

CHAPTER 13.13

GAMING, RACING AND BETTING ACT

Revised Edition

Showing the law as at 31 December 2022

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• Act • Subsidiary Legislation •

ACT

**(Acts 29 of 2000, 5 of 2003, 13 of 2004, 18 of 2018, 24 of 2019, 7 of 2020
and S.I. 101/2009)**

Act 29 of 2000 .. in force 14 May 2001 (S.I. 63/2001)
Amended by Act 5 of 2003 .. in force 27 January 2003
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CHAPTER 13.13 GAMING, RACING AND BETTING Act

AN ACT to permit gaming in Saint Lucia, to regulate gaming activities and for related matters.

Commencement [14 May 2001]

PART 1 PRELIMINARIES

1. Short title

This Act may be cited as the Gaming, Racing and Betting Act. (*Amended by Act 18 of 2018*)

2. Interpretation

In this Act—

“**applicant**” means a person applying for a licence under section 16;

“**associated equipment**” includes—

- (a) dice, cards, a computerised system for monitoring slot machines; and
- (b) an electro-mechanical, electronic or mechanical—

- (i) contrivance,
- (ii) component,
- (iii) device,

used directly or indirectly in connection with gaming that would not otherwise be classified as a gaming device and does not include a betting machine and the contrivances, components and devices that do not have a material impact on the outcome of a game; (*Amended by Act 24 of 2019*)

"Authority" means the Gaming, Racing and Betting Authority established under section 4; (*Substituted by Act 18 of 2018*)

"betting"—

- (a) means making or accepting a bet on, or placing any consideration on—
 - (i) the outcome of an event including a race, competition, sporting event, sporting bet or other event or process,
 - (ii) the likelihood of anything occurring or not occurring, or
 - (iii) whether anything is or is not true; and
- (b) includes—
 - (i) live betting,
 - (ii) the non-remote or remote action, behaviour, conduct or performance of a person who, whether on one or more than one occasion for himself or herself or on behalf of another person—
 - (A) makes or receives a bet or wager;
 - (B) pays, receives, negotiates or settles a bet or wager;
 - (C) offers, agrees or otherwise negotiates to bet, wager or to pay, receive or settle, a bet or wager;
- (c) does not include gaming;

(*Inserted by Act 18 of 2018 and substituted by Act 24 of 2019*)

"betting machine" means a machine used in the conduct of a bet including betting equipment, a device or terminal; (*Inserted by Act 24 of 2019*)

"betting provider"—

- (a) means—
 - (i) a person who conducts live betting,
 - (ii) a person who conducts non-remote or remote bookmaking,
 - (iii) a person who conducts a non-remote or remote betting exchange,
 - (iv) a person who conducts a non-remote or remote totalisator,
 - (v) a person who otherwise conducts a non-remote or remote wagering business;
- (b) includes—
 - (i) a person who, whether on the person's own account or as employee or agent of another person, carries on the business or vocation of or acts as a betting provider,

- (ii) a person who imports or supplies betting machines to premises within Saint Lucia and that person is the single holder of the betting provider licence;

(Inserted by Act 18 of 2018 and substituted by Act 24 of 2019)

"betting provider licence" means a licence issued under section 14(1)(f);
(Inserted by Act 18 of 2018)

"Board" means the Board of the Authority; *(Amended by Act 18 of 2018)*

"broadcast" means the broadcast through a telecommunications medium, including by radio, television or through the use of the internet, subscription television or other online communications system—

- (a) the visual images or sound or both of a horse race; or
- (b) the call of a horse race,

and includes the marketing and distribution of a broadcast;

(Inserted by Act 18 of 2018)

"broadcasting arrangement" means a contract, understanding or other arrangement that —

- (a) facilitates a person or body, whether inside or outside Saint Lucia engaging in a race broadcast; or
- (b) authorises or permits a person to engage in a race broadcast;

(Inserted by Act 18 of 2018)

"chairperson" means the chairperson for the Board appointed under section 5(1)(a);

"Chief Executive Officer" means a person who is responsible for making major corporate and operational decisions and communicates directly to the Board;
(Inserted by Act 24 of 2019)

"Chief Financial Officer" means a person who is responsible for the management of finance and accounting and overseeing the preparation of financial reporting; *(Inserted by Act 24 of 2019)*

"Chief Operating Officer" means a person who is responsible for overseeing the operations of the Authority and the supervision of the staff of the Authority;
(Inserted by Act 24 of 2019)

"deputy chairperson" means the deputy chairperson of the Board appointed under section 5(5);

"Comptroller" means the Comptroller of Inland Revenue;

"Director" *(deleted by Act 24 of 2019);*

"financial year" means the period of 12 months commencing from the 1st day of April in a year and terminating on the 31st day of March of the following year;
(Inserted by Act 18 of 2018)

"game"—

- (a) includes table games, slot machines, on-site gaming and online gaming;
- (b) does not include a game played in a private residence where no betting takes place;

(Substituted by Act 24 of 2019)

"gaming" means offering a game for money or money's worth;

"gaming activity" means any endeavour associated with the distribution or manufacture of gaming devices or associated equipment, or the conduct of gaming;

"gaming device" includes a gaming machine, any electronic, or other device used in connection with and a system for processing information that can alter the normal criteria of random selection that affects the operation of a game or determines the outcome of a game; *(Amended by Act 24 of 2019)*

"gaming distributor" means a person who holds a licence issued under section 14(1)(b);

"gaming distributor licence" means a licence issued under section 14(1)(b);

"gaming employee" means a person whose duty affects the outcome of a game but who is not a key employee; *(Amended by Act 24 of 2019)*

"gaming establishment" means the premises at which gaming is conducted;

