pits” means the area enclosed or encircled by an arrangement of gaming tables in which casino personnel administer and supervise the games played at the tables by the patrons located on the outside perimeter of the area;

“RAM” means Random Access Memory as referred to in Regulation 37;

“request for fill” is as described in Regulation 22;

“request for credit” is as described in Regulation 23;

“returned cheque” is as described in Regulation 29;

“ROM” means Read Only Memory as referred to in Regulation 37;

“Security Department member” means any person who is a member of the Security Department described in Regulation 12;

“shift” means either the normal daily work period of a group of employees administering and supervising the operations of Table Games, Slot Machines, and cashier’s cage working in relay with another such succeeding or preceding group of employees;

“shift change” means the specific time, as approved by the Board, during the day when all drop boxes attached to gaming tables are removed, expeditiously transported to the count room and replaced with empty ones;

“slot bank” and “main slot bank” are as described in Regulation 34;

“slot machine” means any mechanical, electrical or other device, contrivance or machine which upon insertion of a coin or token is available to play or operate, and may deliver or entitle the person playing or operating the machine to receive cash, whether the pay-off is made automatically from the machine or in any other manner and includes an arcade machine or poker machine;

“slot machine drop” means the number of coins or tokens in a drop bucket;

“slot machine win” means the number determined by subtracting hopper fills, other than initial hopper fills, and payouts from the slot machine drop;

“slug” means a metal disc having no cash value or a foreign, or otherwise improper, coin or token;

“table game drop” means the sum of the total amounts of currency and coin and the total amounts recorded on name credits removed from a drop box;

“table game win or loss” is determined by adding the amount of cash, or coin, the amount recorded on the closer, and the total of amounts recorded on credits and name credits, removed from a drop box and subtracting the amount recorded on the opener and the total of the amounts recorded on fills removed from a drop box;

“theoretical slot machine payout percentage” means the sum of the number of coins expected to be paid out by a slot machine automatically and the number of coins expected to be paid out manually as a result of jackpots divided by an assumed handle and multiplied by one hundred;

“tip box” is as described in Regulation 19;

“token” is as described in section 2 of the Act under the definition of ‘money’ and except where specifically excluded, tokens shall be regarded as synonymous with coins in these Regulations.

(2) A word or phrase not defined in these Regulations but defined in the Act shall have the meaning assigned to it in the Act.

3. (1) A Casino Licensee shall maintain complete, accurate and legible records of all transactions relating to the revenues and costs of each casino under his management.

Accounting records.

(2) General accounting records shall be maintained on a double entry system of accounting with transactions recorded on the accruals basis, and detailed, supporting, subsidiary records, sufficient to meet the requirements of subregulation (4).

(3) The forms of accounts adopted shall be of a standard form which the Board considers would ensure consistency, comparability, and effective disclosure of financial information. If a standard form of accounts is utilitised:-

- (a) it shall be the minimum level of detail to be maintained by the Licensee;
- (b) the Licensee shall not use anything else other than that standard form of accounts save for the purpose of expanding the level of detail.

(4) The detailed, supporting and subsidiary records shall include, but not necessarily be limited to:-

- (a) records of all patrons' cheques initially accepted by the Licensee as "uncollected" and ultimately written off as "uncollectable";
- (b) statistical game records to reflect drop and win amounts for each table, for each game, and for each shift;
- (c) records supporting the accumulation of the costs and number of persons by category of service, for complimentary services. Such records shall include, on a daily basis, the name of any person provided with complimentary services, the category of services provided, distinguishing (at a minimum) between rooms, foods, beverages, travel and other services, the retail value of the aggregate cost of each category of service provided to such person, or cost if the Licensee pays a third party for providing the services, and the name of the person

authorising the receipt of such service. Excepted from this requirement are the individual names of persons authorising or receiving complimentary theatre tickets or beverages served in bars and the casino;

- (d) records which identify the handle, pay out, win amounts and percentages, theoretical win amounts and percentages, and differences between theoretical and actual win amounts and percentages, for each slot machine on a week-to-date basis;
- (e) records of investments in property and equipment used directly or indirectly in connection with the operation of the casino;
- (f) records of all loans and other amounts payable by the casino;
- (g) records which identify the purchase, receipt and destruction of gaming chips, plaques and tokens;
- (h) such other records as are provided for in the System of Accounting and Internal Controls submitted to the Board.

(5) All accounting records shall be located on the premises of the establishment unless a specific exemption is allowed to the Licensee by the Board.

(6) All accounting records shall be kept for a period not less than six (6) years from their respective dates.

(7) Such records may be stored, immediately after preparation of

the documents, on microfilm or microfiche or other suitable method approved by the Board.

(8) All original accounting records and documents after being recorded on microfilm, microfiche or other suitable method may be stored off the premises of the establishment in a secure location approved by the Board.

(9) To be approved by the Board, a microfilm or microfiche system must meet the following standards:-

- (a) a system of inspection and quality control sufficient to ensure that microfilm or microfiche when displayed on a reader (viewer) or reproduced on paper exhibits a high degree of legibility and readability;
- (b) a reader-printer available, upon request, to agents of the Board with a facility for reading, and reproduction of any record or records being maintained on microfilm or microfiche;
- (c) a detailed index kept by the Casino Licensee of all microfilmed or microfiched data maintained and arranged in such a manner as to permit the immediate location of any particular record;
- (d) the system will provide for appropriate processing, preservation and maintenance of microfilmed or microfiched records and for making them readily available.

(10) All original accounting records and documents stored on a microfilm or microfiche system shall be made readily accessible to agents of the Board, and notwithstanding the lapse of six (6) years from their date shall

not be destroyed until the Board approves of their destruction.

(11) The Casino Licensee may petition the Board for approval to destroy such records or documents after two years from their recording on microfilm, microfiche or by some other suitable method.

4. (1) A Casino Licensee shall submit to the Board a description of its system of internal procedures and administrative and accounting controls at least 180 days before gaming operations are to commence or 90 days before changes in a previously submitted system are to become effective, unless otherwise directed by the Board.

Licensee's system of internal control.

(2) Each such submission shall contain both narrative and diagrammatic representation of the internal control system to be utilised by the Licensee.

(3) No Casino Licensee shall commence gaming operations unless and until the submitted system of controls is approved by the Board.

(4) No Casino Licensee shall alter its internal controls unless and until such changes are approved by the Board.

(5) If required, a Casino Licensee shall make such alterations to its systems of controls as maybe specified by the Board.

(6) The submission required under subregulation (1) shall be signed by the executive responsible for its preparation and shall be accompanied by a report of an Independent Accountant stating that the submitted system conforms in all respects to the standards of international control required by the Act and these Regulations or in what respects the system does not so conform.

5. (1) In addition to other records and information required by these Regulations, each Casino Licensee shall maintain the following records:-

Records regarding licensee.

- (a) if a company: -
- (i) a copy of the Certificate of Incorporation;
 - (ii) a certified copy of the Memorandum and Articles of Association;
 - (iii) a current list of officers and directors;
 - (iv) minutes of all meetings of shareholders and directors;
 - (v) a current list of all shareholders including their names (and the names of beneficial owners of shares held in nominee names) where any beneficial interest is 1% or more of the outstanding shares of any class and the addresses of and the number of shares held by each and the date acquired;
 - (vi) a complete record of all transfers of shares;
 - (vii) a record of amounts paid to the company for issuance of shares and other capital contributions and dates thereof,
 - (viii) a record, by shareholder, of all dividends distributed by the company; and
 - (ix) a record of all salaries, wages and other remuneration (including perquisites), direct and in direct paid during the calendar or fiscal year, equal to or greater

- than 1% of the outstanding share capital or of any class of share;
- (x) if the company is a subsidiary of a holding company whether registered abroad or not, the Licensee Company shall be required by the Board to make available records relating to the holding company as set out in (i), (ii), (iii), (v), (vi), (vii), and (viii) above;
- (b) if a partnership including a limited liability partnership:-
- (i) a schedule showing the amounts and date of capital contributions, the name and address of the contributors and percentage of interest in net assets, profits and losses held by each;
- (ii) a record of the withdrawals of partnership funds or assets;
- (iii) a record of salaries, wages and other remuneration (including perquisites), direct and indirect, paid to each partner during the calendar or fiscal year, a copy of the partnership agreement, and certificates of limited liability partnership, if applicable;
- (c) if a sole proprietorship:-
- (i) a schedule showing the name and address of the proprietor and the amount and date

of his original investment;

- (ii) a record of dates and amounts of subsequent additions to the original investment and withdrawals therefrom; and
- (iii) a record of salaries, wages and other remuneration (including perquisites), direct or indirect, paid to the proprietor during the calendar or fiscal year.

(2) All records required under this Regulation shall be kept on the premises of the Casino, unless a specific exemption is allowed to the Casino Licensee by the Board.

Forms, records, documents and retention.

6. (1) All information required by these Regulations is to be placed on any form, record or document or in stored data in ink or other permanent form.

(2) Whenever duplicate or triplicate copies are required of a form, record or document:-

- (a) the original, duplicate and triplicate copies shall be colour coded and have the name, title or description of the operating Department receiving the copy, imprinted thereon;
- (b) if under these Regulations, forms, records, and documents are required to be inserted in a locked dispenser, the last copy shall remain in a continuous unbroken form in the dispenser; and
- (c) if under these Regulations, forms or serial numbers

of forms are required to be accounted for or copies of forms are required to be compared for agreement and exceptions noted, such exceptions shall be reported immediately in writing to the Internal Audit Department, of the Casino Licensee, and to the Board for investigation.

(3) Unless otherwise specified in these Regulations or exempted by the Board, all forms, records, documents and stored data required to be prepared, maintained and controlled by these Regulations shall:-

- (a) be in a form authorised by the Board;
- (b) have the name of the establishment and the title of the form, record, document and stored data imprinted or pre-printed thereon or therein; and
- (c) be located on the premises of the casino;
- (d) be retained for a period of at least six (6) years in a manner that assures reasonable accessibility to agents of the Board.

7. (1) Each Casino Licensee, unless specifically exempted by the Board, shall file monthly and annual reports of financial and statistical data.

Standard financial and statistical reports.

(2) A licensee in filing the monthly and annual reports shall use such standard reporting forms and instructions as the Board may from time to time approve.

(3) Annual reports to the Board shall be based on the calendar year, beginning January 1, and ending December 31. Monthly reports shall be based on calendar months, beginning on the first day and ending on the last day of the month.

(4) The reports shall be signed by the Chairman or other chief executive officer, if the Casino Licensee is a company, by a general or designated partner if the Licensee is a partnership, or by the proprietor if the Licensee is a sole proprietorship.

(5) Every report to the Board shall be received not later than the required filing date unless specific approval for an extension is granted to the Casino Licensee by the Board. Requests for filing an extension must be submitted to the Board in writing not less than seven (7) days prior to the required filing date.

(6) (a) Monthly reports shall be due not later than the 15th calendar day following the end of the month.

(b) Annual reports shall be due not later than the 31st March following the end of the year.

(7) In the event of a licence termination, change in business entity, or other material change which the Board considers of like effect, the Board may at its discretion require the filing of an interim report, as of the date of occurrence of the event. Any such request shall be made in writing to the Casino Licensee. The due filing date shall be the later of thirty (30) calendar days after notification to the Licensee or thirty (30) calendar days after the date of occurrence of the event, unless an extension is granted in accordance with subregulation (5) above.

(8) If the Casino Licensee is not currently an active operator of a casino, the Board may either revise or eliminate the standard reports to be filed by the Licensee.

(9) Any adjustments resulting from the annual audit required by Regulation 8 below, shall be recorded in the accounting records of the year to which the adjustment relates. If the adjustments were not reflected in the Casino Licensee's annual report and the Board concludes the adjustments are

significant, a revised annual report may be required from the Licensee. The revised filing shall be due within thirty (30) calendar days after written notification to the Licensee, unless an extension is granted in accordance with subregulation (5) above.

8. (1) Each Casino Licensee, unless specifically exempted by the Board shall, at its own expense, cause its annual financial statements pertaining to its operations in Belize to be audited in accordance with generally accepted auditing standards by an independent accountant with offices in Belize.

Nature and exchange of gaming chips, plaques and tokens.

(2) The annual financial statements shall be prepared on a comparative basis for the current and prior calendar or fiscal year and shall present the financial position and results of operations in conformity with generally accepted accounting principles.

(3) The financial statements required by this Regulation shall include a footnote reconciling and explaining any difference between the financial statements included in the Casino Licensee's annual report, filed in conformity with Regulation 7 above and the audited financial statements. Such footnote shall, at a minimum, disclose the effect of such adjustment on:-

- (a) casino revenues;
- (b) casino revenues net of complimentary services;
- (c) total costs and expenses;
- (d) income before any extraordinary items;
- (e) extraordinary items; and
- (f) net income.

(4) Two copies of the audited financial statements, together with

the report thereon of the Casino Licensee's independent accountant shall be filed with the Board not later than 30 April following the end of the calendar or fiscal year.

(5) Each Licensee shall require its independent accountant to render the following additional reports:-

- (a) a report on material weakness in accounting and internal controls. Whenever in the opinion of the independent accountant there exists no material weakness in accounting and internal controls, the report shall say so;
- (b) a report expressing the opinion of the independent accountant that based on his examination of the financial statements the Licensee has followed, in all material respects, during the period covered by his examination, the system of accounting and internal control approved by the Board. Whenever in the opinion of the independent accountant the Licensee has deviated from the system of accounting and internal controls approved by the Board or the accounts, records, and control procedures examined are not maintained by the Licensee in accordance with the Act and these Regulations, the report shall enumerate such deviations regardless of materiality. The independent accountant shall also report on areas of the system no longer considered effective, and shall make recommendations in writing regarding improvements in the System of Accounting and Internal Controls;
- (c) a report stating that the independent accountant

has conducted such tests and made such enquiries as he considers appropriate to enable him to confirm that no payments prohibited by the Act or any Regulations made thereunder have been made by the Casino, or stating what payments have been made contrary to the Act or any Regulations made thereunder.

(6) All reports by the internal audit department of a Casino Licensee shall be consecutively numbered, dated and recorded in a log which shows brief particulars of the contents of each report against each consecutive number.

(7) Two copies of the reports required under subregulations (4) and (5) and two copies of any other reports on accounting and internal controls, administrative controls, or other matters relating to the Casino Licensee's accounting or operating procedures rendered by the Licensee's independent accountant, shall be filed with the Board by the Licensee by April 30 following the end of each fiscal year or within thirty (30) days of receipt, whichever is earlier, but the Board shall be given immediate notice of the receipt by the Licensee of any report under subregulation (5) above.

(8) If an independent accountant who was previously engaged to audit the Casino Licensee's financial statements resigns or is dismissed as the Casino Licensee's auditor, or another independent accountant is engaged as auditor, the Licensee shall file a report with the Board within ten (10) days following the end of the month in which such event occurs, setting forth the following:-

- (a) the date of such resignation, dismissal, or engagement;
- (b) whether in connection with the audit of the two most recent years proceeding such resignation, dismissal, or engagement there were any disagreements with

the former accountant on any matter of accounting principles or practices, financial statement disclosure, or auditing scope or procedure, which disagreement if not resolved to the satisfaction of the former accountant would have caused him to make reference in connection with his report to the subject matter of the disagreement; including a description of each such disagreement. The disagreements to be reported include those resolved and those not yet resolved;

(c) whether the accountant's report on the financial statements for any of the past two years contained an adverse opinion or disclaimer of opinion or was qualified. The nature of such adverse opinion, disclaimer of opinion, or qualification shall be described;

(d) the Casino Licensee shall request the former accountant to furnish to the Casino Licensee a letter addressed to the Board stating whether he agrees with the statements made by the Casino Licensee in response to this subregulation. Such letter shall be filed with the Board as an exhibit to the report required by the Regulation.

Junkets.

9. (1) Junkets shall be defined as an arrangement for a visit to Belize of more than 24 hours, the primary purpose of which is to induce eight or more persons to engage in gaming at a licensed casino and pursuant to which, the cost of transport, food, lodging and entertainment with an aggregate value of more than \$250.00 for each such person, is directly or indirectly paid by the Casino Licensee. The cost of these items shall be calculated on the basis of the retail price normally charged.

(2) A junket representative shall be considered as a person responsible for the organisation of a junket. There may be more than one junket representative for a single junket. Such a representative includes persons resident outside Belize.

(3) Before the arrival of a junket, the Casino Licensee shall supply to the Board:-

- (a) the airline, flight number and time of arrival (or equivalent information if transport is by sea or land);
- (b) the proposed length of stay in Belize of the persons participating in the junket;
- (c) place of accommodation in Belize;
- (d) the number of participants expected.

(4) Within 24 hours of the arrival of the junket, the Casino Licensee shall supply the Board with the names and residential and/or business addresses of the participants.

(5) A Casino Licensee shall compile and retain in respect of each junket, records available for inspection by the Board which shall include:-

- (a) a sequential number to identify each junket;
- (b) the name and address of the junket representative responsible;
- (c) the origin of the junket;
- (d) the name of each participant;

- (e) place of accommodation in Belize;
- (f) arrival and departure dates;
- (g) deposit required;
- (h) complimentary services given;
- (i) the credit extended to each participant which remained unpaid at the date of departure;
- (j) the name and address of any collection agency with which the Licensee has made an arrangement for the collection of debts; and
- (k) a copy of the agreement between the Licensee and the junket representative or a detailed written description of such an agreement, if it has not been reduced to writing.

(6) Each casino licensee shall file a quarterly report with the Board, within one month after each calendar quarter, which lists the junkets operated during one quarter. Such a report shall include in respect of each junket information required under subregulation (5) above except that it need not record the names of participants in each junket and the aggregate figures for deposits required and the credit remaining unpaid at the date of departure.

Complimentary services.

10. (1) Complimentary services shall be construed as the provision without charge of all or any of the following; namely: rooms, food, beverage, travel and other services.

(2) All complimentary services provided by the Casino Licensee shall be recorded at the full retail value, if the service is normally provided by the Licensee or cost if the Licensee pays a third party for providing the service.

(3) The Casino Licensee shall file a quarterly report with the Board showing, at a minimum, both the dollar amount of and the number of persons provided with each category of complimentary services.

(4) The complimentary services shall, at a minimum, be separated into categories for rooms, food, beverage, travel and other services.

11. (1) Each Casino Licensee shall install in its establishment a closed circuit television system according to the specifications under this regulation and shall allow the inspectors and agents of the Board to direct the use of the equipment for a specified period, if so requested by an inspector or agent of the Board.

Closed circuit
television
system.

(2) The closed circuit television system shall include, but need not be limited to, the following:-

- (a) light sensitive cameras with zoom, scan, and tilt capabilities to effectively and clandestinely monitor in detail and from various vantage points, the following:-
 - (i) the gaming conducted at each gaming table in the Casino and the activities in the casino pits;
 - (ii) the gaming conducted at the slot machines in the casino;
 - (iii) the operations conducted at and in the cashier's cage;
 - (iv) the operations conducted at and in the slot booths;

- (v) the count processes conducted in the count rooms in conformity with Regulations 33 and 43;
 - (vi) the movement of cash, gaming chips, drop boxes, and drop buckets in the establishment;
 - (vii) the entrances and exits to the casino and the count rooms; and
 - (viii) such other areas as the Board designates;
- (b) video units with time and date insertion capabilities for taping what is being viewed by any camera of the system;
- (c) audio capability in the Soft and Hard Count Rooms; and
- (d) one or more monitoring rooms in the establishment which shall be in use at all times by the employees or agents of the Casino Licensee assigned to monitor the activities in the Casino and may be used as necessary by the inspectors and agents of the Board.

(3) Adequate lighting shall be present in all areas, including gaming tables and pits, where closed circuit camera coverage is required to enable clear camera coverage. The coverage shall be of significant quality to produce clear video tape and still picture reproductions.

(4) The Casino Licensee shall be required to maintain a surveillance log of all surveillance activities in the monitor room. The log shall be maintained by monitor room personnel and shall include, at a minimum, the following:-

- (a) date and time of surveillance;
- (b) person initiating surveillance;
- (c) reason for surveillance;
- (d) time of termination of surveillance;
- (e) summary of the results of the surveillance;
- (f) a record of any equipment or camera malfunctions.

(5) The surveillance log shall be available for inspection at any time by officers of the Board.

(6) Video or audio tapes shall be retained for at least seven (7) days or for such longer period as the Board may require.

(7) Employees or agents of the Casino Licensee assigned to monitor activities shall be independent of the Casino, the slot, the Security, and the Cashier's Cage Departments.

(8) Entrances to the closed circuit television monitoring rooms shall not be visible from the Casino area.

12. (1) Each Casino Licensee shall have a system of internal control that includes the following:-

Casino Licensee's
organisation.

- (a) administrative controls which include, but are not limited to, the plan of organisation and the procedures and records of decision processes leading to management's authorization of transactions; and
- (b) accounting control which includes the plan of organisation and the procedures and records that are concerned with the safeguarding of assets and the reliability of financial records and are consequently designated to provide reasonable assurance that: -
 - (i) transactions are executed in accordance with the management's general and specific authorisation which shall include the requirements of these Regulations;
 - (ii) transactions are recorded as necessary to permit preparation of financial statements in conformity with generally accepted accounting principles and with Regulation 7 above, and to maintain accountability for assets;
 - (iii) access to assets is permitted only in accordance with management's authorisation which shall include the requirements of these Regulations; and
 - (iv) the recorded accountability for assets is compared with existing assets at reasonable intervals and appropriate

action is taken with respect to any differences.