"gaming machine" means a machine used in the conduct of a game but does not include a betting machine; *(Amended by Act 24 of 2019)*

"gaming machine lessor" means a person who holds a licence issued under section 14(1)(d);

"gaming machine licence" means a licence issued under section 14(1)(d);

"gaming manufacturer" means a person who holds a licence issued under section 14(1)(c);

"gaming manufacturer licence" means a licence issued under section 14(1)(c);

"gaming operator" means a person who holds a licence issued under section 14(1)(a);

"gaming operator licence" means a licence issued under section 14(1)(a);

"horse race" means a contest, contingency or event in which two or more horses compete against each other in a test of speed over a designated distance or period, for the purpose of providing a contest, contingency or event on which bets may be made but does not include a contest, event or contingency in which skills other than speed alone are tested, or a trial; *(Inserted by Act 18 of 2018)*

"immediate family" means a person's spouse, child, sibling or in-law; *(Inserted by Act 24 of 2019)*

"key employee" means an individual who by reason of employment or association with a gaming operator or the holding or intermediary company of a gaming operator in a supervisory capacity or empowered to make discretionary decisions which regulate gaming, including an officer, director, pit boss, shift boss, supervisor of a gaming cage operation, security activities, information technology and surveillance; *(Substituted by Act 24 of 2019)*

"licensed premises" means a building or part of a building or group of buildings in respect of which a licence has been issued to permit gaming or betting activities; *(Amended by Act 24 of 2019)*

"licensee" means a person holding a licence under this Act;

"live betting" means the placement of any consideration on the outcome of an event, including a race, competition, sporting event, sporting bet or other event or process when that event is taking place outside of the establishment within which the placement of consideration is made, and which event is occurring on a date subsequent or during the placement of the consideration; *(Inserted by Act 24 of 2019)*

"member" means member of the Board;

"Minister" means Minister responsible for finance;

"non-remote betting" means onsite betting through a betting machine at a racecourse or other location; *(Inserted by Act 24 of 2019)*

"Panel" means a Racing Appeal Panel appointed under section 29I; *(Inserted by Act 18 of 2018)*

"person" means an individual, body corporate or unincorporated body; *(Amended by Act 24 of 2019)*

"prescribed" means prescribed in Regulations made under section 55;

"racing" includes a horse race and a race meeting; *(Inserted by Act 18 of 2018)*

"race meeting" means a meeting for the purpose of conducting horse races; *(Inserted by Act 18 of 2018)*

"racing information" means information that identifies, or is capable of identifying, the name or number of a horse taking part in an intended race to be held at a race meeting; *(Inserted by Act 18 of 2018)*

"racecourse operator" means a person who holds a licence under section 14(1)(e); *(Inserted by Act 18 of 2018)*

"racecourse operator licence" means a licence issued under section 14(1)(e); *(Inserted by Act 18 of 2018)*

"Registrar of Companies and Intellectual Property" means the Registrar of Companies and Intellectual Property appointed under the Companies and Intellectual Property (Registry) Act;

"regulations" means regulations made under section 55;

"remote", in relation to communication or an action in Saint Lucia, outside Saint Lucia or partly in or outside Saint Lucia, means the internet, telephone, television, radio or another kind of electronic or other technology for facilitating communication; *(Inserted by Act 24 of 2019)*

"remote betting" means betting in which persons participate by the use of remote communication; *(Inserted by Act 24 of 2019)*

"remote gaming" means gaming in which persons participate by use of remote communication; *(Inserted by Act 24 of 2019)*

"resident of Saint Lucia" means—

(a) in the case of a natural person, that—

- (i) the person's permanent place of abode is in Saint Lucia and that he or she is physically present in Saint Lucia for some period of time in the income year, unless the Comptroller is satisfied that this person throughout the whole of the income year was not physically present in Saint Lucia for the purpose of education, medical treatment, the performance of duties on behalf of the Government or for any other purposes which, in the opinion of the Comptroller, is reasonable,
- (ii) the person is physically present in Saint Lucia for not less than 183 days in the year of income, or
- (iii) the person is physically present in Saint Lucia for some period of time in that year of income and such period is continuous with a period of physical presence in the year of income for the immediately preceding or succeeding year of income of such duration as to qualify him or her for the status of a resident for such preceding or succeeding year under sub-paragraph (ii);

(b) in the case of an estate of a deceased person, that immediately prior to death the deceased person qualified for the status of a resident under paragraph (a);

- (c) in the case of a trust or a body of persons, that such trust or body of persons was established in Saint Lucia; and
- (d) in the case of a company, that such company was—
 - (i) incorporated in Saint Lucia, or
 - (ii) if incorporated outside Saint Lucia, was managed and controlled in Saint Lucia;

“Secretary” means the Secretary to the Board appointed under to section 11(4); *(Amended by Act 18 of 2018)*

“security instrument” includes—

- (a) a certificate of deposit;
- (b) a Government bond;
- (c) an investment certificate;
- (d) a form of security authorised by the Authority;

(Inserted by Act 18 of 2018)

“slot machine”—

- (a) means a mechanical, electrical or other device, contrivance or machine for gaming or betting which on insertion of a coin, token or similar object or on payment of consideration is available to play or operate, the play or operation of which, whether by skill of the operator or application of the element of chance or both, delivers or entitles the person playing or operating the machine to receive cash or tokens to be exchanged for cash, or to receive merchandise or anything of value;
- (b) does not include a video lottery terminal;

(Inserted by Act 24 of 2019)

“sub-licensee” means permission provided by—

- (a) a gaming operator licensee to a third party to conduct gaming; or
- (b) a betting provider licensee to a third party to conduct betting;

(Inserted by Act 24 of 2019)

“trial” means a contest, contingency or event managed by a racecourse operator, for testing or training horses, but is not a contest, contingency or event on which bets may be made, and for which no prize-money, trophy or other reward, gratuity or privilege of more than a nominal value is offered; *(Inserted by Act 18 of 2018 and amended by Act 24 of 2019)*

“video lottery terminal” means one of a series of mechanical, electrical or other devices, contrivances or machines that are connected to a central system on which multiple players compete for a chance to win a randomly drawn prize. *(Inserted by Act 24 of 2019)*

3. Application and scope

(1) Subject to subsection (2) this Act supersedes any law in force in Saint Lucia regulating gaming and betting. *(Amended by Act 24 of 2019)*

(2) This Act does not apply to a lottery provided for under the National Lotteries Authority Act.