(2) The Casino Licensee's system of internal control shall provide for:-

- (a) competent personnel with integrity and an understanding of prescribed procedures; and
- (b) the segregation of incompatible functions so that no employee is in a position to perpetrate and conceal errors or irregularities in the normal course of his duties.

(3) Each Casino Licensee shall, at a minimum, establish the following departments with respect to the casino operation:-

- (a) a Surveillance Department supervised by a Director of Surveillance who shall co-operate with, yet perform independently of all other departments and shall report directly to the managing authority of the Licensee or its audit committee or equivalent regarding matters of policy, purpose, responsibilities and authority and indirectly to the Chief Operating Officer for daily operations. The Director of Surveillance shall be responsible for, but not limited to, the following:-
 - (i) the clandestine surveillance of the operation and conduct of the table games;
 - (ii) the clandestine surveillance of the operation of the slot machines;

- (iii) the clandestine surveillance of the operation of the cashier's cage;
 - (iv) the audio-video taping of activities in the count rooms;
 - (v) the detection of cheating, theft, embezzlement, and other illegal activities in the casino, count rooms, slot booths, and cashier's cage;
 - (vi) the video taping of illegal and unusual activities monitored; and
 - (vii) the notification of appropriate casino supervisors, and the Board upon the detection and taping of cheating, theft, embezzlement, or other illegal activities;
- (b) an Internal Audit Department supervised by an executive officer who shall perform independently of all other departments and shall report directly to the managing authority of the licensee or its audit committee or equivalent regarding matters of policy, purpose, responsibilities and authority and indirectly to the Chief Operating Officer for daily operations. Such department shall be responsible for, but not limited to, the following:-
- (i) the review and appraisal of the adequacy of internal controls;
 - (ii) the compliance with internal control procedures;

- (iii) the reporting of instances of non compliance with the System of Internal Control;
 - (iv) the reporting of any material weaknesses in the system of internal control;
 - (v) the recommendation of procedures to eliminate any material weaknesses in the system of internal control;
- (c) a Casino Department supervised by a Casino Manager who shall perform independently of all other departments and shall report directly to the Chief Operating Officer. The Casino Manager shall be responsible for the operation and conduct of the following games:-
- (i) Craps;
 - (ii) Blackjack;
 - (iii) Baccarat;
 - (iv) Roulette;
 - (v) Big Six; and
 - (vi) Wheel of Fortune;
- (d) a slot Machine Department supervised by a Slot Machine Department Manager who shall perform independently of all other departments and shall report directly to the Chief Operating Officer. The Slot Machine Department Manager shall be

responsible for the operation of the slot machines;

- (e) a Credit Department supervised by a Credit Manager who shall co-operate with, yet perform independently of all other departments and shall report directly to the Chief Operating Officer. The Credit Manager shall be responsible for the credit function including, but not limited to, the following:-
- (i) the verification of patron credit references;
 - (ii) the establishment of patron credit limits;
 - (iii) the maintenance, review and update of the patron's credit lines;
- (f) a Security Department supervised by a Director of Security who shall co-operate with, yet perform independently of, all other departments and shall report directly to the Chief Operating Officer or his equivalent. The Director of Security shall be responsible for the overall security of the establishment including, but not limited to, the following:-
- (i) the enforcement in the establishment of all relevant laws;
 - (ii) the physical safety of patrons in the establishment;
 - (iii) the physical safety of personnel employed by the establishment;

- (iv) the physical safeguarding of assets transported to and from the casino slot and cashier's cage departments;
- (v) the protection of the patron's and the establishment's property from illegal activity;
- (vi) the detainment of persons that may be involved in illegal acts for the purpose of notifying the law enforcement or Board authorities; and
- (vii) the recording of any and all unusual occurrences within the Casino for which the assignment of a Security Department employee is made. Each incident, without regard to materiality, shall be assigned a sequential number and, at a minimum, the following information shall be recorded in indelible ink in a bound notebook from which pages cannot be removed and each side of each page of which is sequentially numbered:-
 - (a) the assignment numbers;
 - (b) the date;
 - (c) the time;
 - (d) the nature of the incident;
 - (e) the person involved in the incident;

and

- (f) the security department employees assigned;
- (viii) verification of jackpot payouts and hopper refills;
- (g) a Casino Accounting Department supervised by a Director of Casino Accounting who shall report directly to the Chief Financial Officer. The Director of Casino Accounting shall be responsible for, but not limited to, the following:-
 - (i) accounting controls;
 - (ii) the preparation and control of records and data required by these Regulations;
 - (iii) the control of stored data, the supply of unused forms, the accounting for and comparing of forms used in operating the Casino and required by these Regulations; and
 - (iv) the control and supervision of the cashier's cage;
- (h) a Cashier's Cage supervised by a Cage Manager who shall supervise cage and slot cashiers and change persons and co-operate with, yet perform independently of, the Casino, Slot and Security Departments and shall be under the supervision of, and report directly to, the Director of Casino

Accounting. The Cashier's Cage shall be responsible for, but not limited to, the following:-

- (i) the custody of currency, coin, patron cheques and markers, gaming chips and plaques, documents and records normally associated with the operation of a Cashier's Cage;
- (ii) the approval, exchange, redemption and consolidation of patron cheques and markers received for the purpose of gaming in conformity with these Regulations;
- (iii) the receipt, distribution and redemption of gaming chips and plaques in conformity with these Regulations; and
- (iv) such other functions normally associated with the operation of a Cashier's Cage.

(4) The Casino Licensee's personnel shall be trained in all accounting and internal control practices and procedures relevant to each employee's individual function. Special instructional programs shall be developed by the Casino Licensee in addition to any on-the-job instruction sufficient to enable all members of the departments required by this Regulation to be thoroughly conversant and knowledgeable with the appropriate and required manner of performance of all transactions relating to their function.

(5) Functions described in this Regulation shall be performed only by persons licensed to the particular position, or persons licensed to supervise that particular position under the Act and any Regulations made thereunder.

(6) No person shall transfer from the Surveillance Department within the same Casino without the prior approval of the Board.

Personnel assigned to the operation and conduct of gaming and slot machines.

13. (1) The following personnel shall be used to operate and conduct table games in a Casino:-

- (a) Croupiers who shall be the persons assigned to each craps, baccarat, blackjack, roulette, big six and wheel of fortune table to directly operate and conduct such games;
- (b) a Casino Inspector/Boxman who shall be the first level supervisor assigned the responsibility for directly supervising the operation and conduct of gaming at not more than one baccarat or craps tables;
- (c) a Supervisor who shall be the second level supervisor assigned the responsibility for the operation and conduct of gaming at not more than two craps tables, or at not more than four roulette, blackjack, big six or wheel of fortune tables, or any combination thereof,
- (d) a Pit Boss who shall be the third level supervisor (or second level, if there is no Supervisor) assigned the responsibility for the overall supervision of the operation and conduct of gaming at not more than eight craps tables, or at not more than twelve blackjack, roulette, big six, wheel of fortune, or baccarat tables or any combination thereof,
- (e) a Casino Shift Manager who shall be the supervisor assigned to each shift with the

responsibility for the supervision of table games conducted in the Casino. In the absence of the Casino Manager and the Assistant Casino Manager, the Casino Shift Manager shall have the authority of a Casino Manager;

- (f) an Assistant Casino Manager who shall be the Executive to supervise the overall conduct of table games in the Casino with the authority delegated by the Casino Manager. In the absence of the Casino Manager, the Assistant Casino Manager with prior approval of the Board shall have the authority of a Casino Manager;
- (g) a Casino Manager who shall be the Executive Officer assigned the responsibility and authority for the operation of table games including, but not limited to, the hiring and terminating of all casino personnel, and the creation of high employee morale and good customer relations, all in accordance with the policies and practices established by the Board of Directors of the Casino Licensee or, if not a company, the similar executive authority.

(2) The following personnel shall be used to conduct and operate a Slot Department in a Casino:-

- (a) Slot Mechanics who shall be the persons assigned the responsibility for repairing and maintaining slot machines in proper operating condition;
- (b) Slot Attendants who shall be the persons assigned the responsibility for the operation of slot machines including, but not limited to, participating in manual

jackpot payouts and filing of hoppers;

- (c) a Slot Supervisor who shall be the first level supervisor with the responsibility for the overall supervision of the slot machine operation for each shift. In the absence of the Slot Department Manager, the Slot Supervisor shall have the authority of the Slot Department Manager;
- (d) a Slot Department Manager who shall be the Executive assigned the overall responsibility and authority for the slot machine operation including, but not limited, to the hiring and termination of all Slot Department personnel and the creation of high employee morale and good customer relations, all within the policies and practices established by the Licensee's Board of Directors or equivalent authority.

(3) Nothing in this Regulation shall be construed to limit a Casino Licensee from utilising personnel in addition to those described herein nor shall anything herein be construed to limit the discretion of an Inspector of the Board to order the utilisation of additional personnel by the Casino Licensee necessary for the proper conduct and effective supervision of gaming in a Casino.

(4) Functions described in this Regulation shall be performed only by persons bearing the particular title and licensed to the particular position, or such persons licensed to supervise that particular position under the Act or any Regulations made there under who are appropriate to such functions.

Cashier's cage.

14. (1) In each Casino there shall be on or immediately adjacent to the gaming floor a physical structure known as the cashier's cage ("cage") to house the cashiers and to serve as the central location on the casino for the

following:-

- (a) the custody of the cage inventory comprising currency, including patron's deposits, coins, patron cheques, markers, gaming chips, plaques, forms, documents and records normally associated with the operation of a cage;
- (b) the approval, exchange, redemption, and consolidation of patron cheques and markers for the purpose of gaming in conformity with these Regulations;
- (c) the receipt, distribution, and redemption of gaming chips and plaques in conformity with these Regulations; and
- (d) such other functions normally associated with the operations of a cage.

(2) The Casino Licensee shall have a reserve cash bankroll in addition to the imprest funds normally maintained by the cashier's cage, on hand in the cashier's cage or readily available to the cashier's cage at the opening of every shift in a minimum amount approved by the Board.

(3) The cage shall be designed and construed to provide maximum security including, at a minimum, the following:-

- (a) a fully enclosed structure except for openings through which items such as gaming chips and plaques, patrons cheques and markers, cash, records, and documents can be passed to service the public, gaming tables and slot booths;

- (b) manually triggered silent alarm systems connected directly to the monitoring rooms of the closed circuit television system and the Security Department Office;
- (c) double door entry and exit system that will not permit a person to pass through the second door until the first door is security locked, in addition:-
 - (i) the first door adjacent to the casino floor of the double door entry and exit system shall be controlled by the Casino Security Department;
 - (ii) the second door of the double door entry and exit system should be controlled by the Cashier's Cage;
 - (iii) the system shall have closed circuit television coverage which shall be monitored by the Casino Security Department or Surveillance Department;
 - (iv) any entrance to the cage that is not a double door entry and exit system shall be an alarmed emergency exit door only;
- (d) separate locks on each door of the double door entry and exit system, the keys (or other means of opening) of which shall be different from each other.

(4) Each Casino Licensee shall place on file with the Board the names of all persons authorised to enter the cage, those who possess the

combination or the keys or who control the mechanism to open the locks securing the entrance to the cage, and those who possess the ability to operate the alarm systems.

15. (1) The assets for which the General Imprest Cashiers are responsible shall be maintained on a Imprest basis. At the end of each shift, the cashiers assigned to the outgoing shift, shall record on a cashier's count sheet the face value of each cage inventory item counted and the total of the opening and closing cage inventories and shall reconcile the total of opening and closing cage inventories and shall reconcile the total closing inventory with the total opening inventory.

Accounting controls within the cashier's cage.

(2) The Cashier's Cage shall be physically segregated by personnel and functions as follows:-

- (a) General Imprest Cashiers shall operate with individual imprest inventories of cash and such cashiers' functions shall be, but are not limited to, the following:-
 - (i) receive cash, cash equivalent, cheques, gaming chips and plaques from patrons for marker consolidations, total or partial redemptions or substitutions;
 - (ii) receive gaming chips and plaques from patrons in exchange for cash;
 - (iii) receive travellers' cheques and other cash equivalents from patrons in exchange for currency or coin;
 - (iv) receive cash, cash equivalents, gaming chips and plaques from patrons in

- exchange for customer deposit forms;
- (v) receive customer deposit forms from patrons in exchange for cash in accordance with these Regulations;
 - (vi) receive markers from marker bank cashiers to be returned to patrons for marker redemptions, partial redemptions, consolidations or substitutions;
 - (vii) receive from marker, fill and main bank cashiers, documentation with signatures thereon, required to be prepared for the effective segregation of functions in the cashier's cage;
 - (viii) receive personal cheques for non-gaming purposes to a maximum of \$500 a day for any one patron, such cheques to be exchanged for cash with the main bank cashier; and
 - (ix) in the event of receiving gaming chips from persons who have not been gaming (or cannot reasonably be thought to have been gaming), for exchange for cash, the cashier will cause an entry to be made in a separate log, established for the purpose, of the name and address of the person making the exchange, the date, and the amounts and denominations of the chips exchanged;

- (b) Marker bank cashiers shall not have access to cash, gaming chips and plaques and such cashier's functions shall be, but are not limited to, the following-
- (i) receive and maintain custody of markers in conformity with Regulation 25;
 - (ii) maintain a marker activity log in conformity with Regulation 27;
 - (iii) receive and maintain custody of cheques accepted by general imprest cashiers;
 - (iv) receive from general, fill and Main Bank Cashiers documentation with signatures thereon, required for the effective segregation of functions in the cashier's cage;
- (c) Fill bank cashiers shall not have access to currency or cash equivalents, except for a limited inventory of fifty and twenty-five cents coins which may only be used to facilitate odds payoffs or vigorish bets. Such cashiers' functions shall be, but are not limited to, the following:-
- (i) receive from Security Department Members, chips, plaques, and coins removed from gaming tables in exchange for the issuance of a Credit;
 - (ii) receive from Security Department Members, requests for fills in exchange for the issuance of a fill and the disbursal of

- gaming chips, plaques, or coins;
- (iii) receive chips from the General Imprest Cashiers in exchange for proper documentation; and
 - (iv) receive from general, marker and main bank cashiers documentation with signatures thereon, required for the effective segregation of functions in the Cashier's Cage;
- (d) Main bank cashiers functions shall be, but are not limited to, the following:-
- (i) receive cash, cash equivalents, personal cheques (received for non-gaming purposes to a maximum of \$500 a day for any one patron), and documentation from general imprest cashiers in exchange for cash;
 - (ii) receive cash from the coin and currency count rooms;
 - (iii) receive cheques and supporting documentation from marker bank cashiers via general imprest cashiers for deposit;
 - (iv) prepare the overall cage reconciliation and accounting records;
 - (v) receive from general, fill, and marker bank cashiers, documentation with signatures thereon, required to be prepared for the

effective segregation of functions in the Cashier's Cage.

(3) Belizean currency may not be exchanged for foreign currency at the Cashier's Cage and deposits of Belizean currency may only be re-paid in Belizean currency or chips.

(4) Signatures attesting to the accuracy of the information contained on the following sheets shall be, at a minimum:-

- (a) on the Cashier's count sheet, the signatures of the general imprest cashiers assigned to the incoming and outgoing shifts;
- (b) on the marker bank closeout sheet, the signatures of the marker bank cashiers assigned to the incoming and outgoing shifts;
- (c) on the fill bank closeout sheet, the signatures of the fill bank cashiers assigned to the incoming and outgoing shifts;
- (d) on the main bank closeout sheet, the signatures of the Main Bank Cashiers assigned to the incoming and outgoing shifts.

(5) At the conclusion of gaming activity each day, at a minimum, copies of the cashiers count sheet, recapitulation, fill, main, marker and main slot bank closeout sheets and related documentation, shall be forwarded to the Accounting Department for agreement of opening and closing inventories, and agreement of amounts thereon to other forms, records and documentation required by these Regulations or for the recording of transactions.

16. (1) Each gaming table in a Casino shall have attached to it a metal Drop boxes.

container known as a “drop box” in which shall be deposited all cash, name credits, issuance copies of markers exchanged at the gaming table for gaming chips or plaques, duplicate fills and credits, requests for fills and credits, and table inventory forms.

(2) Each drop box shall have:-

- (a) two separate locks securing the contents placed into the drop box, the keys to which shall be different from each other;
- (b) a separate lock securing the drop box to the gaming tables, the key to which shall be different from each of the keys to the locks securing the contents of the drop box;
- (c) a slot opening through which currency, coins, forms, records and documents can be inserted into the drop box;
- (d) a mechanical device that will automatically close and lock the slot opening upon removal of the drop box from the gaming table; and
- (e) permanently imprinted or impressed thereon, and clearly visible from a distance of twenty feet a number corresponding to a permanent number on the gaming table to which it is attached and a marking to indicate game and shift, except that emergency drop boxes may be maintained without such number or marking, providing 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, and provided further, that the Casino obtains the express written approval of an Inspector before placing an emergency drop box into use.

(3) The key utilised to unlock the drop boxes from the gaming tables shall be maintained and controlled by the Security Department.

(4) The key to one lock securing the contents of the drop boxes shall be maintained and controlled by the Accounting Department. The key to the second lock securing the contents of the drop boxes shall be maintained and controlled by the Board.

17. (1) Each Casino Licensee shall place on file with the Board a Schedule setting forth the specific time at which the drop boxes will be brought to or removed from the gaming tables (except for removal at the time of closing). No drop box shall be brought to or removed from any gaming table other than at the end of the prescribed shift, except with the express written approval of an Inspector.

Drop boxes, transportation to and from gaming tables: storage in the count room.

(2) All drop boxes removed from the gaming tables shall be transported, at a minimum, by one Security Department member and one Casino Supervisor directly to, and secured in, the count room.

(3) All drop boxes, not attached to a gaming table, shall be stored in the count room in an enclosed storage cabinet or trolley and secured in such cabinet or trolley by a separately keyed, double locking system. The key to one lock shall be maintained and controlled by the Security Department and the key to the second lock shall be maintained and controlled by the Board.

(4) Drop boxes, when not in use, during a shift may be stored on the gaming tables provided that there is adequate security, as approved by the Board. If adequate security is not provided during this time, the drop boxes shall be stored in the count room in an enclosed storage cabinet or trolley as

required in subregulation (3) above.

Procedure for accepting cash at gaming tables.

18. (1) Whenever cash is presented by a patron at a gaming table for exchange for gaining chips or plaques, the following procedures and requirements shall be observed:-

- (a) the cash shall be spread on the top of the gaming table by the croupier accepting it in full view of the patron who presented it and the Casino Supervisor specifically assigned to such gaining table;
- (b) the amount of cash shall be announced by the croupier accepting it in a tone of voice calculated to be heard by the patron who presented the cash and the Casino Supervisor specifically assigned to such gaming table; and
- (c) immediately after an equivalent amount of gaming chips or plaques has been given to the patron, the cash shall be taken from the top of the gaming table and placed by the croupier into the drop box attached to the gaming table.

Acceptance of gratuities from patrons.

19. (1) No Casino employee shall solicit and no Casino employee directly concerned with Management, Accounting, Security and Surveillance Departments, shall accept any tip or gratuity from any player or patron at the Casino where he is employed.

(2) All tips shall be accounted for in a manner approved by the Board.

(3) Upon receipt from a patron of a tip, a croupier assigned to a gaming table shall tap the table or wheel and extend his arm to show the table

inspector that he has received a tip and immediately deposit such tip in the tip box.

(4) Subject to subregulation (2) above all tips and gratuities received by croupiers and deposited in the tip box attached to the table, in an area approved by the Board shall be:-

- (a) removed from the tip box at pre-determined times by a croupier representative who will be responsible for the key to the tip boxes, accompanied by a member of the Security Department, who will be responsible for the key to release the contents of the tip boxes into a secure container for transfer to the Hard Count Room or such other place as the Board may approve;
- (b) counted and recorded in a manner described in writing and approved by both the Board and a representative of the croupiers in full view of the closed circuit television cameras, after the Secretary Department representative has given notice to the Surveillance Department; and
- (c) transferred to the cage and exchanged for a document recording the value lodged which shall constitute a pool for distribution among the croupiers by cash on a weekly basis of which the Board has prior notice.

20. (1) Whenever a gaming table in a Casino is opened for gaming, operations shall commence with an amount of gaming chips, coins and plaques to be known as the "table inventory" and no Casino shall cause or permit gaming chips, coins or plaques to be added to or removed from such table inventory during the gaming day except:- Table inventories.

- (a) in exchange for cash, cheque, credits or issuance copies of markers presented by Casino patrons in conformity with the provisions of Regulations 18 and 25;
- (b) in payment of winning wagers and collection of losing wagers made at such gaming table;
- (c) in exchange for gaming chips and plaques received from a patron having an equal aggregate face value; and
- (d) in conformity with the fill and credit procedures described in Regulations 22 and 23.