PART 2
MANAGEMENT OF GAMING AND BETTING SYSTEM
(Heading amended by Act 24 of 2019)

4. Establishment of Authority

(1) There is hereby established for the purposes of this Act a body to be known as the Gaming, Racing and Betting Authority. *(Amended by Act 18 of 2018)*

(2) The Authority is a body corporate to which, subject to this Act, section 19 of the Interpretation Act applies.

(Amended by Act 18 of 2018)

(3) The body corporate constituted as the Gaming Authority continues in existence for the purposes of this Act but shall be known as the Gaming, Racing and Betting Authority. *(Inserted by Act 18 of 2018)*

(4) The corporate identity and rights of the body corporate are not affected by the change of its name. *(Inserted by Act 18 of 2018)*

(5) An agreement entered into by or on behalf of, or undertaking given to the Gaming Authority has effect as if the Gaming, Racing and Betting Authority was the original party to it, and a reference in that agreement or undertaking to the Gaming Authority is construed as a reference to the Gaming, Racing and Betting Authority. *(Inserted by Act 18 of 2018)*

(6) Anything commenced by the Gaming Authority may be carried on and completed by the Gaming, Racing and Betting Authority. *(Inserted by Act 18 of 2018)*

(7) An action, proceedings and any matter commenced or pending by or against the Gaming Authority may be continued as if the Gaming, Racing and Betting Authority was a party to it. *(Inserted by Act 18 of 2018)*

(8) The debts and liabilities of the Gaming Authority become the debts and liabilities of the Gaming, Racing and Betting Authority. *(Inserted by Act 18 of 2018)*

5. Administration of Authority

(1) The Authority shall be administered by a Board which shall be appointed by Cabinet and shall consist of at least 3 but not more than 5 members including—

- (a) a chairperson who has at least 10 years experience in public or business administration and no criminal record; *(Amended by Act 24 of 2019)*
- (b) one member who is a certified accountant with at least 8 years experience;
- (c) one member who has experience in law enforcement, criminal investigation, law or gaming.

(2) Cabinet shall, in appointing a person to the Board, have regard to the person's character and antecedents, habits, associations and public reputation.

(3) A member shall hold office for a period not exceeding 3 years, as Cabinet may direct, and shall be eligible for re-appointment.

(4) Where a person ceases to be a member other than by the expiry of his or her term of appointment, Cabinet may appoint another member to replace that person for the remainder of his or her term.

(4A) A member whose term has expired continues to serve as a member until Cabinet appoints a person to replace that member. *(Inserted by Act 24 of 2019)*

(5) The Board shall, at its first meeting, appoint a deputy chairperson from among its members.

(6) The chairperson or, in his or her absence, the deputy chairperson shall preside over meetings of the Board.

(7) Cabinet may at any time revoke the appointment of any member based on just cause. *(Amended by Act 24 of 2019)*

(8) The appointment of a member and the termination of his or her appointment whether by death, resignation, expiry of time or otherwise shall be notified in the *Gazette*.

(Amended by Act 18 of 2018 and by Act 24 of 2019)

6. Prohibitions on members, former members and former employees of Board

(1) A member of the Board shall not—

- (a) be a member of Parliament;
- (b) have an interest in any business of a licensee; or
- (c) do business with a licensee; *(Amended by Act 24 of 2019)*
- (d) be an immediate family of a member of Parliament. *(Inserted by Act 24 of 2019)*

(2) A licensee shall not employ a person who is a former member of the Board unless 18 months have passed since the last day of that person's service on the Board.

(3) A licensee shall not employ a former employee of the Board who—

- (a) had major duties which included formulating or influencing policy contained in the regulations unless 18 months have been passed since the last day of his or her employment with the Board;
- (b) was involved with an audit or investigation of the licensee within the last 18 months;
- (c) as a result of that former employee's service on the Board knew of the trade secrets of a competitor unless one year has passed since the last day of the employment of the former employee with the Board.

7. Powers and duties of Authority

(1) The powers and duties of the Authority to be exercised in accordance with this Act are as follows—

- (a) to consider an application for a licence;
- (b) to make recommendations to the Minister on the grant of a licence to an applicant;
- (c) to verify or cause to be verified the background character and reputation of an applicant;
- (d) to keep under review the extent, character and location of gaming activities licensed under this Act;
- (e) to inspect or cause to be inspected a gaming device or associated equipment proposed to be used in Saint Lucia;
- (f) to issue a list of persons to be excluded from a gaming establishment or from participating in gaming;
- (g) to grant a provisional betting provider licence; *(Substituted by Act 24 of 2019)*
- (h) to make recommendations to the Minister on the making of Regulations for the integrity of gaming and the need for sufficient business discretion

on the part of the gaming operator to enable efficiency and profitability;
(*Substituted by Act 24 of 2019*)

- (i) to enforce this Act; (*Inserted by Act 24 of 2019*)
 - (j) to perform other duties as are assigned to it by the Minister. (*Inserted by Act 24 of 2019*)
- (2) A list issued under subsection (1)(f) may include a person with—
- (a) prior convictions for an indictable offence, a crime involving moral turpitude or conspiracy to violate laws relating to gaming including this Act;
 - (b) notorious or bad reputation that would adversely affect public confidence in the fact that the gaming industry is free from criminal or corrupt elements.
- (3) In enforcing the provisions of this Act the Board may conduct any investigation it considers necessary in relation to a licensee and may perform any of the following in the course of such investigation—
- (a) compel the production of documents and records in the custody or control of a licensee;
 - (b) compel the appearance of an employee or officer of a licensee or any other person for the purpose of ascertaining compliance with this Act;
 - (c) inspect, examine and make copies of any document or record in the possession of a licensee relevant to gaming activities;
 - (d) require verification of income and all other matters pertinent to the licensee's gaming activities;
 - (e) inspect a place where gaming activities are conducted and inspect all property connected with gaming activity;
 - (f) seize, remove and impound any gaming device or associated equipment, document or records for the purpose of examination or inspection.

8. Procedure and meetings of Board

(1) The Board shall meet at such times as may be necessary or expedient for the transaction of business and such meetings shall be held at such place and time and on such days as the Board may determine.

(2) The chairperson may at any time call a special meeting of the Board and shall call a special meeting within 7 days of a requisition for that purpose addressed to the chairperson by any 3 members to consider the matters contained in such requisition.

(3) The chairperson shall call a special meeting of the Board if directed by the Minister to do so.

(4) The quorum for a meeting of the Board shall be a simple majority including the chairperson.

(5) A decision of the Board with regard to a question must be determined by a vote of the majority of the members present at the meeting and, when the votes of the members present in regard to a question are equally divided, the chairperson presiding at the meeting shall have a casting vote in addition to his or her own vote.
(*Substituted by Act 18 of 2018*)

(6) Minutes of the proceedings of each meeting of the Board shall be kept in such manner as the Board may determine and shall be confirmed by the chairperson as soon as practicable thereafter at a subsequent meeting.

(7) The Board may co-opt any one or more persons to attend any particular meeting for the purpose of assisting or advising the Board, but no such co-opted person shall have any right to vote.

(8) A member appointed to the Board who absents himself or herself without the leave of the chairperson from 3 consecutive meetings of the Board shall cease to be a member.

(9) Subject to the provisions of this section, the Board shall have power to regulate its own proceedings.

9. Disclosure of interest and abstention from voting

(1) A member who is in any way, whether directly or indirectly, interested in a matter before the Board shall declare the nature of his or her interest at the first meeting of the Board at which it is practicable to do so and shall leave the meeting room upon the matter coming up for discussion.

(2) The departure of a member from the meeting room in accordance with subsection (1) shall be noted in the minutes of the meeting.

(3) A member shall not vote in respect of a matter before the Board in which he or she is in any way interested, whether directly or indirectly, neither shall he or she seek to influence the vote of any other member in relation to the matter.

10. Appointment of committees and power to delegate

(1) The Board may appoint a committee to examine and report to it on any matter arising out of or connected with its functions under this Act.

(2) A committee appointed under subsection (1) shall consist of at least one member of the Board together with such other persons whose assistance or service the Board desires.

(3) The Board may accept or reject the report of a committee appointed under subsection (1) or adopt it with such modification or addition as the Board thinks fit.

(4) Subject to the provisions of this Act, the Board may delegate to a member or committee of the Board power to carry out, on its behalf, such duties as the Board may determine.

10A. Racing and Betting Committee

(1) Without limiting the generality of section 10, the Board shall appoint a Racing and Betting Committee.

(2) The functions of the Racing and Betting Committee includes—

- (a) to consider an application for a betting provider licence;
- (b) to consider the Rules of Betting;
- (c) to take disciplinary action against a person who violates this Act or the Rules of Betting;
- (d) to approve or reject the types of betting;
- (e) to approve or reject the use of a betting machine;
- (f) to approve or reject betting locations;
- (g) to verify or cause to be verified the background, character and reputation of an applicant for a betting provider licence;
- (h) to keep under review the extent, character and location of betting activities licensed under this Act;
- (i) to recommend to the Minister the methods of utilizing sums collected from the betting provider fee under this Act;
- (j) to advise the Government on the national policy and Regulations relating to betting;

- (k) to provide oversight to the Minister on the effectiveness of legislation; and
- (l) to perform other duties assigned by the Board.

(3) The Betting Committee must consist of 3 members, one member from the Board and 2 members possessing knowledge or experience in one or more fields of horse racing, betting, gaming and anti-money laundering policies, procedures and compliance.

(Inserted by Act 24 of 2019)

10B. Gaming Committee

(1) Without limiting the generality of section 10, the Board may appoint a Gaming Committee.

(2) The functions of the Gaming Committee includes—

- (a) to consider an application for a gaming licence;
- (b) to consider the Rules of Gaming;
- (c) to ensure the good character, honesty and integrity of the persons involved in gaming, such as, supervisors of gaming security, surveillance, finance and other persons with an impact on the operation of the gaming establishment as the Committee considers necessary;
- (d) to take disciplinary action against a person who violates this Act or the Rules of Gaming;
- (e) to approve or reject the types of gaming;
- (f) to approve or reject the use of gaming equipment, devices, machines or terminals;
- (g) to approve or reject the gaming locations;
- (h) to verify or cause to be verified the background, character and reputation of an applicant for a gaming licence;
- (i) to keep under review the extent, character and location of gaming under this Act;
- (j) to recommend to the Minister the methods of utilizing sums collected from gaming under this Act;
- (k) to advise the Government on national policy and Regulations relating to the gaming industry;
- (l) to provide oversight to the Minister on the effectiveness of legislation; and
- (m) to perform other duties assigned by the Board.