(2) Each table inventory and the table inventory slip prepared in conformity with the procedures set forth in Regulation 31 shall be stored during non-gaming hours in a separate locked, clear container which shall be clearly marked on the outside with the game and the gaming table number to which it corresponds. The information on the table inventory slip shall be visible from the outside of the container. All containers shall be stored either in the Cashier's Cage during non-gaming hours or secured to the gaming table subject to arrangements for security approved by the Board.

(3) The keys to the locked containers containing the table inventories shall be maintained and controlled by the Casino Department in a secure place and shall at no time be made accessible to any Cashier's Cage personnel or to any person responsible for transporting such table inventories to or from the gaming tables.

Procedure for opening tables for gaming.

21. (1) Whenever gaming tables are to be opened for gaming activity, the locked container securing the table inventory and the table inventory slip shall be unlocked by the Casino Supervisor assigned to such table.

(2) A croupier assigned to the gaming table shall count the contents of the container in the presence of the Casino Supervisor assigned to such table and shall agree the count to the opener removed from the container.

(3) Signatures attesting to the accuracy of the information on the opener shall be placed on such opener by the croupier assigned to the table and the Casino Supervisor that observed the croupier count the contents of the container.

(4) Any discrepancy between the amount of gaming chips, coins and plaques counted and the amount of the gaming chips, coins and plaques recorded on the opener, shall be immediately reported to the Casino Manager, Assistant Casino Manager, or Casino Shift Manager in charge at such time, the Security Department and the Board Inspector verbally. Security will complete the standard security report in writing and immediately forward a copy to the Board.

22. (1) A request for fill (“Request”) shall be prepared by a Casino Supervisor to authorise the preparation of a fill slip (“Fill”) for the distribution of gaming chips, coins and plaques to gaming tables. The request shall be prepared in a duplicate form and restricted to Casino Supervisors.

Procedure for distributing gaming chips, coins and plaques to gaming tables.

(2) On the original and duplicate of the request, the following information, at a minimum, shall be recorded:-

- (a) the date, time, and shift of preparation;
- (b) the denomination of gaming chips, coins or plaques to be distributed to the gaming tables;
- (c) the total amount of each denomination of gaming chips, coins or plaques to be distributed to the gaming tables;

- (d) the game and table number to which the gaming chips, coins or plaques are to be distributed;
 - (e) the signature of the Casino Supervisor; and
 - (f) the signature of the Security Department Member.
- (3) After preparation of the request, the original of such request shall be transported directly to the Cashier's Cage.
- (4) The duplicate copy of the request shall be placed by the Croupier in public view on the gaming table to which the gaming chips, coins or plaques are to be received. Such duplicate copy shall not be removed until the chips, coins and plaques are received at which time the request and fill are deposited in the drop box.
- (5) A fill shall be prepared by a fill bank cashier whenever gaming chips, coins or plaques are distributed to the gaming tables from the Cashier's Cage.
- (6) Fills shall be serially pre-numbered forms, and each series of fills shall be used in sequential order, and the series numbers of all fills received by a casino shall be accounted for by employees with no incompatible functions. All the originals and duplicates of void fills shall be marked "VOID" and shall require the signature of the preparer.
- (7) The following procedures and requirements shall be observed with regard to fills:-
- (a) each series of fills shall be in triplicate form to be kept in a locked dispenser that will permit an individual slip in the series and its copies to be written upon simultaneously while still located in the dispenser, and that will discharge the original

and duplicate while the triplicate remains in a continuous, unbroken form in the dispenser;

- (b) access to the triplicate copy of the form shall be maintained and controlled at all times by employees responsible for controlling and accounting for the unused supply of fills, placing fills in the dispensers and removing from the dispensers, each day, the triplicate copies remaining therein. These employees shall have no incompatible functions.

(8) On the original, duplicate and triplicate copies of the fill, the preparer shall record, at a minimum, the following information:-

- (a) the denomination of the gaming chips, coins or plaques being distributed;
- (b) the total amount of each denomination of gaming chips, coins or plaques being distributed;
- (c) the total amount of all denominations of gaming chips, coins or plaques being distributed;
- (d) the game and table number to which the gaming chips, coins or plaques are being distributed;
- (e) the date and shift during which the distribution of gaming chips, coins or plaques occurs; and
- (f) the signature of the preparer.

(9) Upon preparation, the time of preparation of the fill shall be recorded, at a minimum, on the original and the duplicate.

(10) All gaming chips, coins or plaques distributed to the gaming

tables from the Cashier's Cage shall be transported directly to the gaming tables from the Cashier's Cage by a Security Department member who shall agree the request to the fill and sign the original of the request, maintained at the Cashier's Cage, before transporting the gaming chips, coins or plaques and the original and duplicate of the fill for signature.

(11) Signatures attesting to the accuracy of the information contained on the original and duplicate of the fills shall be, at a minimum, of the following personnel at the following times:-

- (a) the fill bank cashier upon preparation;
- (b) the Security Department member transporting the gaming chips, coins or plaques to the gaming table upon receipt from the cashier of gaming chips, coin or plaques to the gaming table upon receipt from the cashier of gaming chips, coins or plaques to be transported;
- (c) the croupier assigned to the gaming table upon receipt at such table from the Security Department member of gaming chips, coins or plaques at such table; and
- (d) the Casino Supervisor assigned to the gaming table upon receipt of the gaming chips, coins or plaques at such table.

(12) Upon meeting the signature requirements as described in subregulation (11) above, the Security Department Member that transported the gaming chips, coins or plaques and the original and duplicate copies of the fill to the table, shall observe the immediate placement by the croupier of the duplicate fill and duplicate request in the drop box attached to the gaming table to which the gaming chips, coins or plaques were transported and return

the original fill to the fill bank where the original fill and request shall be maintained together and controlled by employees independent of the Casino Department.

(13) The original and duplicate “void” fills, the original request and the original fill, maintained and controlled in conformity with subregulation (12) above, shall be forwarded to:-

- (a) the count team for agreement with the duplicate copy of the fill and duplicate copy of the request removed from the drop box after which the original and duplicate copy of the request and the original and duplicate copy of the fill shall be forwarded to the Accounting Department for agreement, on a daily basis, with the triplicate; or
- (b) the Accounting Department for agreement, on a daily basis, with the duplicate fill and duplicate copy of the request removed from the drop box and the triplicate.

23. (1) A request for credit (“request”) shall be prepared by a Casino Supervisor to authorise the preparation of a credit (“credit”) for the removal of gaming chips, coins and plaques to the Cashier’s Cage. The request shall be in duplicate form and access to such form shall, prior to use, be restricted to Casino Supervisors.

Procedure for removing gaming chips and coins from gaming tables.

(2) On the original and the duplicate copy of the request the following information, at a minimum, shall be recorded: -

- (a) the date, time and shift of preparation;
- (b) the denomination of gaming chips, coins or plaques to be removed from the gaming table;

- (c) the total amount of each denomination of gaming chips, coins or plaques to be removed from the gaming tables;
- (d) the game and table number from which the gaming chips, coins or plaques are to be removed; and
- (e) the signature of the casino supervisor and croupier assigned to the gaming table from which gaming chips, coins or plaques are to be removed.

(3) Immediately upon preparation of a request and transfer of gaming chips, coins or plaques to a Security Department Member, a Casino Supervisor shall obtain on the duplicate copy of the request, the signature of the Security Department Member to whom the gaming chips, coins or plaques were transferred and the croupier shall place the duplicate copy in public view on the gaming table from which the gaming chips, coins or plaques were removed, and such request shall not be removed until a credit is received from the fill bank at which time the request and credit are deposited in the drop box.

(4) The original of the request shall be transported directly to the Cashier's Cage by the Security Department Member who shall at the same time transport the gaming chips, coins or plaques removed from the gaming table.

(5) A credit shall be prepared by a fill bank cashier whenever gaming chips, coins or plaques are removed from the gaming tables to the Cashier's Cage.

(6) Credits shall be serially pre-numbered forms, each series of credits shall be used in sequential order, and the series number of all credits received by a Casino shall be accounted for by employees with no incompatible functions. All original and duplicate copies of credits shall be marked "VOID" and shall require the signature of the preparer.

(7) The following procedures and requirements shall be observed with regard to credits:-

- (a) each series of credits shall be a three part form and shall be inserted in a locked dispenser that will permit an individual slip in the series and its copies to be written upon simultaneously while still locked in the dispenser, and that will discharge the original and duplicate while the triplicate remains in a continuous, unbroken form in the dispenser;
- (b) access to the triplicate shall be maintained and controlled at all times by employees responsible for controlling and accounting for the unused supply of credits, placing credits in the dispensers, and removing from the dispensers, each day, the triplicates remaining therein. These employees shall have no incompatible functions.

(8) On the original, duplicate and triplicate copies of a credit, the preparer shall record, at a minimum, the following information:-

- (a) the denomination of the gaming chips, coins or plaques removed from the gaming table to the cashier's cage;
- (b) the total amount of each denomination of gaming chips, coins or plaques removed from the gaming table to the cashier's cage;
- (c) the total amount of all denominations of gaming chips, coins, or plaques removed from the gaming table to the cashier's cage;

- (d) the game and table number from which the gaming chips, coins or plaques were removed;
- (e) the date and shift during which the removal of gaming chips, coins or plaques occurs; and
- (f) the signature of the preparer.

(9) Upon preparation, the time of preparation of the credit shall be recorded, at a minimum, on the original and duplicate copy.

(10) Signatures attesting to the accuracy of the information contained on the original and the duplicate copy of a credit shall be, at a minimum, the following times:-

- (a) the fill bank cashier upon preparation;
- (b) the Security Department Member transporting the gaming chips, coins and plaques to the Cashier's Cage;
- (c) the croupier assigned to the gaming table upon receipt at such table from the Security Department Member; and
- (d) the Casino Supervisor assigned to the gaming table upon receipt at such table.

(11) Upon meeting the signature requirements as described in Regulation (10) above, the Security Department Member transporting the original and duplicate copies of the credit to the gaming table, shall observe the immediate placement by the croupier of the duplicate copies of the credit and request in the drop box attached to the gaming table from which the gaming chips, coins or plaques were removed. The Security Department Member

shall expeditiously return the original credit to the fill bank where the original of the credit and request shall be maintained together, and controlled by employees independent of the Casino Department.

(12) The original and duplicate copies of “void” credits and the original request and credit, maintained and controlled in conformity with subregulation (11) above shall be forwarded to:-

- (a) the count team for agreement with the duplicate credit and the duplicate request removed from the drop box, after which the request and the original and duplicate credit shall be forwarded to the Accounting Department for agreement, on a daily basis, with the triplicate; or
- (b) the Accounting Department for agreement, on a daily basis, with the duplicate copies of the credit and request removed from the drop box and the triplicate.

24. (1) Whenever a patron requests that the Casino hold his cash, cash equivalent, gaming chips or plaques for subsequent use, he shall deposit the cash, cash equivalent, gaming chips or plaques with a general imprest cashier.

Procedure for acceptance, accounting for and redemption of patron’s cash deposits.

(2) A general imprest cashier accepting a deposit shall prepare a Customer Deposit Receipt and other necessary documentation evidencing such receipt.

(3) Customer deposit receipts shall be serially pre-numbered four-part forms, which shall be used in sequential order. All copies of void customer deposit receipts shall be marked “VOID” and shall require the signature of the preparer.

(4) All information recorded on the customer deposit receipt by the General Imprest Cashier shall be in accordance with the Licensee's system of accounting and internal controls submitted to the Board, and such information shall include at a minimum, the following:-

- (a) the name of the patron making the deposit;
- (b) the total amount being deposited (numerical total and written amount);
- (c) the date of the deposit;
- (d) the signature of the General Imprest Cashier;
- (e) the nature of the amount received (cash, cash equivalent, chips or plaques); and
- (f) whether or not the deposit is made in Belize currency.

(5) After preparation of the customer deposit receipt, the General Imprest Cashier shall obtain the patron's signature on the duplicate copy and shall:-

- (a) give the original to the patron as evidence of the amount held on deposit by the Casino;
- (b) forward the duplicate copy along with any other necessary documentation to the Marker bank cashier who shall maintain the document; and
- (c) retain the triplicate for inclusion in the daily activity.

(6) A patron shall be allowed to use the deposit at the gaming

table by supplying information required by the Casino to verify his identity. The Casino Supervisor responsible shall ascertain from the cashier's cage the amount of the patron's deposit available, and request the amount the patron wishes to use against this balance. The Supervisor shall prepare a marker in compliance with Regulation 25 with the exception that the words "Customer Deposit Withdrawal" shall be recorded on the marker in place of the name of the patron's bank.

(7) Distribution of markers shall comply with Regulation 25.

(8) The patron's deposit balance shall be immediately reduced by amounts equal to the markers issued in the pit.

(9) A patron may obtain a refund of his deposit or any unused portion of a deposit by requesting the refund from a general imprest cashier and returning his copy of the customer deposit receipt. The general imprest cashier shall verify the customer's identity and shall:-

- (a) verify the used balance with the marker bank cashier;
- (b) have the patron sign the original of the customer deposit receipt;
- (c) prepare the customer deposit (Refund) slip which is a two-part document and which shall contain the following information:
 - (i) patron's name;
 - (ii) date, time and shift of preparation;
 - (iii) amount of cash being refunded;

- (iv) signature of the General Imprest Cashier preparing such documentation; and
- (v) in the case of a deposit made in Belizean currency, confirmation that the refund was also in Belizean currency.

(10) The General Imprest Cashier shall forward the original of the customer deposit receipt along with the original and duplicate copies of the refund slip to the Marker Bank Cashier who, after comparing the patron's signature, shall sign the original and duplicate copies of the refund slip and return the duplicate to the General Imprest Cashier.

(11) The Marker Bank Cashier shall return the original copy of the customer deposit receipt to the General Imprest Cashier who shall return it to the patron and refund the unused balance of the deposit to the patron, at which time the General Imprest Cashier shall maintain the duplicate copy of the refund slip.

(12) A log of all customer deposits received and refunded shall be prepared on a daily basis by marker bank cashiers and such log shall include, at a minimum, the following:-

- (a) the balance of the customer deposits on hand in the Cashier's Cage at the beginning of each shift;
- (b) for customer deposits received or refunded:-
 - (i) the name of the patron;
 - (ii) the date of the deposit;
 - (iii) the amount of the deposit;

- (iv) the date of the refund;
- (v) the amount of the refund; and
- (vi) the customer deposit number.

25. (1) Except as provided in this Regulation, a Casino Licensee or any person licensed under the Act, or any person acting on behalf of or under any arrangement with a Casino Licensee, shall not:

Procedure for
exchange of
cheques
submitted by
gaming patrons.

- (a) cash any cheque, make any loan, or otherwise provide or allow to any person any credit either to enable such a person to take part in gaming activity or for any other purposes;
- (b) release or discharge any debt which is uncollectable, either in whole or in part, which represents any losses incurred in gaming activity without maintaining a written record of the deposit, cheque return and collection efforts required by Regulations 28 and 29.

(2) A Casino Licensee shall only allow credit to enable a player to participate in gaming activity after receiving from such player a cheque or marker of the amount of such credit and shall not accept such a cheque or marker unless a credit file has been established in conformity with Regulation 27 for the player presenting the cheque or marker and appropriate reference has been made to that credit file in accordance with the Licensee's system of accounting and internal controls submitted to the Board.

(3) A Casino Licensee shall only accept a cheque or marker in exchange for another cheque or marker if the requirements of Regulations 26, 27, 28 and 29 concerning redeeming, consolidating, recording, depositing, and collecting procedures are observed.

(4) A cheque drawn on a Belizean Dollar Account may not be exchanged in a Casino for any purpose whatsoever.

(5) All cheques sought to be exchanged in a Casino by a patron shall be:-

- (a) drawn on a bank and payable on demand;
- (b) drawn for a specific amount;
- (c) made payable to, or (in the case of cheques drawn on another casino, or drawn on a person with a credit file established under Regulation 27) endorsed in favour of, the Casino Licensee; and
- (d) currently dated, or post dated for a period that will permit deposit for immediate collection within the time limits specified by Regulation 28.

(6) All cheques sought to be exchanged at the Cashier's Cage shall be presented directly to the General Imprest Cashier who shall:-

- (a) determine the cheque cashing limit of the person presenting the cheque;
- (b) restrictively endorse the cheque "for deposit only" to the Casino Licensee's bank account;
- (c) initial the cheque;
- (d) date and time stamp the cheque;
- (e) record the junket number, if applicable; and

- (f) exchange the cheque for currency with the Main Bank.

(7) Cheques (including cheques which fall within the definition of “cash equivalent”) may not be exchanged for non gaming purposes except that personal cheques for \$500 or less may be exchanged for cash at the cage if:-

- (a) not more than one cheque is cashed for the same patron during any period of 24 hours;
- (b) a Credit File compiled in accordance with Regulation 27 of these Regulations has been established for the patron cashing the cheque at least 24 hours previously;
- (c) the cheque to be cashed falls within the patron’s cheque cashing limit;
- (d) the patron cashing the cheque has actually gamed in the Casino during his current visit;
- (e) a separate record of all such cheques cashed is kept by the General Imprest Cashier showing, at least:-
- (i) the date of the cheque;
- (ii) the name of the drawer;
- (iii) the amount;
- (iv) the bank on which it is drawn;
- (v) the account number; and

(vi) the name and initial of the person authorising acceptance.

(8) The use of markers shall be in accordance with the following procedures and requirements: -

- (a) Markers shall be serially pre-numbered forms; each series shall be used in sequential order, and the series of all markers received by a Casino shall be accounted for by employees of the Accounting Department. The original and all copies of void markers shall be marked “VOID” and shall require the signature of a Casino Supervisor.
- (b) Each series of markers, shall be a four-part form which consists of an original, an issuance copy, and a redemption copy, and an accounts copy shall be attached in a book that will permit an individual slip in that series and its copies to be written upon simultaneously, while still contained in the book, and that will allow the removal of the original and all duplicate copies.
- (c) At the start of the gaming day, markers shall be issued from the Cage to the Casino Supervisors who shall be responsible for maintaining and controlling such markers. The unused supply of markers must be returned to the Cage at the end of the gaming day.

(9) Before markers are exchanged at a gaming table, a Casino Supervisor shall:-

- (a) determine the player’s remaining cheque cashing

- limit;
- (b) prepare the marker for the player's signature by recording, at a minimum, on the face of the original and all copies, the following information:-
- (i) the name of the player exchanging the marker;
 - (ii) the current date and time;
 - (iii) the amount of the marker expressed in numerals;
 - (iv) the game and table number;
 - (v) the signature of the casino supervisor authorising acceptance of the marker; and
 - (vi) the signature of the preparer.
- (c) if not pre-printed, stamp on the back of the original marker a restrictive endorsement "for deposit only" to the Casino Licensee's bank account;
- (d) present the original and all copies of the marker to the patron for signature;
- (e) receive the signed marker directly from the patron and give the issuance copy of the marker immediately and directly to the croupier, who shall place it in full view on the table along with a lammar button of corresponding value.

(10) In no circumstances shall chips or plaques be given to a player before the receipt of the issuance copy of the marker by the croupier.

(11) The original, redemption, and accounts copies of the marker shall be expeditiously transferred to the marker bank by Security where:-

- (a) the original and redemption copies shall be maintained and controlled until the original is redeemed or made into a cheque; and
- (b) the Marker Bank Cashier will prepare a Name Credit.

(12) A name credit is a three-part form issued from a locked dispenser that will permit an individual name credit and its copies to be written upon simultaneously while still locked in the dispenser and that will discharge the original and duplicate while the triplicate remains in a continuous unbroken form in the dispenser.

(13) The information to be entered on a name credit includes the patron's name, the amount of the marker to which it refers, the number of the marker, the date, time, shift, table number, and the signature of the preparer.

(14) Immediately after preparing a name credit, the Marker Bank Cashier shall:-

- (a) write the number of the name credit on all three copies of the marker under his control;
- (b) have the original copy of the name credit signed by the member of the Security Staff who brought the marker to the marker bank;
- (c) attach the original copy of the name credit to the

accounts copy of the marker; and

- (d) retain both documents as a record of marker bank activity and as the voucher to support entries in the marker activity log required by Regulation 27.

(15) The appropriate entries will be made immediately in the Marker Activity Log and the patrons credit file as required by Regulation 27.

(16) The original and duplicate copies of the name credit will be returned to the table by a Security Department Member where they will be compared with the issuance copy of the marker by the croupier, who will write the name credit number on the copy of the marker, which along with the duplicate copy of the name credit, will be deposited in the drop box.

(17) The original name credit after being signed by the supervisor will be returned to the marker bank by the Security Department Member where it will be maintained and controlled by the Marker Bank Cashier.

(18) The Casino Licensee shall request players to apply any chips or plaques in their possession in reduction of personal cheques or markers exchanged for purposes of gaming prior to exchanging such chips or plaques for cash or prior to departing from the Casino area.