(Inserted by Act 24 of 2019)

11. Appointment of Chief Executive Officer, Chief Financial Officer, Chief Operating Officer, Secretary and staff

(1) The Board shall, with the approval of the Minister, appoint a Chief Executive Officer, Chief Financial Officer and Chief Operating Officer each of whom must have knowledge or experience in one or more fields of horse racing, betting, gaming and anti-money laundering policies, procedures and compliance. *(Substituted by Act 18 of 2018 and Act 24 of 2019)*

(2) *(Deleted by Act 24 of 2019)*

(3) During the absence of the Chief Executive Officer, Chief Financial Officer and Chief Operating Officer the Board may, with the approval of the Minister, appoint a person to act as Chief Executive Officer, Chief Financial Officer and Chief Operating

Officer on such terms and conditions as it may determine. *(Amended by Act 24 of 2019)*

(4) The Board shall appoint a person at such salary and upon such terms and conditions as it may determine to perform the functions of Secretary to the Board.

(5) The Secretary shall perform all the functions entrusted to him or her under this Act and shall perform such additional duties as may be assigned to him or her by the Chief Executive Officer. *(Amended by Act 24 of 2019)*

(6) The Board may appoint other officers and staff at such salary and on such terms and conditions as it deems necessary for the proper carrying out of its functions under this Act.

(7) A person appointed under subsection (6) shall perform the duties assigned to him or her by the Chief Executive Officer. *(Amended by Act 24 of 2019)*

(8) The Board shall provide, except where it agrees to other arrangements, for the establishment and maintenance of the pension rights of its officers and staff in accordance with the National Insurance Corporation Act.

11A. Inspectors

(1) Without limiting the generality of section 11(6), the Board may appoint inspectors and issue the inspectors with an identification card.

(2) Without limiting the generality of section 11(7), an inspector appointed under subsection (1) may—

- (a) inspect licensed premises;
- (b) monitor the operation and management of activities relating to racing, betting or gaming on licensed premises;
- (c) examine machinery and equipment used and records kept on licensed premises;
- (d) assist in any other manner, where necessary, in the detection of offences committed against this Act or any other Act;
- (e) enter and remain on licensed premises for the purposes of exercising his or her functions as an inspector at any time during usual business hours;
- (f) require a person in possession of, or having control of, machinery, equipment or records relating to an activity regulated under this Act to produce the machinery, equipment or records for inspection and to answer questions or provide information relating to the machinery, equipment or records;
- (g) inspect machinery, equipment or records under paragraph (f) and take copies of, extracts from, or notes relating to, the records;
- (h) if the inspector considers it necessary to do so for the purpose of obtaining evidence of the commission of an offence, seize machinery, equipment or records;
- (i) require a person associated with the operations or management of the licensed premises—
 - (i) to appear before the inspector at a specified time or place and answer questions, or
 - (ii) to provide information within a reasonable period, with respect to an activity regulated under this Act; *(Amended by Act 24 of 2019)*

(Amended by Act 24 of 2019)

- (j) examine and test machinery or equipment under paragraph (f) and require the person in charge of the machinery or equipment to withdraw it from use if it is unsatisfactory for use;
- (k) require assistance from a police officer if the inspector is obstructed, or believes on reasonable grounds that he or she will be obstructed, in the performance of his or her functions;
- (l) require a person on the licensed premises to state his or her full name and residential address;
- (m) any other thing authorised by this Act or the Regulations to be done by an inspector.

(3) The power of entry may be exercised with the written consent of the occupier of the licensed premises at any time.

(4) An inspector who enters a licensed premises shall not remain in the licensed premises if, on the request of the occupier of the licensed premises, the inspector does not show his or her identification card to the occupier.

(5) If an inspector seizes anything under this section, it may be retained by the inspector until the completion of any proceedings including proceedings on appeal in which it may be evidence but only if, in the case of a record, the person from whom the record was seized is provided, within a reasonable time after the seizure, with a copy of the record certified by an inspector as a true copy.

(6) Subsection (5) ceases to have effect in relation to things seized if, on the application of a person aggrieved by the seizure, the court in which proceedings referred to in that subsection are instituted so orders.

(7) A copy of a record provided under subsection (5) is, as evidence, of equal validity as a certified copy of the record.

(8) An inspector shall not require a person to state his or her name or address unless the inspector—

- (a) suspects on reasonable grounds that the person has committed an offence; and
- (b) has informed the person, at the time of stating the requirement, that it is an offence to fail to comply with the requirement.

(9) A person who fails to comply with a requirement under subsection (8)(b) commits an offence and is liable on summary conviction to a fine not exceeding \$150,000.

(Inserted by Act 18 of 2018)

11B. Power to engage consultant, contractor or agent

The Board may engage a consultant, contractor or agent for or in connection with the performance of its functions under this Act. *(Inserted by Act 18 of 2018)*

11C. Memorandum of understanding

(1) The Board may, in the exercise of its functions, enter into a memorandum of understanding with an overseas regulatory authority for the purpose of assisting supervision with the Authority.

(2) A memorandum of understanding under subsection (1) must not require assistance beyond that which is provided for by this Act or relieve the Board of its functions under this Act.

(Inserted by Act 18 of 2018)

12. Conflict of interest

(1) A member of the Board, the Executive Director, Secretary or other senior officer in the employment of the Authority or a person residing in the household of any of the foregoing shall not—

- (a) have any interest in gaming activities either as a member, stockholder, director or officer of a company;
- (b) accept, directly or through another, or agree to accept from a licensee or applicant any economic opportunity, gift, loan, gratuity, special discount, favour, hospitality or service worth more than \$100 in aggregate in any calendar year.