(19) At the end of gaming activity each day, at a minimum, the following procedures and requirements will be observed:-

- (a) the accounts copies of all markers issued during the period, maintained and controlled in conformity with subregulation (11), together with the relevant duplicate name credits, shall be compared with the issuance copies of all markers and original name credits issued during the period by forwarding to the Accounting Department the accounts copies of

markers and original name credits for comparison with the issuance copies of markers and both duplicate name credits and triplicate name credits;

- (b) the original and all copies of void markers shall be forwarded to the Accounting Department for review and sequence checking;
- (c) both copies of void name credits shall be forwarded to the Accounting Department for review and checking against the triplicates;
- (d) the redemption copy of markers maintained and controlled in conformity with subregulation (11) shall be forwarded to the Accounting Department following the redemption, consolidation or deposit of the original marker for agreement with the Accounting and issuance copies.

Procedure for redemption or consolidation of cheques and markers submitted by gaming patrons.

26. (1) A person may redeem, or partially redeem, a cheque or marker by exchanging:-

- (a) cash or cash equivalents;
- (b) gaming chips;
- (c) plaques; or
- (d) any combination of another cheque marker, cash, gaming chips or plaques;

(2) In the case of partial redemption, a new cheque or marker for the amount of the balance to remain outstanding shall be exchanged and dealt with in accordance with this Regulation.

(3) The drawer of a cheque or marker may consolidate cheques or markers by exchanging another cheque or marker of an amount equal to the total of cheques or markers previously exchanged.

(4) All consolidations and total or partial redemptions of cheques or markers by gaming patrons shall be made at the Cashier's Cage.

(5) No Casino Licensee or any other person licensed under the Act, or any other person acting on behalf of or under any agreement with a Casino Licensee or other person licensed under the Act shall accept any cheques or markers or series of cheques or markers in redemption, consolidation or substitution of another cheque or marker for the purpose of avoiding or delaying the deposit of a cheque or marker in a bank for collection or payment within the time period specified in Regulation 28.

(6) Upon acceptance of cash, chips, plaques, a marker or another cheque in redemption, partial redemption, or consolidation of a cheque or marker the General Imprest Cashier shall immediately return to the gaming patron the cheque or marker being redeemed, partially redeemed or consolidated. If such redemption, partial redemption or consolidation is accomplished by the acceptance of another cheque or marker, the General Imprest Cashier shall, at a minimum, record on such cheques or markers accepted:-

- (a) the date, amount, paying bank, and account number of the cheques or markers redeemed, partially redeemed or consolidated;
- (b) the date, amount, and number of the marker or markers redeemed, partially redeemed or consolidated;
- (c) the date and time of acceptance; and
- (d) the signature of the General Imprest Cashier

accepting such cheque or marker.

Recording of
cheques and
markers exchanged,
redeemed or
consolidated and
patrons' credit
records.

27. (1) A log of all markers exchanged and of all cheques or markers received for redemption, consolidation or substitution shall be prepared on a daily basis, by Marker Bank Cashiers and such log shall include, at a minimum, the following:-

- (a) the aggregate value of the cheques or markers on hand in the Cashier's Cage at the beginning of each shift;
- (b) for cheques initially accepted and for cheques received for consolidation, redemption or substitution: -
 - (i) the date of the cheque or marker or the date of the earliest previous cheque or marker where there has been consolidation, redemption or exchange;
 - (ii) the name of the drawer of the cheque or marker;
 - (iii) the amount of the cheque or marker;
 - (iv) the marker serial number for a marker received; and
 - (v) an indication as to whether the cheque or marker was initially accepted or received as a redemption, consolidation or substitution.

(c) For cheques or markers deposited, redeemed by

patrons for cash or cash equivalents, chips or any combination thereof, consolidated or replaced:-

- (i) the date on which the cheque or marker was deposited, redeemed, consolidated or replaced;
 - (ii) the name of the drawer of the cheque or marker;
 - (iii) the amount of the cheque or marker;
 - (iv) the marker's serial number for a marker deposited, redeemed, consolidated or replaced; and
 - (v) an indication as to whether the cheque or marker was deposited, redeemed, consolidated or replaced.
- (d) The aggregate value of the cheques or markers on hand in the Cashier's Cage at the end of the shift.

(2) A list of all markers on hand, including all cheques or markers received for redemption, consolidation or substitution shall be prepared on a monthly basis, at a minimum, and shall include the following:-

- (a) the date of the cheque or marker or the date of the earliest previous cheque or marker where there has been consolidation, redemption, or exchange;
- (b) the name of the drawer of the cheque or marker;
- (c) the amount of the cheque or marker; and

(d) the marker serial number for a marker received;

(3) At the end of gaming activity each day at a minimum, the following procedures shall be performed:-

(a) the daily total of the amounts of cheques or markers initially recorded as described in subregulation (1) (b) shall be agreed to the daily total of cheques and markers issued;

(b) the daily total of the cheques or markers indicated as deposit in the Log required by subregulation (1) (c) shall be agreed by employees with no incompatible functions to the bank deposit slip corresponding to such cheques or markers; and

(c) the total required by subregulation (1) (d) shall be agreed to the total of the cheques or markers physically on hand in the Cashier's Cage.

(4) A credit file for each patron shall be prepared prior to acceptance of a cheque or marker from a patron by General Imprest Cashiers, Marker Bank Cashiers, or a Cage Supervisor and such file shall include, at a minimum, the following:-

(a) the name of the patron accompanied by the signature of the Cage Cashier indicating examination of identification credentials examined, which shall include a specimen signature;

(b) the address of the patron;

- (c) the name of the patron's bank;
- (d) the number of the patron's bank account;
- (e) Credit references accompanied by the signature of the Credit Department representative and the date indicating verification with the patron's bank or recognized credit bureau or another casino;
- (f) the patron's signature;
- (g) the credit limit, and any changes thereto approved by the signature of the Credit Manager, Assistant Credit Manager, or a credit committee which may approve credit as a group, but whose members may not approve credit individually unless such person is included in the job positions referenced above. The Casino Manager, Assistant Casino Manager, or Casino Shift Manager, may have input to the credit limit decision but shall not have approval authority;
- (h) the date and amount of each consolidation of cheque or marker accepted from the patron;
- (i) the date and amount of each redemption transaction;
- (j) the date and amount of each substitution transaction;
- (k) the date and amount of each cheque or marker deposited;
- (l) the details relating to returned cheques or markers;

- (m) a summary of all collection efforts by the Casino Licensee in respect of the patron and, brief particulars of the relevant facts if any debt is determined to be uncollectable;
- (n) an explanation of why credit was granted if the Casino decides to grant credit after discovering some unfavourable information; and
- (o) in the case of a patron with a credit limit of more than \$5,000, the credit play rating based on a continuing evaluation of his amount and frequency of play subsequent to the patron's initial receipt of credit, the information for the credit player's rating shall be recorded on a player rating form by a Casino Department Supervisor and shall include, but is not limited to, the following:-
 - (i) patron's name;
 - (ii) game and table number;
 - (iii) average bet;
 - (iv) approximate length of time played;
 - (v) rating as determined by Supervisors;
 - (vi) rater's signature;
 - (vii) date of observations; and
 - (viii) the date and amount of each marker initially accepted from the patron.

(5) All information recorded on the credit file shall be in accordance with the Licensee's system of accounting and internal controls submitted to the Board.

28. (1) Unless previously redeemed or consolidated all cheques received from gaming patrons shall be deposited in the Casino Licensee's bank account in accordance with the Casino Licensee's normal business practice, submitted to the Board in writing and approved by the Board, but in no event later than:-

Procedure for depositing cheques received from gaming patrons.

(a) 30 days, including non-banking days, after the date of a cheque or marker for gaming. The period to run from the date of the earliest cheque or marker where there has been consolidation, redemption or exchange; or

(b) such longer period as may be requested by the patron and approved by the Credit Department.

(2) The Board must be informed during the 30 day period provided under subregulation (1) (a) of any delay permitted under subregulation (1) (b) with an explanation of the reason for the delayed deposit.

(3) In this Regulation the term "cheque" includes markers which have been converted into cheques.

29. (1) All dishonoured cheques returned by a Bank ("returned cheques") after deposit shall be returned directly to, and controlled by the Collections Department. Copies of such cheques shall be forwarded to the Credit or Accounting Department, who shall maintain and control them. Employees of such departments shall have no incompatible functions.

Procedure for collecting and recording cheques returned to the casino after deposit.

(2) In this Regulation the term "cheques" includes markers which have been converted into cheques.

(3) No person other than a Casino employee who has no incompatible functions may engage in efforts to collect returned cheques except that a lawyer representing a Casino Licensee may bring action for such collection.

(4) Continuous records of all returned cheques shall be maintained by the Accounting Department employees with no incompatible functions. Such records shall include at a minimum, the following:-

- (a) the date of the cheque;
- (b) the name and address of the drawer of the cheque;
- (c) the amount of the cheque;
- (d) the date the cheque was dishonoured;
- (e) the name credit number recorded on the cheque for personal cheques received or the marker serial number for markers; and
- (f) the date and amount of any collections received on the cheque after being returned by a bank.

(5) A cheque dishonoured by a bank may be immediately redeposited if there is sufficient reason to believe the cheque will be honoured the second time.

(6) Statements shall be sent to patrons by Collections Department employees with no incompatible functions immediately upon initial receipt of a returned cheque or immediately upon receipt of a cheque returned for a second time if the cheque was immediately redeposited pursuant to subregulation (5) above and on a quarterly basis thereafter until collection efforts are discontinued, and such statements shall include, but are not limited to, the following:-

- (a) the name and address of the drawer;
- (b) the date of the cheque;
- (c) the amount of the cheque.

(7) Patrons to whom statements are sent shall be advised of a return address and the Department to which replies shall be sent.

(8) Employees of the Collections Department with no incompatible functions shall receive directly and shall initially record all collections.

(9) Copies of statements and other documents supporting collection efforts shall be maintained and controlled by Accounting Department employees.

(10) After all reasonable collection efforts, returned cheques shall be written off and listings of such cheques shall be approved in writing by, at a minimum, the Chief Operating Officer and Chief Financial Officer and such cheques and listings shall be kept and controlled by Accounting Department employees. A continuous record of all written-off cheques shall be maintained by employees of the Accounting Department with no incompatible functions. The continuous record shall be adjusted for any subsequent collections.

30. (1) Whenever gaming tables are to remain open for gaming activity at the conclusion of a shift, the gaming chips, coins and plaques remaining at the gaming tables at the time of the shift change shall be counted by either the croupier assigned to the outgoing shift and the croupier assigned to the incoming shift, or the croupier assigned to the gaming table at the time of a drop box shift change which does not necessarily coincide with an employee shift change. The count shall be observed by the Casino Supervisor assigned to the table game at the time of a drop box shift change.

Procedure for shift changes at gaming tables.

(2) The gaming chips, coins and plaques counted shall be recorded on the table inventory slip by the Casino Supervisor assigned to the gaming

table of the outgoing shift or the Casino Supervisor assigned to the gaming table at the time of the drop box shift change.

(3) Table inventory slips shall be three-part serially pre-numbered forms and on the original of the slip (“Closer”), the duplicate of the slip (“Opener”), and on the triplicate, which is maintained and controlled by security, the Casino Supervisor shall record the following: -

- (a) the date and identification of the shift ended;
- (b) the game and table number;
- (c) the total value of each denomination of gaming chips, coins, and plaques remaining at the table.

(4) Signature attesting to the accuracy of the information recorded on the table inventory slips shall be of either the croupier and the Casino Supervisor assigned to the incoming and outgoing shifts or the croupier and the Casino Supervisor assigned to the gaming table at the time of a drop box shift change.

(5) Upon meeting the signature requirements as described in subregulation (4) above, the Closer shall be deposited in the drop box that is attached to the gaming table immediately prior to the change of shift at which time the drop boxes shall then be removed and the Opener shall be deposited in the replacement drop box that is to be attached to the gaming tables immediately following the change of shift. The triplicate shall be forwarded to the Accounting Department by a Security Department member.

Procedure for closing gaming tables.

31. (1) Whenever the daily gaming activity at each gaming table is concluded, the gaming chips, coins and plaques on the gaming table shall be counted by the croupier assigned to the gaming table and observed by a Casino Supervisor assigned to the gaming table, and the table float shall be brought back to the imprest value.

(2) The gaming chips, coins and plaques counted shall be recorded on a Table Inventory Slip by the Casino Supervisor assigned to the gaming table.

(3) Table Inventory Slips shall be three-part serially pre-numbered forms and on the original of the slip (Closer), the duplicate of the slip (Opener), and on the triplicate, which is maintained and controlled by security, the Casino Supervisor shall record the following:-

- (a) the date and identification of the shift ended;
- (b) the game and table number;
- (c) the total value of each denomination of gaming chips, coins and plaques remaining at the tables; and
- (d) the total value of all denominations of gaming chips, coins and plaques remaining at the gaming table.

(4) Signatures attesting to the accuracy of the information recorded on the Table Inventory Slips at the time of closing the gaming tables shall be of the croupier and the Casino Supervisor assigned to the gaming table who observed the croupier count the contents of the Table Inventory.

(5) Upon meeting the signature requirements specified in subregulation (4) above, the Closer shall be deposited in a drop box attached to the gaming table immediately prior to the closing of the table.

(6) The triplicate copy of the Table Inventory Slip shall be forwarded to the Accounting Department by a Security Department Member.

(7) Upon meeting the signature requirements specified in subregulation (4) above, the Opener and the gaming chips remaining at the table shall be placed in the container specified in Regulation 20 (2) after which

the container shall be locked.

(8) At the end of each gaming day, if the locked containers are transported to the Cashier's Cage, a Cage Cashier shall determine that all locked containers have been returned or, if the locked containers are secured to the gaming table, a Casino Supervisor shall account for all the locked containers.

Count room:
characteristics.

32. (1) In each casino, there shall be immediately adjacent to the Cashier's Cage a room specifically designated for counting the contents of drop boxes which shall be known as the Soft Count Room.

(2) The Soft Count Room shall be designed and constructed to provide maximum security for the materials housed therein and for the activities conducted therein, to include at a minimum, the following:-

- (a) a metal door equipped with two separate locks securing the interior of the count room, the keys to which shall be different from each other and from the keys to the locks securing the contents of the drop boxes, and one key shall be maintained and controlled by the Security Department in a secure area within the Security Department, access to which may be gained only by a nominated Security Department Member, and the other key maintained and controlled by the Casino Department established for the purposes of Regulation 12 (3) (c);
- (b) the Security Department shall establish a sign out procedure for all keys removed from the Security Department; and
- (c) an alarm device connected to the entrance for the

Soft Count Room in such a manner as to cause a signalling to the monitors of the closed circuit television system in the Casino's Surveillance Monitor Room whenever the door to the count room is opened.

- (3) Located within the Soft Count Room shall be:-
- (a) a table constructed of clear glass or similar material for the emptying, counting and recording of the contents of the drop boxes which shall be known as the "Count Table";
 - (b) closed circuit television cameras and microphones wired to monitoring rooms capable of, but not limited to, the following:-
 - (i) effective and detailed audio-video monitoring of the entire count process;
 - (ii) effective, detailed video-monitoring of the count room, including storage cabinets or trolleys used to store drop boxes; and
 - (iii) audio-video taping of the entire count process and any other activities in the count room.

(4) The Hard Count Room designated for counting the contents of Slot Machine Drop Buckets shall meet all the requirements herein. The door to the Hard Count Room shall be equipped with two locks. One key shall be maintained and controlled by Security, and the other key maintained and controlled by the Slots Department.

Procedure for counting and recording contents of drop boxes.

33. (1) The contents of drop boxes shall be counted and recorded in the Soft Count Room in conformity with this Regulation.

(2) Each Casino Licensee shall place on file with the Board the specific time during which the contents of drop boxes removed from gaming tables are to be counted and recorded, which, at a minimum, shall be once each gaming day.

(3) The opening, counting and recording of the contents of drop boxes shall be performed in the presence of an Inspector and by at least five employees approved by the Board for the conduct of the count (“count Team”) with no incompatible functions. To gain entrance to the count room, the Inspector may be required to present an official identification card containing his photograph issued by the Board.

(4) No person shall:-

(a) carry a handbag or other container unless it is transparent; or

(b) remove his hands from or return them to a position on or above the count table unless the backs and palms of his hands are first held straight out and exposed to the view of the other members of the count team and the closed circuit television camera.

(5) Immediately prior to the opening of the drop boxes, the doors to the Count Room shall be securely locked and except as otherwise authorised by these Regulations, no person shall be permitted to enter or leave the Count Room, except during a normal work break or in an emergency, until the entire counting, recording and verification process is completed. During a work break or in the event of an emergency, the counting and recording process shall be discontinued unless the appropriate number of personnel as described in subregulation (3) above is present.

(6) Immediately prior to the commencement of the count, one count team member shall notify the person assigned to the closed circuit television monitoring station in the establishment that the count is about to begin, after which such person shall make an audio-video recording, with the time and date inserted thereon, of the entire counting process which shall be retained by the Surveillance Department for at least seven days from the date of recording unless otherwise directed by the Board.

(7) Procedures and requirements for conducting the count shall be the following:-

- (a) as each drop box is placed on the count table, one count team member shall announce, in a tone of voice to be heard by all persons present and to be recorded by the audio recording device, the game, table number, and shift marked thereon;
- (b) the contents of each drop box shall be emptied and counted separately on the count table, which procedures shall be at all times conducted in full view of the closed circuit television cameras located in the count room;
- (c) immediately after the contents of a drop box are emptied onto the count table, the inside of the drop box shall be held up to the full view of a closed circuit television camera and shall be shown to at least one other count team member and the Board Inspector to confirm that all contents of the drop box have been removed, after which the drop box shall be locked and placed in the storage area for drop boxes;
- (d) the contents of each drop box shall be segregated

by a count team member into separate stacks on the count table by denominations of coin and currency and by type of form, record or document;

- (e) each denomination of coin and currency shall be counted separately by at least two count team members who shall place individual bills and coins of the same denomination on the count table in full view of the closed circuit television cameras, and such count shall be observed and the accuracy confirmed orally or in writing, by at least one other count team member;
- (f) as the contents of each drop box are counted one count team member shall record or verify on a Master Game Report, by game, table, number, and shift, the following: -
 - (i) the total amount of currency and coin counted;
 - (ii) the amount of the Opener;
 - (iii) the amount of the Closer;
 - (iv) the serial number and amount of each name credit;
 - (v) the total amount of all name credits;
 - (vi) the serial number and amount of each fill;
 - (vii) the total amount of all fill;

- (viii) the serial number and amount of each credit;
 - (ix) the total amount of all credits; and
 - (x) the win or loss;
- (g) after the contents of each drop box have been counted and recorded, one member of the count team shall record by game and shift, on the Master Game Report, the total amounts of currency and coin, Table Inventory Slips, markers, fills and credits counted, and win or loss, together with such additional information as may be required on the Master Game Report by the Board or the establishment;
- (h) notwithstanding the requirements of paragraphs (f) and (g), if a Casino Licensee's system of accounting and internal controls provides for the recording on the Master Game Report of fills, credits, markers and Table Inventory Slips by Cage Cashiers prior to the commencement of the count, a count team member shall compare for agreement the serial numbers and totals of the amounts recorded thereon to the fills, credits, markers and Table Inventory Slips removed from the drop boxes;
- (i) notwithstanding the requirements of paragraphs (f) and (g), if the Casino Licensee's system of accounting and internal controls provides for the count team functions to be comprised only of counting and recording currency and coin, credits and name credits, Accounting Department

employees with no incompatible functions shall perform all other counting, recording and comparing duties herein;

- (j) after completion and verification of the Master Game Report, each count team member shall sign the report attesting to the accuracy of the information recorded thereon;
- (k) at no time after the Inspector has signed the Master Game Report shall any change be made to it without prior written approval of the Board.

(8) Procedure and requirements at the conclusion of the count for each gaming shift shall be the following:-

- (a) all cash removed from each drop box after the initial count shall be presented in the count room by a count team member to a Main Bank Cashier who, prior to having access to the information recorded on the Master Game Report and in the presence of the count team and the Inspector, shall re-count. Either manually or mechanically, the cash received, after which the Inspector shall sign the report evidencing his presence during the count and the fact that both the cashier and count team have agreed on the total amount of cash counted;
- (b) the issuance copies of markers and duplicate name credits shall be forwarded directly to the Accounting Department;
- (c) the top copy of the Master Game Report, after signing and the requests for fills, the fills, the

requests for credits, the credits, and the issuance copies of markers and duplicate name credits and the Table Inventory Slips removed from drop boxes shall be transported directly to the Accounting Department and shall not be available to any Cashier's Cage personnel;

- (d) a duplicate of the Master Game Report, but no other document referred to in this Regulation, whatsoever, shall be retained by the Inspector;
- (e) if the Casino Licensee's system of accounting and internal controls does not provide for the forwarding from the Cashier's Cage of the duplicate of the fills, credits, request for credits, request for fills, the Accounts copies of markers and duplicate name credits directly to the Accounting Department, such documents recorded or to be recorded on the Master Game Report shall be transported from the count room directly to the Accounting Department.

(9) The originals and copies of the Master Game Report, copies of markers, name credits, requests for fills, fills, requests for credits, and Table Inventory Slips shall on a daily basis, in the Accounting Department be:-

- (a) compared for agreement with each other, on a test basis, by persons with no recording responsibilities and, if applicable, to triplicates or stored data;
- (b) reviewed for the appropriate number and propriety of signatures on a test basis;
- (c) accounted for by series numbers, if applicable;

- (d) tested for proper calculation, summarization and recording;
- (e) subsequently recorded; and
- (f) maintained and controlled by the Accounting Department.

The main slot bank.

34. (1) In each Casino there may be on or immediately adjacent to the gaming floor a physical structure known as a Main Slot Bank to house the Slot Cashier and to serve as the central location in the Casino for the following:-

- (a) the custody of the Main Slot Bank Inventory comprising currency, coin, tokens, forms, documents and records normally associated with the operation of a Main Slot Bank;
- (b) the exchange of coin for markers received from patrons;
- (c) the exchange by patrons of coins or tokens;
- (d) the exchange by patrons of currency for coin or tokens;
- (e) the exchange by patrons of gaming chips or tokens for currency or coin;
- (f) the issuance of Jackpot Payouts in conformity with Regulation 40;
- (g) the issuance of Hopper Fills in conformity with Regulation 41;

- (h) the exchange with the Main Bank of tokens, coin, currency and chips;
- (i) the issue to Slot Booths of an appropriate inventory of tokens, coin and currency; and
- (j) the exchange with Slot Booths of tokens, coin, currency and chips.

(2) Any exchange as referred to in subregulation (1) (h) shall be accompanied by a “Coin Currency Issue Slip”, which shall be a three part form serially pre-numbered, and signed by the Main Bank Cashier, Main Slot Bank Cashier and the Security Department Member responsible for transporting the funds.

(3) Any exchange as referred to in subregulation (1) (i) or (1) (j) shall be accompanied by a “Coin Currency Issue Slip”, which shall be a three part form, serially pre-numbered, and signed by the Main Bank Cashier, Main Slot Bank Cashier and the Security Department Member responsible for transporting the funds.

(4) Except for the exchange of change with change persons, a Slot Booth shall not be allowed to obtain coins, other than from patrons, through exchange or otherwise from any source other than the Main Slot Bank.

(5) A Slot Booth shall be designed and constructed to provide, during gaming activity, maximum security for the materials housed therein, and for the activities performed therein and to provide maximum security for the materials housed therein during non-gaming hours unless such booth is occupied at all times or the materials are transported to the Main Slot Bank upon the conclusion of gaming activity.

35. (1) The assets for which the slot cashiers are responsible shall be supplied from the Main Slot Bank. Each Slot Cashier shall operate with an

Accounting controls within the slot booths.

individual imprest inventory. At the end of each shift, the slot cashier assigned to the outgoing shift shall record on a Slot Booth Check Out Sheet the face value of each slot booth inventory item counted. The total opening and closing Slot Booth Inventories shall be reconciled prior to the closing of the outgoing shift, and the closing inventory shall become the opening inventory for the incoming shift.

(2) Signatures attesting to the accuracy of the information contained on the Slot Booth Check Out Sheet shall be, at a minimum, after preparation of the sheet of the following: -

- (a) the cashier assigned to the outgoing shift;
- (b) the cashier assigned to the incoming shift.

(3) At the beginning of gaming activity each day, at a minimum, a copy of the Slot Booth Check Out Sheets for the previous day shall be forwarded to the Accounting Department for agreement of opening and closing inventories, agreements of amounts thereon to other records and documents required by the Regulations, and for recording transactions.

(4) The Slot Booth inventory may be used to supply change persons with an Imprest inventory of coin provided that such inventory shall only be used to prove exchange currency and coin presented by a patron for an equivalent amount of currency and coin.

36. (1) Each Slot Machine located in a Casino shall have the following coin containers:-

- (a) a container, known as a hopper in which coins are retained by the Slot Machine to automatically pay jackpots; and

Slot machines,
coin containers
and keys.

- (b) a container, known as a drop bucket, to collect coins that are retained by the slot machine and not used to make automatic Jackpot payouts. Each drop bucket shall be identified by a number, corresponding with the Casino number of the slot machine, which shall be at least two inches in height, and permanently imprinted, affixed or impressed on the outside of the bucket.

(2) The drop bucket of each slot machine shall be housed in a locked compartment separate from the slot machine. The compartment shall have two locks securing the drop bucket and its contents, the keys to which shall be different from each other and from the key utilised to secure compartments of the slot machine.

(3) One key to the compartment securing the drop bucket shall be maintained and controlled by the Board and the second key to such compartment shall be maintained and controlled by the Security Department in a secure area within the Security Department, access to which may be gained only by a nominated Security Department Member and upon entry into a log of:-

- (a) the signature of the Security Department Member to whom the key was issued;
- (b) the signature of the nominated Security Department Member authorising its issue;
- (c) the date and time issued; and
- (d) the date and time replaced.

(4) Keys to each slot machine, other than the compartment housing the Drop Bucket, shall be maintained in a secure place and controlled by the Slot Department. Whenever it is required that a slot machine be opened by a

slot mechanic or attendant, an entry shall be made on a form entitled “Machine Entry Authorisation Log”. The entry shall include at a minimum, the date, time, purpose of opening the machine, and signature of the authorised employee opening the machine. The Machine Entry Authorisation Log shall be maintained in the slot machine.

(5) The provisions of subregulations (2) and (3) above may be ignored if the drop buckets described in subregulation (1) (b) meet the following requirements:-

- (a) two separate locks securing the contents placed into the drop bucket, the keys to which shall be different from each other;
- (b) a separate lock securing the Drop Bucket to the slot machine or a separate lock to the compartment securing the drop bucket, the key to which shall be different from each of the keys to the locks securing the contents of the drop buckets;
- (c) a slot opening through which coins and currency can be deposited into the drop bucket;
- (d) a mechanical device that will automatically close and lock the slot opening upon removal of the drop bucket from the slot machine and automatically open the slot upon attaching the drop bucket to the slot machine;
- (e) two different keys utilised to unlock the drop bucket from the slot machine or to unlock the compartment securing the drop bucket shall be maintained in a secure place and controlled by the Security Department and the Board, one each but

different;

- (f) the key to one lock securing the contents of the drop buckets shall be maintained in a secure place and controlled by the Accounting Department. The keys to the second lock securing the contents of the drop buckets shall be maintained and controlled by the Board.

37. (1) Unless otherwise authorised by the Board, each slot machine in a Casino shall have the following identifying features:-

Slot machines,
identification,
signs and meters.

- (a) a manufacturer's serial number permanently imprinted, impressed, affixed or engraved on the outside cabinet of the machine and on the reel mechanism, or in the case of a completely electronic machine, on the logic board or boards;
- (b) a Casino number, at least two inches in height, permanently imprinted, affixed or impressed on the outside of the machine;
- (c) a display located conspicuously on the front of the slot machine that automatically illuminates when a player has won a jackpot not paid automatically and totally by the slot machine and which advises the player to see an attendant to receive full payment;
- (d) a display on the front of the slot machine that clearly represents its rules of play, reel character combinations requiring payouts, and the amount of the related payouts;

- (e) a mechanical, electrical, or electronic device that automatically precludes a player from operating the slot machine after a jackpot requiring a manual payout and requires an attendant to reactivate the machine;
- (f) a light on a pedestal above the slot machine that automatically illuminates when a door to the machine is opened;
- (g) a second light on a pedestal above the slot machine that automatically illuminates when a jackpot has been won and has to be paid manually, and should remain lit until the jackpot is keyed off by a slot attendant;
- (h) a light on a pedestal above the slot machine operated by a push button on the front of the machine to call a change person and/or a slot attendant for service.

(2) Unless otherwise authorised by the Board, each slot machine in a Casino shall be equipped with the following:-

- (a) a mechanical, electrical, or electronic device, to be known as an “In-meter” that continuously and automatically counts the number of coins placed by patrons into the machine;
- (b) a mechanical, electrical, or electronic device, to be known as an “Out Meter” that continuously and automatically counts the number of coins automatically paid by the machine to the patron;

- (c) a mechanical, electrical or electronic device, to be known as a “Drop Meter”, that continuously and automatically counts the number of coins dropped into the machines’ drop bucket;
- (d) a mechanical, electrical or electronic device, to be known as a “Jackpot Meter” that continuously and automatically counts the number of coins automatically paid by the machine;
- (e) a mechanical, electrical or electronic device, to be known as a “Win Meter”, visible from the front of the machine that advises a player of the number of coins that have been paid to him by the machine upon hitting a winning combination;
- (f) a mechanical, electrical or electronic device to be known as a “Total Games Played Meter” that continuously and automatically records the number of games played by patrons on the machine;
- (g) in the case of a credit machine a separate mechanical, electrical or electronic device to be known as a “Credit Meter” that continuously and automatically records coins due to a customer until such time as coins are paid by the machine.

(3) Unless otherwise authorised by the Board each slot machine which does not totally and automatically pay the full amount of a jackpot to a patron shall be equipped with a mechanical, electrical or electronic device to be known as a “Manual Jackpot Meter” that continuously and automatically records the number of coins to be paid manually by means of a pulse for a predetermined number of coins.

(4) Unless otherwise authorised by the Board any slot machine that accepts currency shall have meters that accomplish the objectives set forth in subregulations (2) and (3) above.

(5) All meters described herein shall be placed in a position so that the numbers thereon, can be read and recorded without opening the slot machine.

(6) The Casino Licensee shall set each slot machine to payout, at a minimum, 83% of the amounts of coins or currency placed by patrons into the Slot Machine and shall maintain a record of each slot machine setting and theoretical payout percentage.

(7) Each slot machine in a Casino shall have such test connections as may be specified by the Board for on-site inspection, examination, and testing of such machine.

(8) All micro-processor based or electronic slot machines, or video machines shall make use of a back-up battery system which if power is lost, will keep energized all necessary electronic components for the preservation of all accounting data.

(9) On machines with electronic tabulation meters the data contents of these meters shall not be alterable by any means except by removing the devices required by subregulations (2) and (3) above.

(10) On all micro-processor controlled machines or electronic machines that are controlled by computer programs resident in EPROM CHIPS, the EPROM CHIPS shall be verified and sealed in place by an inspector on all new machines, and whenever an EPROM CHIP must be changed or verified.

(11) Each Casino having micro-processor electronic controlled machines shall upon arrival of these machines make available to the Board a

specimen of a character EPROM and/ or character ROMS or RAMS together with a means of verifying all similar character EPROMS, ROMS or RAMS to those delivered to the Board, and when necessary make available to the Board such equipment as is required to accomplish any verification required by this Regulation.

(12) Each slot machine in a Casino shall have such devices, equipment, features and capabilities as may be required by the Board for that particular model of slot machine after the prototype model is tested and examined by the Board.

38. (1) No Slot machine shall be removed from or returned to a location in the casino without the prior written approval of an inspector.

Slot machines,
location and
movement.

(2) Once a slot machine has been placed in the Casino, all movements of that machine from or to its location shall be recorded by a Slot Department member in a Machine Movement Log which shall include the following:-

- (a) the reason for moving the slot machine;
- (b) the manufacturer's serial number and the Casino number of the moved slot machine required by Regulation 37;
- (c) the date and time of movement of the slot machine;
- (d) the location from which the slot machine was moved;
- (e) the location to which the slot machine was moved;
- (f) the signature of the inspector approving the movement; and

(g) the signature of the persons moving the slot machine.

(3) Prior to the removal of a slot machine from the gaming floor, the drop bucket shall be removed and transported to the Count Room and all meters shall be read and recorded in conformity with the procedures set forth in Regulation 42. The coins contained in the payout hopper shall be removed, recorded, checked against the records for the machine, and returned to the Casino Coin Room Inventory; however, a slot machine may be removed from the Casino with coins contained therein when removal of such coins is precluded by mechanical or electrical difficulty. Immediately upon opening the slot machine such coins must be removed and transported to the Hard Count Room.

(4) Whenever a slot machine is removed from the Casino Floor, with coins contained therein as permitted by subregulation (3) above, there shall be recorded in the slot machine log:-

(a) the fact that coins remained in the slot machine; and

(b) the date and time such coins were removed from the slot machines; transported to, and counted in the Hard Count Room.

Progressive slot machines.

39. (1) This Regulation shall apply to any slot machine with a payout indicator that increases as the machine is played.

(2) The maximum payable shall be an amount previously approved in writing by the Board.

(3) No payout indicator shall be turned back to a lesser amount unless the amount indicated has been actually paid to a winning patron or the change in the indicator reading is necessitated by a slot machine or indicator malfunction in which case an explanation must be entered on the summary

required in Regulation 39 (7) and the inspector must pre-approve the resetting in writing.

(4) Once an amount appears on a payout indicator, the rate of progression may not be changed until there has been a winner of the payout amount registered on the payout indicator.

(5) If the payout indicator progresses without a payout until the indicator returns to zero because of digital limitations on the payout indicator, some means must be utilised to record the value of the undisplayed digit.

(6) The payout limit, if any, shall be posted on the slot machine, and shall be clearly visible to the patron.

(7) The amount indicated on each slot machine shall be recorded on a Progressive Slot Summary, at a minimum once each day; such summary shall include, but is not limited to, the following:-

- (i) the date, time and amount displayed;
- (ii) manufacturer's serial number of slot machine;
- (iii) the Casino number of the slot machine;
- (iv) type and denomination of machine;
- (v) the signature of the preparer.

(8) Supporting documents shall be maintained to explain any reduction in the registered amount from the previous entry and shall indicate the date, number for the slot machine, and the amount of reduction.

(a) The progressive display shall have a separate key

and key switch to reset the Progressive Meter, or such other separate reset mechanism without having to enter the machine in question as may be approved by the Board.

- (b) Any Progressive Link that has a microprocessor or other control unit that controls the rate of progression of a common display unit which is housed in a location that required a double key control, shall not be opened except in the presence of an Inspector. One key shall be controlled by the Security Department, and the other by the Slots Department.

(9) No Casino Licensee shall cause payout of any individual progressive Slot Machine Winnings of \$ 10,000 or more or Linked Progressive Winnings of \$25,000 or more to a patron without first notifying the Board. After the Board is satisfied that the win is a legitimate one, a written authorisation (or prohibition) shall be given to the Casino operator, within twenty-four (24) hours to pay out the jackpot amount registered on the Progressive Display Meter.

(10) No Progressive Jackpot Payment shall be deemed valid without the inspector's approval.

(11) Each Casino seeking to utilise a progressive slot machine, or a number of slot machines linked to a common progressive meter, shall submit to the Board for approval:-

- (a) the initial and re-set amounts at which the progressive meter or meters will be set;
- (b) the proposed system for controlling the keys and access codes to the machines;

- (c) the proposed rate of progression for each machine or link of machines.

(12) If a progressive slot machine is removed from the gaming floor, the payout indicator on the returned or replacement machine shall not be less than the payout indicator at the time of removal.

40. (1) Whenever a patron wins a jackpot that is not totally and automatically paid directly from the slot machine, a Main Slot Bank cashier shall prepare a jackpot payout slip (“Payouts”). Jackpot payouts.

(2) Jackpot payouts shall be serially pre-numbered forms, each series of payouts shall be used in sequential order, and the series numbers of all payouts received by a Casino shall be accounted for by employees independent of the Cashier’s Cage and the Slot Department. All original and duplicate void payouts shall be marked “**VOID**” and shall require the signature of the preparer.

(3) The following procedures and requirements shall be observed with regards to payouts:-

- (a) each series of payouts shall be a three-part form and shall be inserted in a locked dispenser that will permit an individual slip in the series and its copies to be written upon simultaneously while still locked in the dispenser and that will discharge the original and duplicate while the triplicate remains in a continuous, unbroken form in the dispenser; and
- (b) access to the triplicate shall be maintained and controlled at all times by employees responsible for controlling and accounting for the unused supply of payouts, placing payouts in the dispensers and removing from the dispensers each day the triplicates remaining therein. These employees shall

have no incompatible functions.

(4) On the originals, duplicates and triplicates of payouts the preparer shall record, at a minimum, the following information:-

- (a) the Casino Number of the slot machine on which the jackpot was registered;
- (b) the winning combination of reel characters constituting the jackpot;
- (c) the date and time of the jackpot;
- (d) the amount to be paid from the Main Slot Bank; and
- (e) the signature of the preparer.

(5) All coin or currency paid to the patron as a result of winning a jackpot shall be:-

- (a) disbursed by a slot attendant directly to the patron;
- (b) disbursed by a slot attendant; and if the manual jackpot is \$500 or more, by a slot supervisor who shall transport the coin or currency directly to the patron;
- (c) all jackpots shall be made in the presence of a Security Department Member.

(6) Signatures attesting to the accuracy of the information contained on the payout shall be, at a minimum, of the following personnel at the following times:-

- (a) On the original:-
- (i) the Main Slot Bank Cashier upon preparation; and
 - (ii) a slot attendant after observing the reel characters of the slot machine or if the manual jackpot is \$500 or more, a slot supervisor after observing the reel characters of the slot machines; and
- (b) on the duplicate:-
- (i) the Main Slot Bank cashier upon preparation;
 - (ii) a slot attendant after observing the reel characters of the slot machine or if the manual jackpot is \$500 or more, a slot supervisor after observing the reel characters of the slot machine;
 - (iii) a Security Department Member after observing the reel characters of the slot machine; and
 - (iv) a Slot Department Manager or Casino Manager, or equivalent, after observing the reel characters of the slot machine if the amount of the jackpot is in excess of \$5,000.

(7) Upon meeting the signature requirements as described in subregulation 6 (a) and (b) above, the Security Department member shall maintain

and control the duplicate, and the Main Slot Bank cashier shall maintain and control the original.

(8) At the end of gaming activity each day, at a minimum, the original and duplicate of the payout shall be forwarded as follows:-

- (a) the original shall be forwarded to the Cashier's Cage by the Main Slot Bank cashier in exchange for coin, currency, or credit after which the original shall be forwarded to the Accounting Department for agreement with the triplicate;
- (b) the duplicate shall be forwarded directly to the Accounting Department for recording on the Slot Win Sheet, inclusion with the meter readings recorded on the Slot Meter Sheet, and agreement with the triplicate.

Procedure for filling payout reserve containers of slot machines.

41. (1) Whenever a slot supervisor or attendant requests coins to fill a hopper of a slot machine, a Main Slot Bank cashier ("Slot Cashier") shall prepare a hopper fill slip ("Hopper Fill").

(2) Hopper Fills shall be serially pre-numbered forms, each series of all Hopper Fills shall be used in sequential order, and the series of all Hopper Fills received by a Casino shall be accounted for by employees independent of the Cashier's Cage and the Slot Department. All original and duplicate "Void" Hopper Fills shall be marked "Void" and shall require the signature of the preparer.

(3) The following procedures and requirements shall be observed with regard to Hopper Fills:

- (a) each series of Hopper Fills shall be a three part form and shall be inserted in a locked dispenser

that will permit an individual slip in the series to be written upon simultaneously while still locked in the dispenser, and that will discharge the original and duplicate while the triplicate remains in a continuous; unbroken form in the dispenser; and

- (b) access to the triplicate shall be maintained and controlled at all times by employees responsible for controlling and accounting for the unused supply of Hopper Fills, placing Hopper Fills in the dispensers, and removing from the dispensers the triplicates remaining therein. These employees shall have no incompatible functions.

(4) On originals, duplicates and triplicates of the Hopper Fills, the preparer shall record at a minimum, the following information: -

- (a) the Casino number of the slot machine to which the coins are to be distributed;
- (b) date and time of distribution;
- (c) the denomination of coin to be distributed;
- (d) the amount of coins to be distributed,

(5) All coins distributed to a slot machine from the main Slot Bank shall be transported in pre-wrapped secured bags directly to the slot machine by a slot attendant accompanied by a Security Department Member who shall at the same time transport the duplicate Hopper Fill for signature. The Security Department Member shall observe the depositing of the coins into the slot machine and the closing, and locking of the slot machine by the slot attendant before obtaining the signature of the slot attendant on the duplicate copy of the Hopper Fill.

(6) Signatures attesting to the accuracy of the information contained on the Hopper Fill Slip shall be, at a minimum, of the following personnel at the following times:-

(a) on the original:-

(i) the Main Slot Bank Cashier upon preparation; and

(ii) the slot attendant transporting the coins to the slot machine upon receipt from the Main Slot Bank Cashier of the coins to be transported; and

(b) on the duplicate:-

(i) the Main Slot Bank Cashier upon preparation;

(ii) the slot attendant transporting and depositing the coins in the Slot machine after receipt from the Main Slot Bank cashier of the coins to be transported; and

(iii) the Security Department Member after observing the depositing of the coins in the slot machine, and the closing and locking of the slot machine by the slot attendant.

(7) Upon meeting the signature requirements described in subregulations 6 (a) and (b), the security Department shall maintain and control the duplicate, and the Main Slot Bank Cashier shall maintain and control the original.

(8) At the end of gaming activity each day, at a minimum, the original and duplicate of the Hopper Fill shall be forwarded as follows:-

- (a) the original shall be forwarded to the Main Bank by the Main Slot Bank Cashier for exchange for coin, currency or credit after which the original shall be forwarded to the Accounting Department for agreement with the triplicate or stored data;
- (b) the duplicate shall be forwarded directly to the Accounting Department for recording on the Slot Win Sheet, agreement with the meter readings recorded on the Slot Meter Sheet, and agreement with the triplicates.