(2) A person who contravenes subsection (1) or obtains a benefit directly or indirectly from a contravention by a person residing in his or her household, shall be removed from the Board or dismissed from the office and shall repay the value of the benefit obtained to the Board. *(Amended by Act 18 of 2018)*

12A. Validity of acts of the Board

The validity of an act done or proceedings taken under this Act shall not be questioned on the ground of—

- (a) the existence of a vacancy in membership of, or a defect in the constitution of the Board;
- (b) the contravention by a member of section 9; or
- (c) an omission, a defect or an irregularity not affecting the merits of the case.

(Inserted by Act 24 of 2019)

12B. Protection of members

Personal liability does not attach to a member in respect of anything done or suffered in good faith under this Act, and sums of money, damages or costs which may be recovered against a member in respect of an act or thing done in good faith for the purpose of carrying this Act into effect must be paid out of the revenue of the Authority.

(Inserted by Act 24 of 2019)

PART 3

LICENSING OF GAMING AND BETTING ACTIVITIES

(Amended by Act 24 of 2019)

13. Requirement for licence

(1) A person shall not—

- (a) conduct gaming;
- (b) manufacture, fabricate, assemble, programme or, in the case of gaming, modify a gaming device or associated equipment; *(Amended by Act 24 of 2019)*
- (c) sell, supply or distribute a gaming device or associated equipment;
- (d) lease gaming machines to a gaming operator in exchange for remuneration based on earnings in profit from a gaming operation;
- (e) offer live betting, non-remote or remote betting and other activities approved by the Board; *(Inserted by Act 18 of 2018 and substituted by Act 24 of 2019)*

(f) *(Inserted by Act 18 of 2018 and deleted by Act 24 of 2019)*

unless the person has been issued an appropriate licence under this Act or is a person who operated a gaming machine prior to the commencement of this Act and has the approval of the Authority to continue to do so under subsections (4) and (5).

(2) A person who contravenes subsection (1) commits an offence and upon summary conviction is liable to a fine not exceeding \$150,000 or to a term of imprisonment not exceeding 3 years or both.

(3) A person convicted of an offence under subsection (1) shall not be granted any licence under this Act for a period of 5 years from the date of the offence and the Board may, after the 5 year period, on the application of the person convicted, grant permission to the person convicted to apply for a licence under this Act. *(Amended by Act 24 of 2019)*

(4) A person who operated a gaming machine prior to the commencement of this Act may apply to the Authority for approval to continue to operate the gaming machine until the life of the particular machine has expired and the Authority may subject to subsection (5) grant the approval.

(5) The approval of the Authority shall be in writing and shall be subject to conditions specified by the Authority and to the condition that the person shall not import any parts for the gaming machine, or any new gaming machines unless in accordance with the other provisions of this Act.

(6) Where a person breaches the conditions of an approval given under subsections (4) and (5), the Authority may revoke the approval.

(7) In this section “**operate a gaming machine**” means to do anything listed in subsection (1)(a), (c) or (d) and “operated a gaming machine” shall be construed accordingly.

(Amended by Act 5 of 2003)

14. Categories of licences

(1) The following types of licences may be issued under this Act—

- (a) a gaming operator licence for the purpose of conducting gaming;
- (b) a gaming distributor licence for the purpose of selling, supplying or distributing gaming devices or associated equipment; *(Amended by Act 18 of 2018)*
- (c) a gaming manufacturer licence for the purpose of manufacturing, fabricating, assembling, programming or modifying a gaming device or associated equipment; *(Amended by Act 18 of 2018)*
- (d) a gaming machine licence for the purpose of leasing gaming machines or a licensee in exchange for remuneration based on earnings in a profit from gaming; *(Amended by Act 18 of 2018)*
- (e) a racecourse operator licence for the purpose of holding a race meeting; or *(Inserted by Act 18 of 2018)*
- (f) a betting provider licence for the purpose of offering live betting, non-remote betting or remote betting or other activities approved by the Board. *(Inserted by Act 18 of 2018 and substituted by Act 24 of 2019)*

(Amended by Act 18 of 2018 and by Act 24 of 2019)

(2) Notwithstanding subsection (1), a person who holds a gaming operator licence shall not, at the same time, hold another type of licence under this Act. *(Substituted by Act 18 of 2018)*

(3) Cabinet may, by Order published in the *Gazette*, on the recommendation of the Board, exempt a person from subsection (2). *(Inserted by Act 18 of 2018)*

15. Finder's fee

(1) In this section, "**finder's fee**" means a payment to a person for arranging or negotiating an extension of credit or an increase of credit facilities for an applicant or a licensee to acquire an interest in a gaming activity, or to finance a gaming activity. *(Substituted by Act 18 of 2018)*

(2) A person including a licensee shall not pay a finder's fee unless that person obtains the approval of the Board in writing.

(3) A person who contravenes this section—

- (a) is liable to disciplinary action if that person is a licensee; and
- (b) shall not be granted any licence under this Act.

16. Application for licence

(1) A person may make an application to the Board for a licence under this Act.

(2) An application for a licence under section 14(1) shall be made to the Secretary. *(Amended by Act 18 of 2018 and substituted by Act 24 of 2019)*

(2A) An application under this section must—

- (a) be in the prescribed form;
- (b) be accompanied by the prescribed fee and prescribed documents.