42. (1) The drop bucket for each slot machine on the gaming floor shall be removed at a minimum, on specific days and times designated by the Casino Licensee on a schedule which shall be filed with the Board. No drop bucket shall be emptied or removed from its compartment at other than the times specified on such schedule except with the express written approval of an inspector.

Removal of slot drop buckets and meter readings.

(2) Procedures and requirements for removing a drop bucket from its compartment shall be the following:-

- (a) if the drop bucket meets the requirements of subregulations (2) and (3) of Regulation 36:-
 - (i) the removal of a drop bucket shall be at a minimum, performed by four employees;
 - (ii) such removal shall be performed in the presence of a Security Department member and an inspector;

- (b) if the drop bucket meets the requirements of subregulation (5) of Regulation 36:-
 - (i) the removal of a drop bucket shall be at a minimum, performed by two employees; and
 - (ii) such removal shall be performed in the presence of a Security Department Member and an inspector.

(3) Procedures and requirements for removing drop buckets from the Gaming Floor shall be the following:-

- (a) if the drop buckets are removed in conformity with subregulation (2) (a):-
 - (i) the drop buckets shall be removed from their compartments and an empty drop bucket shall be placed in each compartment after which the compartment shall be closed and locked; and
 - (ii) all drop buckets removed from the compartments shall be transported by, at a minimum, a Security Department Member and a slot attendant directly to, and secured in, the Hard Count Room in preparation for the count of the contents. An inspector shall accompany the persons transporting the drop bucket to the Hard Count Room;
- (b) if the drop buckets are removed in conformity with

subregulation (2) (b):-

- (i) the drop bucket shall be unlocked and removed from the inside of the slot machine. The contents of the bucket shall be emptied into another drop bucket with a number corresponding to the Casino number of the slot machine. The original bucket shall then be returned to the machine and locked in its original position;
- (ii) all drop buckets removed from the interior of the slot machines shall be transported by, at a minimum, a Security Department member and a slot attendant accompanied by an inspector, directly to, and secured in, the Hard Count Room for the count of the contents.

(4) Accounting Department employees with no incompatible functions shall, once a week, at a minimum, read and record on a Slot Meter Sheet the numbers on the In-Meter, Drop Meter, Jackpot Meter, and Manual Jackpot Meter. These procedures shall be performed in conjunction with the removal and replacement of the drop buckets prior to the opening of the slot machines for play by patrons.

(5) After preparation of the Slot Meter Sheet each employee involved with its preparation shall sign the Slot Meter Sheet attesting to the accuracy of the information contained thereon, after which the sheet shall be forwarded directly to the Accounting Department for comparison with the Slot Win Sheet and calculation of Slot Machine Statistics.

Slot count:
procedures for
counting and
recording contents
of drop buckets.

43. (1) The contents of the slot drop buckets shall be counted and recorded in conformity with this Regulation.

(2) Each Casino Licensee shall file with the Board the specific times during which the contents of slot drop buckets removed from compartments are to be removed and recorded. This count shall be immediately after removal of the drop buckets from the compartments.

(3) The counting and recording of the contents of slot drop buckets shall be performed in the presence of an inspector and by at least four (4) employees approved by the Board for the conduct of the Hard Count (“Count Team”) with no incompatible functions. To gain entrance to the Hard Count Room, the inspector may be required to present an Official Identification Card containing his photograph, issued by the Board.

(4) No person shall carry a handbag or other container into the Hard Count Room unless it is transparent.

(5) Immediately prior to the counting of the contents of the drop buckets, the door to the Hard Count Room shall be securely locked, the counting devices to be used shall be checked for accuracy by employees with no incompatible functions, and except as required by subregulation (9)(a), no person shall be permitted to enter or leave the Count room, except during a normal work break or in an emergency until the entire counting, recording and verification process is completed. During a work break, or in the event of an emergency, the counting and recording process shall be discontinued unless the appropriate number of personnel as described in subregulation (3) are present,

(6) Immediately prior to the commencement of the count, one count team member shall notify the person assigned to the closed circuit television monitoring station in the establishment that the count is about to begin.

(7) Coins shall not be removed from the Hard Count Room after the commencement of the hard Count until the coins have been recounted and accepted by a Main Bank cashier. The recount procedures shall include the recounting of any wrapped and bagged coins on a random sample basis.

(8) Procedures and requirements for conducting the count shall be the following:-

- (a) before each drop bucket is emptied one count team member shall hold up the drop bucket, in full view of the closed circuit television camera, and the person recording the count properly record the drop bucket number,
- (b) the contents of each drop bucket shall be emptied, counted, and recorded separately and such procedures shall at all times be conducted in full view of the closed circuit television cameras in the Hard Count Room;
- (c) the coin contents of each drop bucket shall be emptied separately into either a machine that automatically counts the coins placed therein or a scale that automatically weighs the coins placed therein;
- (d) immediately after the coin contents of each drop bucket are emptied into either the counting machine or scale; or if currency, on a table in the count room, the inside of the drop bucket shall be held up to full view of the closed circuit television camera and shall be shown to at least one other Slot Count Team member and the inspector to confirm that all contents of the drop bucket have been removed;

- (e) as the contents of each drop bucket are counted by the count machine or weighed by the scale, or, if currency, by two Count Team members, one member shall record on the Slot Win Sheet, or supporting document, the casino number of the slot machine to which the drop bucket contents correspond, if not pre-printed thereon, and the number of coins or the weight of the coins and/or currency counted;
- (f) after the contents of all the drop buckets are counted or weighed and recorded, each Count Team member shall sign the Slot Win Sheet attesting to the accuracy of the information recorded thereon;
- (g) at the conclusion of the count process, any slugs that are found during the drop bucket pick-up or counting process, will be delivered to the inspector together with a copy of the Slug Report. The Slug Report shall be a three-part form which shall include the date, the total number of slugs received and the signature of the preparer and shall be distributed as follows:-
 - (i) original to the inspector;
 - (ii) first copy maintained by Hard Count Supervisor; and
 - (iii) Slots Department Manager.

(9) Procedures and requirements at the conclusion of the count shall be the following:-

- (a) the wrapped coins and currency removed from the Drop Buckets shall be counted in the Hard Count Room in the presence of a Count Team member, an inspector and by a Main Bank cashier prior to his having access to the information recorded on the Slot Win Sheet. The Main Bank cashier shall attest by signature on the Slot Win Sheet to the accuracy of the amount of coin and currency received from the slot machines; after which the inspector shall sign the Slot Win Sheet evidencing his presence during the Count and the fact that both the cashier and the Count Team have agreed the total amount of coin and currency counted. The coin and currency thereafter shall remain in the custody of the Main Bank;
- (b) the top copy of the Slot Win Sheet and supporting documents shall be transported directly to the Accounting Department and shall not be available, except for signing, to any Cashier's Cage or Slot personnel. A duplicate of the Slot Win Sheet shall be retained by the Inspector;
- (c) the preparation of the Slot Win Sheet shall be carried out by Accounting Department employees with no incompatible functions as follows: -
- (i) compare for agreement, for each slot machine, the number of coins and/or amount of currency counted and recorded by the Count Team to the Drop Meter recorded on the Slot Meter Sheet;
- (ii) record, for each machine, the hopper fills

- to each slot machine;
- (iii) record, for each slot machine, the payouts and compare for agreement payouts to the manual jackpot meter reading recorded on the Slot Meter Sheet;
 - (iv) calculate and record the win or loss for each slot machine;
 - (v) explain and report to the Slot Department all significant differences between meter readings and amounts recorded for correction of apparent meter malfunctions; and
 - (vi) calculate statistics by slot machines.
- (d) The Slot Win Sheet, the Slot Meter sheet, Jackpot Payouts, and Hopper Fills shall be:-
- (i) compared for agreement with each other and, if applicable to triplicates or stored data on a test basis;
 - (ii) reviewed for the appropriate number of signatures on a test basis;
 - (iii) accounted for by series numbers, where applicable;
 - (iv) tested for proper calculation, summarisation, and recording;

- (v) subsequently recorded; and
- (vi) maintained and controlled by Accounting Department employees.

44. (1) In lieu of the requirements of subregulations (2) and (3) of Regulation 37, and subregulation (4) of Regulation 42, a Casino Licensee may have a computer connected to slot machines to record and monitor the activities of such machines.

Computer recordation and monitoring of slot machines.

(2) The computer permitted under subregulation (1) shall be designed and operated to automatically perform the functions relating to Slot Machines Meters in the Casino as follows:-

- (a) record the number and total value of coins placed in the slot machines,
- (b) record the number and total value of coins deposited in the drop bucket of the slot machines;
- (c) record the number and total value of coins automatically paid by the slot machine as the result of a jackpot; and
- (d) record the number and total value of coins to be paid manually as the result of a jackpot.

(3) The computer shall store in machine readable form all information required under subregulation (2) above, and such stored data shall not be susceptible to change or removal by any personnel.

45. (1) Signatures shall:-

Signatures.

- (a) be, at a minimum, the signer's first initial and last

name;

- (b) be immediately adjacent to or above the clearly printed or pre-printed, title of the signer and his Certificate or Permit Number;
- (c) signify that the signer has prepared forms, records, and documents, and/or authorised, observed, and/or participated in a transaction to a sufficient extent to attest to the accuracy of the information recorded thereon, in conformity with these Regulations and the Casino's Licensee's system of accounting and internal control; and
- (d) signify that if the signer is required by the relevant Regulations to count or observe the count of gaming chips, such count was made by breaking down stacks of chips to the extent necessary, except in counts required under Regulations 21, 30 and 31.

(2) Signature records shall be prepared for each person required by these Regulations to sign or initial forms, records, and documents and shall include specimens of signatures and initials and titles of signers and shall be adjusted, on a timely basis to reflect changes of personnel and shall be maintained on a dated signature card file, alphabetically by name.

(3) Signature records shall be and shall be securely stored in the Accounting Department.

General penalty. 46. Any person who contravenes any of the provisions of these Regulations commits an offence and shall be liable on summary conviction to a fine not exceeding ten thousand dollars, or to imprisonment for a term not exceeding two years, or to both such fine and imprisonment.

47. These Regulations shall apply to licensed gaming premises which offer to their patrons the facilities of casino gaming. Application.

48. These Regulations shall come into force on the **4th day of November, 2002.** Commencement.

MADE by the Minister responsible for Gaming this **31st day of October, 2002.**

(RALPH H. FONSECA)
MINISTER OF BUDGET MANAGEMENT,
INVESTMENT AND HOME AFFAIRS
Minister Responsible for Gaming

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CHAPTER 152

GAMING CONTROL (CASINO GAMES) REGULATIONS

(Section 24)

Ch. 152.
139 of 2002.

[9th November, 2002.]

PART I
PRELIMINARY

1. These Regulations may be cited as the Short title.

GAMING CONTROL (CASINO GAMES) REGULATIONS.

2. (1) In these Regulations, unless the context otherwise requires, the following terms as used in the game of craps shall have the following meanings: Interpretation:
craps.

- (a) “Any Craps” means a one roll wager that may be made at any time, which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (b) “Any Seven” means a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following the placement of such bet, and shall lose if any other total is thrown;
- (c) “Big Eight” means a wager placed on the area of the layout marked “Big Eight” which shall win if a total of 8 is thrown before a 7, and shall lose if a 7 is thrown before an 8;

- (d) “Big Six” means a wager placed on the area of the layout marked “Big Six” which shall win if a total of 6 is thrown before a 7 and shall lose if a 7 is thrown before a 6;
- (e) “Come Bet” means a wager placed in the come area of the layout at any time after the come out roll. The Come Bet shall win, if on the roll immediately following placement of such bet,
- (i) a total of 7 or 11 is thrown, or
 - (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
- The Come Bet shall lose if, on the roll immediately following placement of such bet,
- (iii) a total of 2, 3 or 12 is thrown, or
 - (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown;
- (f) “Come Out Point” means a total of 4, 5, 6, 8, 9 or 10 thrown by a shooter on the Come Out Roll;
- (g) “Come Point” means a total of 4, 5, 6, 8, 9 or 10 thrown by a shooter on the next roll following placement of a Come Bet or Don’t Come Bet;
- (h) “Come Out Roll” means the first roll of the dice at the opening of the game and the first roll of the

dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected;

- (i) "Craps Three" means a one roll wager, that may be made at any time, which will win if a total of 3 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (j) "Craps Twelve" means a one roll wager, that may be made at any time, which will win if a total of 12 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;

"11" means a one roll wager, that may be made at any time, which will win if a total of 11 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;

- (k) "Craps Two" means a one roll wager that may be made at any time, which will win if a total of 2 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (l) "Don't Pass Bet" means a wager placed on the Don't Pass line of the layout immediately prior to the come out roll. The Don't Pass Bet shall win if, on the come out roll,
 - (i) a total of 2 or 3 is thrown, or
 - (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

The Don't Pass Bet shall lose if on the come out roll,

- (iii) a total of 7 or 11 is thrown, or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Don't Pass Bet shall be void if on the come out roll a total of 12 is thrown;

(m) "Don't Come Bet" means a wager placed in the Don't Come area of the layout at any time after the come out roll. The Don't Come Bet shall win if, on the roll immediately following placement of such bet,

- (i) a total of 2 or 3 is thrown, or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

The Don't Come Bet shall lose if, on the roll immediately following placement of such bet,

- (iii) a total of 7 or 11 is thrown, or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Don't Come Bet shall be void, if, on the roll immediately following placement of such a bet, a

total of 12 is thrown;

- (n) “Eight the hardway” means a wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (i.e., with 4 appearing on each dice), and shall lose if 8 is thrown in any other way, or 7 is thrown;
- (o) “Field Bet” means a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet, and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll;
- (p) “Four the hardway” means a wager that may be made at any time and which shall win if a total of 4 is thrown the hardway (i.e., with 2 appearing on each dice), and shall lose if 4 is thrown in any other way, or a 7 is thrown;
- (q) “Hop Bet” means a one roll wager, that may be made at any time on a specific combination designated by the player, which will win if the combination is thrown on the next roll of the dice, and will lose if any other combination is thrown.
- (r) “Horn Bet” means a one roll wager, that may be made at any time, which will win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown;
- (s) “Lay Bet” means a wager, that may be made at any

time, against any of the numbers 4, 5, 6, 8, 9 or 10. A “Lay Bet” shall win if a 7 is thrown before the particular number against which the wager is placed, and shall lose if the particular number against which the wager is placed is thrown before a 7 appears. A Casino Licensee may charge a player, at the time of making a lay bet, a percentage of the amount the player could win on such bet and this percentage in no event shall exceed 5%;

(t) “Pass Bet” means a wager placed on the Pass line of the layout immediately prior to the come out roll. The Pass Bet shall win if, on the come out roll:-

- (i) a total 7 or 11 is thrown: or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Pass Bet shall lose if, on the come out roll:-

- (iii) a total of 2, 3 or 12 is thrown; or
 - (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown;
- (u) “Place Bet to Win” means a wager that may be made at any time, on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which

the wager was placed is thrown before a 7, and shall lose if a 7 is thrown before such and shall be inactive on any come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of such player’s wager;

- (v) “Six the hardway” means a wager, that may be made at any time, which shall win if a total of 6 is thrown the hardway (i.e., with 3 appearing on each dice), and shall lose if 6 is thrown in any other way, or a 7 is thrown;
- (w) “Ten the hardway” means a wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (i.e., with 5 appearing on each dice), and shall lose if 10 is thrown in any other way, or a 7 is thrown;
- (x) “Whirl of World Bet” means a one roll wager, that may be made at any time and which will win if any one of the totals 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown.

(2) The following are the definitions of permissible wagers at the game of craps:-

- (a) “7 Out” means a total of 7 thrown by the shooter subsequent to his establishment of a come-out point;
- (b) “Total” means the sum of the numbers shown on the high or uppermost sides of the two dice on any given roll;

(c) “Roll” means the throw of the dice;

(d) “Shooter” means the player who throws the dice.

Blackjack.

(3) The following terms as used in the game of blackjack, shall have the following meanings unless the context in which they are used clearly indicates otherwise:

“Blackjack” means an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs;

“Dealer” means the person responsible for dealing the cards at a Blackjack table;

“Hard Total” means the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value;

“Soft Total” means the total point count of a hand containing an ace when the ace is counted as 11 in value.

(4) Where a word or a phrase used in these Regulations is not specifically defined herein but is defined either in the Act or any other Regulations made thereunder, the meaning to be assigned to such word or phrase shall be the meaning assigned to it in the Act or the Regulations.

PART II CRAPS

Supplemental wagers.

3. (1) Where a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, he shall have the right to make supplemental wagers in support of the Pass Bet which may be limited by the Casino Licensee and where the Pass Bet wins under such circumstances, the original amount of the Pass Bet shall be paid at odds of 1 to 1 and the additional wager shall be

paid at odds of 2 to 1 if the come out point was 4 or 10; 3 to 2 if the come out point was 5 or 9; and 6 to 5 if the come out point was 6 or 8.

(2) Where a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, he shall have the right to make a supplemental wager in support of the Don't Pass Bet, which may be limited by the Casino Licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet and where the Don't Pass Bet wins under such circumstances, it shall be paid at odds of 1 to 1 and the additional wager of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

(3) Where a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the casino licensee and where the Come Bet wins under such circumstances, the original amount of the Come Bet shall be paid at odds of 1 to 1, and the additional wager shall be paid at odds of 2 to 1 if the come point was 4 or 10; 3 to 2 if the come point was 5 or 9; and 6 to 5 if the come point was 6 or 8.

(4) Where a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the Casino Licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet and where the Don't Come Bet wins under such circumstances, the original amount of the Don't Come Bet shall be paid at odds of 1 to 1 and the additional wager shall be paid at odds of 1 to 2 if the come point was 4 or 10; 2 to 3 if the come point was 5 or 9; and 5 to 6 if the come point was 6 or 8.

(5) Where a player makes a supplemental wager under paragraph (1) or (3) and that wager is in excess of the free odds allowed, the Casino

Licensee may charge the player a commission not exceeding five per cent on the amount in excess of the free odds.

(6) Where a player makes a supplemental wager under paragraph (2) or (4) and that wager is in excess of the free odds allowed, the Casino Licensee may charge the player a commission, not exceeding five per cent on the amount the player could win from the sum wagered in excess of the free odds allowed.

(7) In this regulation, “free odds” refers to the amount of a supplemental wager which is allowed by the Casino Licensee without the payment of a commission by the player placing the wager.

Payout odds.

4. (1) All odds stated on any layout or in any brochure or other publication distributed by a Casino Licensee shall be stated through the use of the word “to” and no odds shall be stated through the use of the word “for”.

(2) No Casino Licensee, his employees or agents shall pay off winning wagers at the game of craps at less than or more than the following odds listed below, without prior approval of the Board:-

<u>WAGER</u>	<u>PAYOUT ODDS</u>		
Pass Bet	1	to	1
Don't Pass Bet	1	to	1
Come Bet	1	to	1
Don't Come Bet	1	to	1
Place Bet 4 to win	9	to	5
Place Bet 5 to win	7	to	5
Place Bet 6 to win	7	to	6
Place Bet 8 to win	7	to	6
Place Bet 9 to win	7	to	5
Place Bet 10 to win	9	to	5

Lay	Bet	4	1	to	2	
Lay	Bet	5	2	to	3	
Lay	Bet	6	5	to	6	
Lay	Bet	8	5	to	6	
Lay	Bet	9	2	to	3	
Lay	Bet	10	1	to	2	
Four the Hardway			7	to	1	
Six the Hardway			9	to	1	
Eight the Hardway			9	to	1	
Ten the Hardway			7	to	1	
Field Bet			1	to	1	on 3, 4, 9, 10, 11
					2	to 1 on 2
					2	to 1 on 12
Big Six				1	to	1
Big Eight				1	to	1
Any seven				4	to	1
Any craps				7	to	1
Craps 2				30	to	1
Craps 3				15	to	1
Craps 12				30	to	1
11 in one roll				15	to	1
Hop Bet (easy)				15	to	1
Hop Bet (Hardway)				30	to	1.

5. (1) A Horn Bet shall be paid as if it were four separate wagers on 2, 3, 11 and 12. Horn/whirl of world bets.

(2) A "Whirl of World" Bet shall be paid as if it were five separate wagers on 2, 3, 7, 11 or 12.

(3) No Casino Licensee or his employees shall accept any wager because the amount thereof cannot be paid at the odds permitted by Regulations 2 (4) (c).

Buy bets.

6. (1) In addition to the pay out odds given in Regulation 4 (2) for place bets on 4, 5, 6, 8, 9 and 10, a Casino Licensee may offer a player the option (buy bets) of receiving true odds on those bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed 5 per cent of such wager. In these circumstances, a Casino Licensee shall conform to the following odds in paying off winning wagers on these bets:-

<u>BET</u>	<u>ODDS</u>
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1.

(2) Except as provided for in regulation 2, no Casino Licensee shall charge any percentage fee or vigorish to a player in making any wager in the game of craps.

(3) Only the wagers listed in regulation 2 shall be permissible at the game of craps.

Making and removal of wagers, approval of minimum and maximum wagers.

7. (1) Wagers shall be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that they are confirmed orally by the dealer and a boxman.

(2) All wagers at craps shall be made by placing gaming chips or

plaques on the appropriate areas of the craps layout, except that oral wagers accompanied by cash or authorised cash equivalents may be accepted provided that they are confirmed by the dealer and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques.

(3) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bets.

(4) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but shall not be replaced or increased after such removal or reduction until a new come out roll.

(5) Every Casino Licensee shall submit to the Board for its review and approval, the proposed minimum and maximum wagers to be permitted at each craps table in a casino and the minimum and maximum wagers as approved by the Board shall at all times remain conspicuously posted on a sign at each table.

8. (1) A set of at least five dice conforming to the specifications contained in regulation 18 of the Gaming Control (Gaming Tokens and Equipment) (Description and Physical Characteristics) Regulations, shall be presented at the Craps table during the game of craps and the control of the dice shall be the responsibility of the Stickman at the table who shall retain all dice, except those in active play, in a dice cup at the table.

Dice retention
and selection.

(2) At the commencement of play, the Stickman shall offer the set of dice to the player immediately to the left of the boxman at the table and if such player rejects the dice, the Stickman shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(3) The first player to accept the dice when offered shall become

the shooter who shall select and retain two of the dice offered and the remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.

Throw of the dice. 9. Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which he shall throw the two selected dice so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him.

Invalid roll of the dice. 10. (1) A roll of the dice shall be invalid where either or both of the dice go off the table, or where one die comes to rest on top of the other.

(2) A Boxman or Stickman, as designated by a casino licensee shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:

- (i) the dice do not leave the shooter's hand simultaneously;
- (ii) either or both of the dice fail to strike an end of the table;
- (iii) either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the Boxman;
- (iv) either or both of the dice come to rest in the dice cup in front of the Stickman or on one of the rails surrounding the table;
- (v) the use (or the reasonable suspicion of the use) of a cheating, dishonest device or technique in the roll of the dice; or

(vi) for any other reason the Boxman or Stickman as the case may be, considers the throw to be improper.

(3) The call of “No Roll” by the Boxman or Stickman under this subregulation shall whenever possible, be made before both dice come to rest.

(4) A throw of the dice which results in the dice coming into contact with any chips on the table shall not be a cause for a call of “No Roll”.

11. (1) When the dice come to rest from a valid throw, the Stickman shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered uppermost and in the event of a dispute as to which face is uppermost, the Boxman shall have the discretion to determine which face is uppermost or to determine that the throw be void and the dice be re-thrown.

Point thrown;
settlement of
wagers.

(2) After calling the throw, the Stickman shall collect the dice and bring them to the center of the table between himself and the Boxman and all wagers decided by that throw shall then be settled, following which the Stickman shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the Shooter, the Stickman shall use a stick designed for that purpose.

12. (1) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:-

Continuation of
shooters:
selection of new
shooter.

(a) the shooter shall pass the dice upon throwing a loser 7; and

(b) the Boxman may order the shooter to pass the dice if the shooter unreasonably delays the game or repeatedly makes invalid rolls or violates the Gaming Control Act or regulations made thereunder.

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(2) Where a voluntary or compulsory relinquishment of the dice occurs by the shooter, the Stickman shall offer the complete set of 5 or more dice to the player immediately to the left of the previous shooter and, if he does not accept, to each of the other players in turn clockwise around the table.

(3) The first player to accept the dice when so offered shall become the new shooter who shall select and retain two of the dice offered and the remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.

PART III **BLACKJACK**

Cards: number of decks, value of cards.

13. (1) Blackjack shall be played with at least four decks of cards with backs of the same colour and design and one additional coloured cutting card.

(2) The value of the cards contained in each deck shall be as follows:-

- (i) any card from 2 to 10 shall have its face value;
- (ii) any Jack, Queen or King shall have a value of ten;
- (iii) an ace shall have a value of eleven unless that would give a player or the dealer a score in excess of 21, in which case, it shall have a value of 1.

Wagers.

14. (1) Prior to the first card being dealt for each round of play, each player at the game of Blackjack shall make a wager against the dealer which

shall win if:-

- (a) the score of the player is 21 or less and the score of the dealer is in excess of 21;
- (b) the score of the player exceeds that of the dealer without either exceeding 21; or
- (c) the player has achieved a score of 21 in two cards and the dealer has achieved a score of 21 in more than two cards:

Provided that except as otherwise provided in paragraph (a) above, a wager made in accordance with this subregulation shall be void when the score of the player is the same as that of the dealer.

(2) Except as otherwise provided in these Regulations, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.

(3) All wagers at blackjack shall be made by placing gaming chips or plaques on the appropriate areas of the blackjack layout except that oral wagers accompanied by cash or authorised cash equivalents may be accepted provided that they are confirmed by the dealer and Casino Supervisor, and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques, in accordance with the Regulations governing the acceptance and conversion of such instruments.

(4) Each Casino Licensee shall submit to the Board for review and approval the minimum and maximum wagers permitted at each Blackjack table in the casino and the minimum and maximum wagers as approved by the Board shall at all times remain conspicuously posted on a sign at each table.

(5) All winning wagers made in accordance with this subregulation

shall be paid at odds of 1 to 1 with the exception of blackjack which shall be paid at odds of 3 to 2.

(6) Once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these Regulations.

(7) Once a wager on the insurance line or a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these Regulations.

(8) No dealer or other casino employee shall permit any player to engage in conduct in breach of subregulation (6) above.

Opening of table
for gaming.

15. (1) After receiving the four or more decks of cards at a table, the dealer shall sort and inspect the cards after which a Casino Supervisor shall also inspect the cards.

(2) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table and the cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(3) After the first player (or players) is or are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or a “chemmy shuffle” of the cards and stacked.

Shuffle and cut of
the cards.

16. (1) Immediately prior to commencement of play and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly

intermixed.

(2) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him, to the players to be cut.

(3) The player designated under subregulation (5) shall cut the cards by placing the cutting card in the stack at least ten (10) cards in from either end.

(4) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack after which the dealer shall insert the cutting card in a position at least approximately one quarter of the way in from the back of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.

(5) The player to cut the cards shall be:-

- (a) the first player to the table if the game is just beginning;
- (b) the player on whose box the cutting card appeared during the last round of play;
- (c) the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.

(6) Where the player designated under subregulation (4) refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut and if no player accepts the cut, the dealer shall cut the cards.

(7) A re-shuffle of the cards in the shoe shall only take place after the cutting card is reached in the shoe as provided for in subregulation (4) except that a new dealer at the table shall have the discretion to reshuffle the

cards in the shoe prior to continuing play.

Procedure for dealing of cards.

17. (1) All cards used for the game of blackjack shall be dealt from a dealing shoe specifically designed for such purposes and located on the table to the left of the dealer.

(2) Each dealer shall remove cards from the shoe with his left hand, turn them face upwards, and then place them on the appropriate area of the layout with his right hand.

(3) After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom and place it in the discard rack which shall be located on the table immediately in front of or to the right of the dealer.

(4) At the commencement of each round of play, the dealer shall, starting on his left and continuing clockwise around the table, deal the cards in the following order:

- (a) one card face upwards to each box on the layout in which a wager is contained;
- (b) one card face upwards to himself;
- (c) a second card face upwards to each box in which a wager is contained;
- (d) a second card face down to himself,

but at no time shall the dealer look at his second or “hold” card until all players’ hands have been acted upon.

(5) After two cards have been dealt to each player and to the dealer, the dealer shall, beginning from his left, announce the point total of each player. As each player’s point total is announced, such player shall indicate

whether he wishes to double down, split pairs, stand, draw and/or make an insurance wager, as provided for in these Regulations.

(6) Where each player indicates his decision, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with these Regulations, and shall announce the new point total of such player after each additional card is dealt.

(7) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn his hold card face upwards, and any additional cards authorised to be dealt to the hand of the dealer under regulation 23 (2) shall be dealt face upwards at this time after which the dealer shall announce his total point count.

(8) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily reconstructed in the event there arises any question or dispute. The dealer shall pick up the cards of his hand first and thereafter the cards beginning with those of the player to his far right and moving counter-clockwise around the table.

(9) Where the cutting card is encountered in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which he shall reshuffle the cards.

(10) No player or spectator shall handle, remove or alter any cards used to game at blackjack except as explicitly permitted under these Regulations, and no dealer or other casino employee or casino key employee shall permit a player or spectator to engage in such activity.

(11) Every player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts required to be announced by the dealer under this regulation without himself checking the accuracy of such announcements.

Payment of
blackjack.

18. The following procedures shall be adhered to with respect to payments in blackjack:-

- (a) If the first face up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8, or 9 and a player has blackjack, the dealer shall announce and pay the blackjack at odds of 3 to 2 and shall remove the player's cards before any player receives a third card.
- (b) If the first face up card dealt to the dealer is an Ace, King, Queen, Jack or ten and a player has blackjack, the dealer shall announce the blackjack but shall make no payment nor remove any cards until all other cards are dealt to the players and the dealer has turned over his second card. If, in such circumstances, the dealer's second card does not give him blackjack, the player having blackjack shall be paid at odds of 3 to 2. If, however, the dealer's second card gives him blackjack, the wager of the player having blackjack shall be void and constitute a stand off.
- (c) If the first card dealt to the dealer is an Ace and the player has blackjack, the player may elect to be paid even money. This option must be exercised by the player with the blackjack prior to any other cards being dealt to other hands. If exercised, the dealer will pay the player even money and then remove the cards from the layout and place them in the discard rack before acting on any other players' hands.

Insurance wagers.

19. (1) Where the first card dealt to a dealer is an Ace, each player shall have the right to make an insurance bet which shall win if the dealer's second card is a King, Queen, Jack or 10 and shall lose if the dealer's second

card is an Ace, 2, 3, 4, 5, 6, 7, 8, or 9.

(2) An insurance bet may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the players' initial wager which shall be accomplished immediately after the second card is dealt to each player and prior to any additional cards being dealt to them.

(3) All winning insurance wagers shall be paid at odds of 2 to 1.

(4) All losing insurance wagers shall be collected by the dealer immediately after he discloses his second or hold card, and before he draws any additional cards.

20. (1) Except for blackjack or a point count of twenty-one in two cards, a player may elect to double down, i.e. make an additional wager equal to the amount of his original wager, whenever the first two cards dealt to him total 9, 10 or 11 or the first two cards of any split pair total 9, 10 or 11 on the condition that one and only one additional card shall be dealt to the hand on which he has elected to double down. In such circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout. Double down.

(2) Where a dealer obtains blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down.

21. (1) Where the initial two cards to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager. Splitting pairs.

(2) Where a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete the players' decisions with respect to that hand before proceeding to deal any cards to the second hand.

(3) After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate his decision to stand, draw or double down with respect thereto except that:

- (i) a player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards;
- (ii) a player may not split pairs again if the second card dealt is identical in value to a card of the split pair.

(4) Where a dealer obtains blackjack after a player splits pairs, the dealer shall only collect the amount of the original wager of each player and shall not collect the additional amount wagered in splitting pairs.

Drawing of additional cards by players and dealers.

22. (1) A player may elect to draw additional cards whenever his point count total is less than 21 except that:-

- (i) a player electing to double down shall draw one and only one additional card;
- (ii) a player splitting aces shall only have one card dealt to each Ace and may not elect to receive additional cards.

(2) A dealer shall draw additional cards to his hand until he has a hard or soft total of 17, 18, 19, 20 or 21 at which point no additional cards shall be drawn.

More than one player wagering on a box.

23. (1) Unless otherwise directed by the Board, a Casino Licensee may permit from one to three people to wager on any one box of the blackjack layout provided that the first person wagering on the box consents to additional players wagering on such box and provided further that the casino licensee

adheres to such procedures and limitations imposed by the Board as dictated by the particular circumstances.

(2) Where more than one player wagers on a box, the player who is seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box. In the case of no seated player, the person with the highest wager in the box shall have such right.

(3) The player calling the decisions with respect to any box shall place his wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

(4) Where more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so and, only one additional card shall be dealt to the hand that is subject to the double down.

(5) Where more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager as provided for in regulation 21 to cover each split pair or designate which of the split pairs they wish their initial wager to apply.

(6) Where more than one player is wagering on a box, each player shall have the right to make an insurance bet in accordance with regulation 19 regardless of whether the other players on that box make such a bet.

(7) The Board and its inspectors shall have the discretion and authority to limit, control and regulate the implementation of this regulation as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the casino licensee to establish the ability of its dealers to implement this regulation.

- Player wagering on more than one box. 24. A casino licensee may permit a player to wager on more than one box at a blackjack table provided however that the Board and its inspectors shall have the authority and discretion to prohibit this during hours when there are insufficient seats in the casino to accommodate patron demand.
- Irregularities. 25. (1) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack.
- (2) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- (3) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him during such round.

PART IV
BACCARAT-PUNTO BANCO

- Cards: number of decks, value, point count of hand. 26. (1) Baccarat-Punto Banco shall be played with at least eight (8) decks of cards and two additional solid yellow or green cutting cards.
- (2) The “value” of the cards in each deck shall be as follows:
- (i) any card from 2 to 9 shall have its face value;
- (ii) any ten, Jack, Queen or King shall have a value of zero;
- (iii) any Ace shall have a value of one.

(3) The “Point Count” of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling the value of the cards in the hand. Where the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are where:-

- (i) a hand composed of an Ace, a 2 and a 4 has a Point Count of 7;
- (ii) a hand composed of an Ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

27. The following wagers shall be permitted to be made by a participant at the game of Baccarat-Punto Banco:- Wagers.

- (a) A wager on a “Banker’s Hand” which shall:
 - (i) win if the “Banker’s Hand” has a point count higher than that of the “Player’s Hand”,
 - (ii) lose if the “Banker’s Hand” has a point count lower than that of the “Player’s Hand”,
 - (iii) be void if the point count of the “Banker’s Hand” and the “Player’s Hand” are equal.
- (b) A wager on the Player’s Hand which shall:
 - (i) win if the “Player’s Hand” has a point count higher than that of the Banker’s Hand,
 - (ii) lose if the “Player’s Hand” has a point

count lower than that of the “Banker’s Hand”,

- (iii) be void if the point count of the “Banker’s Hand” and the “Player’s Hand” are equal.
- (c) A “Tie Bet” which shall win if the point counts of the “Banker’s Hand” and the “Player’s Hand” are equal, and shall lose if such point counts are not equal.
- (d) Unless otherwise approved by the Board, no Casino Licensee, his employees or agents shall accept any wager at the game of baccarat-punto banco other than those specified in this regulation.
- (e) All wagers at baccarat-punto banco shall be made by placing gaming chips or plaques on the appropriate areas of the baccarat-punto banco layout except that oral wagers accompanied by cash or authorised cash equivalents may be accepted provided that they are confirmed by the dealer and the Casino Supervisor at the table and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques, in accordance with the Regulations governing the acceptance and conversion of such instruments.
- (f) No wager at baccarat-punto banco shall be made, increased or withdrawn after the dealer calling the game has announced “No more Bets”.
- (g) Each Casino Licensee shall submit to the Board for review and approval, the minimum and

maximum wagers permitted at each baccarat-punto banco table. The minimum and maximum wagers as approved by the Board shall at all times be conspicuously posted on a sign at each table.

28. (1) A winning wager made on the “Player’s Hand” shall be paid off by a Casino Licensee at odds of 1 to 1. Payout odds.

(2) A winning wager made on the Banker’s Hand shall be paid off by a Casino Licensee at odds of 1 to 1, except that the casino licensee may extract a charge (to be known as a “commission” or “vigorish”) on the amount won not to exceed five percent (5%) of such amount provided, however, a Casino Licensee may round off the commission or vigorish to twenty-five cents or the next highest multiple of twenty-five or multiple thereof.

(3) A Casino Licensee may collect the vigorish from a player at the time the winning payoff is made or may defer it to a later time provided, however, that all outstanding vigorish shall be collected prior to the re-shuffling of the cards, and in no event shall the collection of any vigorish be deferred beyond such point.

(4) The amount of any vigorish not collected at the time of the winning payout shall be evidenced by the placing of a marker button containing the amount of the vigorish owed in a rectangular space, in front of the dealer on the layout, imprinted with the number of the participant owing such vigorish.

(5) A winning tie bet shall be paid off by a Casino Licensee at odds of 8 to 1.

29. (1) After receiving the eight or more decks of cards at the table, the dealer calling the game shall sort and inspect the cards. Opening of table for gaming.

(2) Following the inspection of the cards by the dealer and a Casino Supervisor assigned to the table, the cards shall be spread out face upwards on

the table for visual inspection by the first participant or participants to arrive at the table and the cards shall be spread out in columns by deck according to suit in sequence. The cards in each suit shall be laid out in sequence within the suit.

(3) After the first participant or participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downwards on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked.

Shuffle and cut of
the cards.

30. (1) Immediately prior to the commencement of play and after each shoe of cards is completed, the dealers shall shuffle the cards so that they are randomly intermixed.

(2) After the cards have been shuffled, the dealer calling the game shall offer the stack of cards, with backs facing away from him, to the participants to be cut. The dealer shall begin with the participant seated in the highest number position at the table or, in the case of reshuffle, the last curator, and working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(3) The cards shall be cut by placing the cutting card in the stack at least ten (10) cards in from either end.

(4) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack and thereafter the dealer shall insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play but prior to the commencement of play, the dealer may implement a card burn procedure as may be required by the Casino Licensee.

31. (1) All cards used to game at baccarat-punto banco shall have backs of the same colour and design and shall be dealt from a dealing shoe specifically designed for such purpose.

Dealing shoe:
selection of
player to deal
cards.

(2) At the commencement of play, the dealer calling the game shall offer the shoe to the participant in seat number one at the table, and if such participant rejects the shoe or if there is no one in seat number one, the dealer shall offer the shoe to each of the other participants in turn counter clockwise around the table until one of the participants accepts it.

(3) The participants to accept the shoe (called the “curator”) shall be responsible for dealing the cards in accordance with these Regulations and the instructions of the dealer calling the game.

(4) Where all players at the table refuse to accept the shoe, one of the dealers shall be assigned to take the shoe and be designated the curator.

32. (1) There shall be two hands dealt in the game of baccarat-punto banco, one of which shall be nominated the “Player’s Hand” and the other nominated the “Banker’s Hand”.

Hands of player
and banker;
procedure for
dealing initial
two cards to
each hand.

(2) At the commencement of each round of play, the dealer calling the game shall announce “No more Bets” after which he shall instruct the curator to commence dealing the cards by announcing “Cards”.

(3) The curator shall deal an initial four cards from the shoe. The first and third card dealt shall constitute the first and second cards of the “Player’s Hand”. The second and fourth cards dealt shall constitute the first and second cards of the “Banker’s Hand”. After the cards are dealt to each hand, the dealer calling the game shall place them face upwards in front of himself.

33. (1) After the initial four cards have been dealt, the dealer calling the game shall announce the point count of the “Player’s Hand”. After the dealer calling the game takes and positions the cards of the “Banker’s Hand” in

Procedure for
dealing
additional cards.

front of him, the dealer calling the game shall announce the point count of the “Banker’s Hand”.

(2) Following the announcement of the point counts of each hand, the dealer calling the game shall instruct the curator whether to deal a third card to each hand, which instructions shall be in conformity with the requirement of regulation 34(l) below.

(3) Any third card required to be dealt by the dealer’s instructions shall first be dealt face upwards to the “Player’s Hand” and then to the “Banker’s Hand” by the curator.

(4) There shall be no more than one additional card dealt to either hand.

(5) Where the cutting card appears during play, the cutting card shall be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce “next to the last hand” and upon completion of that hand, the dealer calling the game shall announce “last hand” after which no more cards will be dealt until the reshuffle occurs.

Rules for determining whether third card shall be dealt.

34. (1) Where the point count of either the “Player’s Hand” or the “Banker’s Hand” after the initial two cards are dealt to each is an 8 or 9 (which shall be called a “natural”) no more cards shall be dealt to either hand.

(2) Where the point count of the “Player’s Hand” on the first two cards is 0 to 5 inclusive, the “Player’s Hand” shall draw (i.e. take a third card) in accordance with the requirements below and where the point count of the “Player’s Hand” on the first two cards is 6 or 7, the “Player’s Hand” shall stand (i.e. not take a third card).

PLAYER'S HAND

<u>Players Having</u>	<u>Third Card Determination</u>
0 to 5	Draws
6 to 7	Stands
8 to 9	Natural, Banker cannot draw

(3) The "Banker's Hand" shall draw (i.e. take a third card) or stay, (i.e. not take a third card) in accordance with the requirements below and the Banker shall draw when the first two cards total 1 or 2.

BANKER'S HAND

<u>When first two cards total</u>	<u>Draws when player's Third Card is</u>	<u>Does not draw when player's Third Card is</u>
3	1, 2, 3, 4, 5, 6, 7, 9, 10	8
4	2, 3, 4, 5, 6, 7	1, 8, 9, 10
5	4, 5, 6, 7	1, 2, 3, 8, 9, 10
6	6, 7	1, 2, 3, 4, 5, 8, 9, 10
7	STANDS	
8, 9	NATURAL	Player cannot draw

(NB. Where the player stands on 6 or 7, the Bank will always draw on a total of 0, 1, 2, 3, 4 and 5, standing on 6, 7, 8 and 9.)