(Inserted by Act 24 of 2019)

(3) Within 14 days after the date on which an application is received by the Secretary he or she shall submit a copy of the application to the Commissioner of Police and to any agency which the Board considers appropriate in or outside Saint Lucia, for purposes of verification and investigation if requested by the Board. *(Amended by Act 24 of 2019)*

16A. Provisional licence

(1) On receipt of an application for a racecourse operator licence or betting provider licence, the Board shall, with the approval of the Minister immediately issue a provisional licence in respect of a racecourse operator or betting provider.

(2) Within 12 months from the date of issue of a provisional licence, the—

- (a) applicant shall comply—
 - (i) in the case of a racecourse operator, with section 29A, and
 - (ii) in the case of a betting provider, with section 29U;
- (b) Board shall—
 - (i) cause the facility to be inspected under section 29B; and
 - (ii) issue or refuse to issue a racecourse operator licence or betting provider licence.

(3) A provisional licence expires when the Board issues or refuses to issue a racecourse operator licence or betting provider licence under subsection (2).

(Inserted by Act 18 of 2018)

17. Advertisement of and objection to application

(1) The applicant shall cause a notice of the making of the application to be published no later than 14 days after the making of the application in at least 2 newspapers printed and circulating in Saint Lucia.

(2) A notice under subsection (1) shall be in a form prescribed by the Board and shall state that a person who desires to object to the grant of a licence shall submit to the Secretary before a date specified in the notice, a statement in writing of the reasons for his or her objection.

(3) The date specified under subsection (2) shall not be a date any earlier than 14 days from the date of publication of the notice.

(4) An applicant shall submit a copy of the newspapers containing the notice under subsection (1) to the Secretary no later than 7 days after the notice is printed.

18. Investigations

(1) The Board may carry out an investigation in relation to an application made under section 16 and the applicant shall—

- (a) submit to the investigation;
- (b) submit to any interviews by the Board;
- (c) provide information or documents required by the Board.

(2) The costs of an investigation under subsection (1) shall be borne by the applicant. (*Substituted by Act 18 of 2018*)

(3) The Authority may require an applicant to pay a prescribed investigation fee for an investigation carried out under this section. (*Substituted by Act 18 of 2018*)

(4) At the end of an investigation, the Authority must certify the cost of the investigation and where the cost exceeds the prescribed investigation fee payable under subsection (3), the balance of that cost may be recovered from the applicant within such period as may be specified in writing by the Authority. (*Inserted by Act 18 of 2018*)

(5) The Authority may refuse to consider an application if an applicant fails to pay the prescribed investigation fee under subsection (3) or the balance of the cost under subsection (4). (*Inserted by Act 18 of 2018*)

19. Consideration of application by Board

(1) The Secretary shall, within 14 days of the completion of the investigation under section 18, communicate in writing, a notice of a date, time and place of the meeting of the Board at which an application will be considered—

- (a) to the applicant;
- (b) to the Commissioner of Police; and
- (c) to a person who submitted an objection and did not withdraw it, if such person's address is known to the Secretary.

(2) The Secretary shall cause a notice of a meeting of the Board to consider an application to be published in at least 2 newspapers printed and in general circulation in Saint Lucia. (*Amended by Act 18 of 2018*)

(3) In determining an application made under section 16 the Board shall have regard to—

- (a) the character of the applicant;
- (b) the viability of the proposed business;
- (c) the financing of the proposed business;
- (d) the suitability of location ownership of the location; (*Amended by Act 18 of 2018*)
- (e) the conduct of the applicant during investigative process; (*Amended by Act 18 of 2018*)

(f) *(Inserted by Act 18 of 2018 and deleted by Act 24 of 2019).*

(Amended by Act 18 of 2018)

(4) An applicant shall bear the burden of proving his or her suitability to receive a licence.

(5) A copy of an objection to the grant of a licence which was received by the Secretary and which is not withdrawn shall be sent to the applicant along with the notice required under subsection (1).

(6) The following persons, either in person or by counsel, shall be entitled to be heard by the Board sitting in public—

- (a) the applicant;
- (b) a person who submitted an objection to the Secretary which was not withdrawn;
- (c) the Commissioner of Police or his or her representative.

(7) Where an objection to the grant of a licence is received by the Secretary after the date specified in a notice under section 17(2) the Board may—

- (a) refuse to entertain the objection; or
- (b) entertain the objection on the condition that the objector gives to the Secretary and to the applicant a statement in writing of the grounds of the objection.

(Amended by Act 24 of 2019)

20. Recommendation by Board

(1) As soon as possible after a hearing to consider an application for the grant of a licence under this Act the Board shall submit a report in writing to the Minister for transmission to Cabinet.

(2) The Board may, prior to submitting its report to the Minister request further supplemental information from the applicant and where it does so, the Board shall not submit the report unless it has received and considered the supplemental information requested.

(3) A report under subsection (1) shall contain full particulars of the application, objections and representations made to the Board, if any, and shall include the recommendation of the Board as to—

- (a) whether a licence should be granted or refused;
- (b) whether a licence should be granted subject to any restrictions or conditions; or
- (c) where the recommendation is as in (b), what restrictions or conditions appear to the Board to be required.

(3A) *(Inserted by Act 18 of 2018 and deleted by Act 24 of 2019)*

(4) The Board shall not recommend the grant of a licence unless it is satisfied that in the case of a natural person the applicant is a person—

- (a) of good morals and integrity;
- (b) whose previous behaviour, habits or reputation does not offend against the public interest or does not pose a threat to the proper and effective regulation of gaming activities; and
- (c) of good character, evidenced by a police certificate of good character.