Announcement of result of round: payment and collection of wagers. 35. (1) After each hand has received all the cards it is entitled to under these Regulations, the dealer shall announce the final point count of each hand indicating which hand has won the round and where the two hands have equal point counts, the dealer shall announce “Tie Hand”.

(2) After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall collect all losing wagers, pay off all winning wagers and either collect or mark up any vigorish or commission owed in accordance with these Regulations.

Continuation of curator; selection of new curator. 36. (1) It shall be the option of the curator, after any round of play, either to pass the shoe or remain as curator except that:

(a) the curator shall pass the shoe where the Banker’s hand loses; and

(b) the dealer or Casino Supervisor assigned to the table may order the curator to pass the shoe if the curator unreasonably delays the game, repeatedly makes invalid deals or violates these Regulations.

(2) Where a voluntary or compulsory relinquishment of the shoe occurs, the dealer shall offer the shoe to the participant immediately to the right of the previous curator and, if he does not accept it or there is no participant in that position, the dealer shall offer the shoe to each of the other participants in turn counter- clockwise around the table and the first to accept the shoe when offered shall become the new curator.

Irregularities. 37. (1) A third card dealt to the “Player’s Hand” when no third card is authorised by these Regulations shall become the third card of the Banker’s Hand if the Banker’s Hand is obliged to draw under Regulation 34 (3) and where in such circumstances, the Banker’s hand is required to stay, the card dealt in error without its face being exposed, shall become the first card of the next hand. If the face of the card dealt in error were exposed to the players,

such card shall not be used in the game, and the dealer may implement such card burn procedure as may be required by the Casino Licensee.

(2) A card drawn in excess from the shoe and not disclosed to the players shall be used as the first card of the next hand of play and where such card is exposed to the players, it shall be burned in accordance with the Casino Licensee's burn procedure.

(3) All cards found face upwards in the shoe shall not be used in the game and shall be burned in accordance with the Casino Licensee's burn procedure.

(4) Where there are sufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards is re-shuffled and placed in the shoe.

PART V
BACCARAT - CHEMIN DE FER

38. (1) Baccarat-chemin de fer shall be played with at least six (6) decks of cards having backs of the same colour and design and two additional yellow or green cutting cards.

Cards: number of
decks, value:
Point count of
hand.

(2) The value of the cards in each deck shall be as follows:-

- (a) any card from 2 to 9 shall have its face value;
- (b) any Ten, Jack, Queen or King shall have a value of zero;
- (c) any ace shall have a value of one.

(3) The "point count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling the value of cards in the

hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the point count of the hand. Examples of this rule are as follows:-

(a) a hand composed of an ace, a 2 and a 4 has a point count of 7;

(b) a hand composed of an ace, a 2 and a 9 has a total of 12 but only a point count of 2 since the digit 1 in the number 12 is discarded.

Minimum and maximum wagers.

39. Each Casino Licensee shall submit to the Board for review and approval, the minimum and maximum wagers permitted at each baccarat-chemin de fer table and the minimum and maximum wagers as approved by the Board shall at all times remain conspicuously posted at each table.

Opening of table for gaming.

40. (1) After receiving the six or more decks of cards at the table, the dealer calling the game and a supervisor shall sort and inspect the cards.

(2) Following the inspection of the cards by the dealer and a supervisor assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence and the cards in each suit shall be laid out in sequence within the suit.

(3) After the first participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked.

Shuffle and cut of the cards.

41. (1) Immediately prior to the commencement of play and after each shoe of cards is completed, the dealer shall shuffle the cards so that they are randomly intermixed.

(2) After the cards have been shuffled, the dealer calling the game

shall offer the stack of cards, with backs facing away from him, to the participants, to be cut. The dealer shall begin with the participant seated in the highest numbered position at the table or, in the case of a reshuffle, the participant seated to the left of the participant responsible for dealing the cards, and working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(3) The cards shall be cut by placing the cutting card in the stack between the 10th and 11th cards in from either end.

(4) Where the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack, after which the dealer shall place approximately one deck of cards into the remaining stack. After lacing the cards, the dealer shall insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play but prior to the commencement of play, the dealer may implement a card burn procedure as may be required by the Casino Licensee.

42. (1) All cards used to game at baccarat-chemin de fer shall be dealt from a dealing shoe specifically designed for such purpose.

Dealing shoe:
selection of
banker.

(2) After the cards have been shuffled and placed in the shoe, the dealer calling the game shall offer the shoe to the participants to be dealt and the participant offering to wager the highest amount on the first hand shall become the “Banker” and shall be responsible for dealing the cards from the shoe in accordance with these Regulations and the instructions of the dealer calling the game.

(3) Where two or more participants offer to wager an equal amount on the first hand, the participant making such wager that is closest to the dealer moving counterclockwise around the table shall become the “Banker”.

Wagers placed by
bankers.

43. (1) Immediately prior to dealing the cards, the “Banker” shall place a wager in support of the “Banker’s Hand” which shall conform to the requirement of subregulation (2) and the wager placed by the Banker shall:-

- (a) win if the “Banker Hand” has a point count higher than that of the “Player’s Hand”;
- (b) lose if the “Banker’s Hand” has a point count lower than that of the Player’s Hand;
- (c) be void if the point counts of the “Banker’s Hand” and the “Player’s Hand” are equal.

(2) The wager placed by the Banker immediately after accepting the shoe shall not be less than the amount such participant offered in bidding to become the Banker. The amount of all subsequent wagers placed by the Bankers as such shall be at least equal to, but no more than twice the amount of his immediately preceding wager. An example of this rule is where Participant A becomes the Banker for a high bid of \$1,000, he must place a wager of at least \$1,000 on the first hand dealt. If he continues as the Banker, his wager on the second hand must be at least \$1,000 but not more than \$2,000. Assuming he wagers \$2,000 on the second hand, his wager on the third hand (if he continues as the Banker) must be at least \$2,000 but not more than \$4,000.

(3) Any wager placed by the Banker in cash or authorised cash equivalents shall be exchanged immediately by the dealer for gaming chips or plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

Wagers made
against banker.

44. (1) After the Banker has placed a wager in support of the Banker’s Hand, the remaining participants at the table shall be given the opportunity of wagering against all or part of the wager made by the Banker provided however that such wagers shall not exceed, either individually or in the aggregate, the amount wagered by the Banker.

(2) Any participant who equalled and lost the immediately preceding wager of the Banker shall have the first option of making a wager against the Banker of an amount equal to the amount being wagered by the Banker and such participant shall exercise this option by announcing “Banco Suivi” and by placing the requisite wager on the appropriate area of the layout. A “stand off” shall not be counted for the purpose of determining the immediately preceding wager under this paragraph.

(3) If no qualified participant announces “Banco Suivi” or “Suivi” the next preference shall be given to any participant placing a wager against the Bank equal in amount to that wagered by the Banker. This option shall be exercised by a participant announcing “Blanco Seul” or “Banco” and by placing the requisite wager on the appropriate area of the layout.

(4) Where more than one participant announces “Banco”, preference shall be given to the participant making such announcement who is seated nearest to the Banker in a counter-clockwise direction round the table.

(5) If the options granted by paragraphs (b) and (c) are not exercised, each participant, beginning with the one seated to the immediate right of the Banker and moving counter-clockwise around the table, shall have the right to make a wager against a part of the wager made by the Banker until such wagers, taken in the aggregate, equal the amount of the wager made by the Banker or until the dealer announces “No more Bets”.

(6) No wager at baccarat-chemin de fer shall be made, increased or withdrawn after the dealer has announced “no more bets” except that the Banker shall withdraw any part of his initial wager that was not covered by the wagers of the other participants.

(7) Any wager placed by the participants in cash or authorised cash equivalents shall be exchanged immediately by the dealer for gaming chips or plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

- (8) The wager(s) placed by the participants shall:-
- (a) win if the Player's Hand has a point count higher than that of the Banker's Hand;
 - (b) lose if the Player's Hand has a point count lower than that of the Banker's Hand;
 - (c) be void if the point counts of the Banker's Hand and Player's Hand are equal.

Hands of player and banker.
Persons controlling each hand.
Procedure for dealing initial two cards to each hand.

45. (1) There shall be two hands dealt in the game of baccarat-chemin de fer, one of which shall be denominated the Player's Hand and the other denominated the Banker's Hand.

(2) The participant selected as the Banker shall have exclusive control of the Banker's Hand and shall make all decisions permitted by these Regulations with respect to such hand.

(3) Exclusive control of the Player's Hand and the right to make all decisions permitted by these Regulations with respect to such hand shall reside in the participant who makes a wager in accordance with Regulation 44 (2) or (3). Where no such wager has been made, this right shall reside in the participant making the highest wager against the Banker. If two or more equally high wagers have been made, this right shall reside in the participant making such wager that is nearest to the Banker moving counter clockwise around the table. The Participant possessing exclusive control of the Player's Hand under this paragraph shall hereinafter be referred to as the "Dominant Player".

(4) After the dealer announces "Cards", the Banker shall deal an initial four cards from the shoe. The first and third card dealt shall be placed face downwards in front of the Dominant Player and shall constitute the first

and second card of the Player's Hand while the second and fourth card dealt shall be placed face downward in front of the Banker and shall constitute the first and second card of the Banker's Hand.

46. (1) After the initial four cards have been dealt, the Dominant Player shall look at the two cards dealt to the Player's Hand without disclosing them to the Banker and if the point count of the Player's Hand is:

Procedure for dealing of additional cards.

- (a) a zero, one, two, three or four, the Dominant Player shall request one additional card by announcing "Card";
- (b) a five, the Dominant Player shall exercise the option of requesting one additional card by announcing "Card" or not requesting one additional card by announcing "Stay";
- (c) a six or seven, the Dominant Player shall not draw an additional card by announcing "Stay";
- (d) an eight or nine, the Dominant Player shall announce "Natural" and all cards in both hands be turned immediately face upwards with no additional cards being dealt to either hand.

(2) Where the Dominant Player has announced "Card" in accordance with paragraph (a) of subregulation (1) of this regulation, an additional card shall not be dealt to the Player's Hand until the Banker first looks at the two cards dealt to the Banker's Hand. If the point count of the Banker's Hand is 8 or 9, the Banker shall announce "Natural" and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand. If the point count of the Banker's Hand is less than 8, the Banker shall announce "Under Eight" and shall deal a third card face upwards to the Player's Hand in accordance with the request of the Dominant Player.

(3) After the Player's Hand stays or receives a third card in accordance with paragraph (a) or (b), the Banker shall turn the cards in the Banker's Hand face upwards on the table and shall deal or not deal a third card to the Banker's Hand in accordance with the requirements of Table 3 below.

TABLE 3

Value of third card drawn by Player's Hand

	If no										
	3 rd	0	1	2	3	4	5	6	7	8	9
	Card										
	0)										
	1)	Banker's Hand Draws									
	2)										
Point	3D	D	D	D	D	D	D	D	D	D	Op
Count											
of	4D	S	S	D	D	D	D	D	D	S	S
Banker's											
Hand	5D	S	S	S	S	Op	D	D	D	S	S
	6S	S	S	S	S	S	D	D	D	S	S
	7	BANKER'S HAND STAYS									
	8)										
)	NATURALS-NO FURTHER DRAW									
	9)										

(4) The first vertical volume in Table 3 labelled “Point Count of Banker’s Hand” shall refer to the point count of the Banker’s Hand after the first two cards have been dealt to it.

(5) The first horizontal column at the top of Table 3 labelled “Third Card Drawn by Player’s Hand” shall refer to the value of the third card drawn by the Player’s Hand as distinguished from the point count of the Player’s Hand.

(6) As used in Table 3, the letter “D” means that the Banker’s Hand must draw a third card, the letter “S” means that the Banker’s Hand shall stay (i.e. not draw a third card) and the abbreviation “Op.” means that the Banker may draw a third card or stay within his discretion.

(7) The method of using Table 3 shall be to find the point count of the “Banker’s Hand” in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the Player’s Hand. The box at which such intersection takes place will show whether the Banker’s Hand shall draw a third card or stay. For example, if the point count of the Banker’s Hand after two cards is 3 and the value of the third card drawn by the Player’s Hand is 9, Table 3 shows that the Banker has the option of drawing a third card or staying.

(8) Any announcement required to be made by the Dominant Player or Banker by this subregulation shall be immediately repeated by the dealer at the table to assure the clarity and understanding of such statements.

47. (1) After each hand has received all the cards it is entitled to under these Regulations, the dealer calling the game shall announce the point count of each hand indicating which hand has won the round, and where the two hands have equal point counts, the dealer shall announce “Stand Off” or “Tie Hand”.

Announcement of result of round. Payment and collection of wagers. Casino Fee.

(2) After the result of the round is announced, the dealer or dealers

responsible for the wagers at the table shall collect and pay off the wagers made. Winning wagers made against the Banker's hand shall be paid off from the amount wagered by the Banker at odds of 1 to 1. A winning wager made by the Banker shall be paid off at odds of 1 to 1 from the amount(s) wagered by the other participants.

(3) As its fee for housing the game, a casino may levy a charge (to be known as a "vigorish" or "commission") of not more than 5% of the amount won by the Banker on each round of play, provided however that a Casino Licensee may round off the commission or vigorish to the next highest multiple of twenty-five cents when the commission or vigorish is not exactly twenty-five cents or a multiple thereof. Such fee shall be collected immediately after each round won by the Banker.

Continuation of
banker; selection
of new banker.

48. (1) It shall be the option of the Banker, after any round of play, either to pass the shoe or remain as Banker except that:-

- (i) the Banker shall pass the shoe whenever the Banker's Hand loses; and
- (ii) the dealer or supervisor assigned to the table may order the Banker to pass the shoe if the Banker unreasonably delays the game, repeatedly makes invalid deals or violates these Regulations.

(2) Where a mandatory relinquishment of the Bank occurs, it shall be offered to the seated participant to the right of the previous Banker and then to each other seated participant moving counter-clockwise around the table, until a new participant accepts it and becomes the new Banker.

(3) Where a voluntary relinquishment of the Bank occurs, each seated participant shall be offered it, beginning with the participant to the right of the previous Banker and moving counterclockwise around the table. The

first participant willing to accept the bank and to wager an amount on the next hand equal to, but no more than twice the amount of the previous Banker's last wager, shall become the next Banker. If no participant offers to meet this condition, the participant offering to wager the highest amount on the next hand shall become the new Banker, provided however that the participant who passed the Bank shall not be permitted to take part in the first round of such bidding.

(4) When a passed bank is defeated in any hand, it shall be transferred as it would have been in accordance with subregulation (2) had it not been voluntarily passed.

(5) A participant by moving to another seat at the table shall miss a turn to become the Banker in the next seat where such a move would otherwise give that participant promotion in turn to become the Banker.

49. (1) Where the Banker, by taking cards for his hand in the wrong order in the initial deal, makes an error which cannot be rectified, the hand shall be annulled and the Bank may be transferred counterclockwise to the next participant seated at a numbered place.

Irregularities.

(2) Where the Banker, during the initial deal, takes more than two cards for his hand and the deal cannot be rectified, the point count of his hand shall be regarded as zero and the play shall proceed in accordance with Regulation 46.

(3) Where the Banker, during the initial deal, gives three cards to the Dominant Player and he is not able to determine which card has been dealt in excess, the point count of the Player's Hand shall be the highest that can be made with any two or all three of the cards.

(4) If the Banker, subsequent to the initial deal, takes two cards for his hand instead of one and the deal cannot be rectified, the point count of his hand shall be the lowest that can be made with two of the cards.

(5) A card dealt face upwards to the Dominant Player after he has said “Stay” shall become the Banker’s card in the event the Banker is obliged to draw or has the option of drawing a third card in accordance with these Regulations. If the Banker is required to stay under these Regulations, the card dealt in excess should be discarded and placed in the discard bucket at the table.

(6) A card dealt face upwards to the Dominant Player, after he has said “Stay” and the dealer has mistakenly said “Card”, shall become the Banker’s card in the event the Banker is not obliged to draw a third card under these Regulations. Where the Banker is not obliged to draw a third card, the card dealt in excess should be discarded and placed in the discard bucket at the table.

(7) There shall be no penalty for a card drawn in excess from the shoe if it remains undisclosed. A card so drawn shall be used as the first card of the next hand provided that the cutting card has not been exposed in the shoe or drawn therefrom. In the course of play, cards once drawn from the shoe shall not be replaced.

(8) Where the Banker, subsequent to the initial deal, draws a card from the shoe for his hand after the Dominant Player has said “Card” and the dealer has repeated “Card”, the Banker must give such card to the Dominant Player and thereafter either draw or not draw a third card for his hand as may be required by these Regulations.

(9) A card found turned face upwards in the shoe shall be discarded and placed in the discard bucket at the table and the last hand of a shoe shall be void when a card of that hand is found face upward in the shoe.

(10) Where there are found to be insufficient cards in the shoe to complete a hand when the cutting card is drawn, that hand shall be void.

PART VI
ROULETTE

50. (1) All wagers at roulette shall be made by placing gaming chips or plaques on the appropriate areas of the roulette layout except that oral wagers accompanied by cash or authorised cash equivalents may be accepted provided that they are confirmed by the dealer and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques in accordance with the Regulations governing the acceptance and conversion of such instruments. Wagers.
- (2) No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in colour and design to value chips or to non-value chips being used by another person at that same table.
- (3) Each player shall be responsible for the correct positioning of his wager or wagers on the roulette layout regardless of whether he is assisted by the dealer and the player must ensure that any instructions he gives to the dealer regarding the placement of his wagers are correctly carried out.
- (4) Each wager shall be settled strictly in accordance with the position on the layout when the ball falls to rest in a compartment of the wheel.
- (5) Each Casino Licensee shall submit to the Board for review and approval the minimum and maximum wagers permitted for each roulette table in the casino and the minimum and maximum wagers as approved by the Board shall at all times remain conspicuously posted on a sign at each table.
- (6) No Casino Licensee, his employees or agents shall pay off winning wagers at the game of roulette at less or more than the following odds:

<u>BETS</u>	<u>PAYOUTS ODDS</u>		
1-Number	35	to	1
2-Numbers	17	to	1
3-Numbers	11	to	1
4-Numbers	8	to	1
5-Numbers	6	to	1
6-Numbers	5	to	1
Column	2	to	1
Dozen	2	to	1
Red	1	to	1
Black	1	to	1
Odd	1	to	1
Even	1	to	1
Low (1-18)	1	to	1
High (19-36)	1	to	1

(NB. All bets made on “Red” or “Black” shall lose when either 0 or 00 is the winning number.)

Rotation of wheel
and ball.

51. (1) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.

(2) While the ball is still rotating in the track around the wheel, the dealer shall call “No more Bets”.

(3) Upon the ball coming to rest in a compartment around the wheel, the dealer shall announce the number of such compartment and shall place a point marker to be known as a “crown” or “dolly” on that number on the roulette layout.

(4) After placing the crown on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

52. (1) Where the ball is spun in the same direction as the wheel, the dealer shall announce “No Spin” and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments. Irregularities.

(2) Where the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce “No Spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

(3) Where a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce “No Spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

PART VII
WHEEL OF FORTUNE (MONEY WHEEL)

53. No Casino Licensee, his employees or agents shall pay off winning wagers made at the Wheel of Fortune (Money Wheel) at either less or more than the following odds. Payout odds.

<u>BETS</u>	<u>PAYOUTS ODDS</u>		
\$1 Insignia	1	to	1
\$2 Insignia	2	to	1
\$5 Insignia	5	to	1
\$10 Insignia	10	to	1
\$20 Insignia	20	to	1
Joker	40	to	1
Casino Symbol	40	to	1

54. No Casino Licensee, his employees or agents shall pay off winning wagers made at the Big Six Wheel at either less or more than the following odds:- Big six wheel payout odds.

- (a) one correct number - even money;
- (b) two correct numbers - 2 to 1;
- (c) three correct numbers - 3 to 1.

Wheel of Fortune,
Big Six Wheel:
minimum and
maximum wagers.

55. Each Casino Licensee shall submit to the Board for review and approval the minimum and maximum wagers permitted at each Big Six Wheel or Wheel of Fortune (Money Wheel) in the casino and the minimum and maximum wagers as approved by the Board shall at all times remain conspicuously posted on a sign at each Big Six Wheel or Wheel of Fortune (Money Wheel) Table.

PART VIII
GENERAL

General penalty.

56. Any person who contravenes any of the provisions of these Regulations commits an offence and shall be liable on summary conviction to a fine not exceeding ten thousand dollars, or to imprisonment for a term not exceeding two years, or to both such fine and imprisonment.

Commencement.

57. These Regulations shall come into force on the **4th day of November, 2002.**

MADE by the Minister responsible for Gaming this 31st day of October, 2002.

(RALPH H. FONSECA)
*Minister of Budget Management,
Investment and Home Affairs
Minister Responsible for Gaming*