(5) The Board shall not recommend the grant of a licence unless it is satisfied that, in the case of a company—

- (a) the owner, director and other person having charge of the company meets the criteria under subsection (4);
 - (b) the applicant has adequate business probity, competence and experience in the business of gaming activity;
 - (c) the proposed financing of the business is adequate for the nature of the licence applied for and the source of finance is acceptable.
- (6) The Board shall not recommend the grant of a licence to an applicant who—
- (a) has been denied a licence or certification in any jurisdiction unless the applicant proves that the denial was not based on a lack of integrity or an incapability on the part of the applicant;
 - (b) has had a licence, permit or certification issued under the gaming laws of any country permanently suspended or revoked for good cause;
 - (c) is at the time of the application to the Authority, under suspension or subject to any limiting action in any country in respect of gaming activities.

(6A) Subsection (6)(a), (b) and (c) apply if the denial, issuance, suspension or limiting action occurred 5 years prior to the application and the applicant demonstrates by clear and convincing evidence of his or her rehabilitation. (*Inserted by Act 24 of 2019*)

(7) The Board shall not recommend the grant of a gaming operator licence except in respect of a hotel containing at least 250 rooms and approved by the Board.

(8) Despite subsection (7), the Board may recommend the grant of a gaming operator licence in respect of an applicant who does not operate a hotel containing 250 rooms where the applicant undertakes to operate premises at which at least 200 persons will be employed.

(*Amended by Act 13 of 2004*)

21. Decision by Cabinet

(1) A report made by the Board under section 20 shall be considered by Cabinet, and Cabinet may in its discretion grant or refuse to grant the licence applied for or grant the licence subject to restrictions or conditions whether or not being restrictions or conditions recommended by the Board, and Cabinet's decision shall be final.

(2) A licence granted by Cabinet shall be in the form prescribed by the Board.

22. Restriction on grant of licence

(1) Cabinet shall not grant a licence under this Act to a corporation, limited liability company, external company or partnership unless—

- (a) that corporation, limited liability company, external company or partnership is registered in Saint Lucia and the corporation, limited liability company, external company or partnership that is otherwise qualified to hold a licence under this Act that applies for registration must not be denied registration; (*Amended by Act 24 of 2019*)
- (b) each shareholder, officer and director of the corporation, limited liability company, external company or partnership and in the case of a publicly traded company, an owner of over 5% of the issued and outstanding shares applies to and gets the approval of the Board in writing; (*Amended by Act 24 of 2019*)
- (c) the following statement is contained in the share and stock certificate—

"A disposition of this security is invalid unless approved in advance by the Saint Lucia Gaming Board and if the Board determines that an owner of this security is unsuitable to continue to have an interest in gaming in

Saint Lucia, the owner shall dispose of this security as provided under regulations made under the Gaming Control Act and the Companies Act.

(Amended by Act 24 of 2019)

(2) A person who becomes a shareholder, officer or a director of a corporation, limited liability company, external company or partnership which is a licensee shall within 30 days of becoming a shareholder, officer or director notify the Board in writing of that fact. *(Amended by Act 24 of 2019)*

(3) A corporation, limited liability company, external company or partnership granted a licence shall file with the Registrar of Companies and Intellectual Property an amendment to its articles of incorporation stating that the conduct of gaming is an authorised purpose. *(Amended by Act 24 of 2019)*

(4) Where a company files an amendment under subsection (3) the officer or directors of that company may work while investigations are going on for a period of 90 days after filing.

(5) A licence under this Act shall not be granted—

- (a) to an individual who is under 25 years old; or
- (b) to an individual or a company, if Cabinet is satisfied that that individual or a director or other officer of that company has ever been convicted of a serious offence, and has not successfully appealed in respect of the conviction, either in Saint Lucia or elsewhere.

(6) In subsection (5)(b)—

“**director**” includes a person who occupies the position of a director by whatever named called;

“**officer**” includes a director, manager or company secretary;

“**serious offence**” means an offence involving fraud, dishonesty, illegal drugs, illegal firearms, prostitution, robbery, money laundering, counterfeiting, gaming, betting or conspiracy to commit any of the mentioned offences. *(Amended by Act 24 of 2019)*

(Amended by Act 18 of 2018)

(7) A person who has been granted a licence under this Act shall not sell gaming devices or associated equipment to a person who does not have a licence or import gaming devices or associated equipment for a person who does not have a licence under this Act. *(Amended by Act 24 of 2019)*

(8) A person who contravenes subsection (7) is liable to disciplinary action by the Board.

(9) A person who owns a gaming establishment or the land on which a gaming establishment is situated shall give notice in writing to the Board of any proposed change in ownership in the land or the gaming establishment.

(10) A person who contravenes subsection (9) is liable to cancellation of his or her licence for a breach of licence.

(11) Cabinet shall not grant a gaming operator licence unless the premises at which the gaming is to take place is a hotel containing at least 250 rooms.

(12) Notwithstanding subsection (11), Cabinet may grant a gaming operator licence in respect of premises at which gaming is to take place, which is not a hotel containing 250 rooms, if at least 100 persons will be continuously employed at the premises. *(Substituted by Act 7 of 2020).*

(13) Cabinet, after hearing the representations of a licensee, may revoke a licence granted under subsection (12) where a licensee does not continuously employ at least 100 persons. *(Amended by Act 7 of 2020)*

(Amended by Act 13 of 2004)

23. Amendment and revocation of licence

(1) The Cabinet may, after the Minister has consulted the Board and advised Cabinet, in writing at any time—

- (a) amend a licence granted under this Act, on the application of the licensee, upon such terms and conditions as the Cabinet thinks fit;
- (b) revoke a licence granted under this Act in any case where—
 - (i) Cabinet is satisfied that the licence was obtained as a result of misleading, false or fraudulent representation or in consequence of any incorrect information, whether supplied wilfully or not,
 - (ii) there has been a breach of any of the restrictions or conditions imposed under the licence, or
 - (iii) Cabinet deems it expedient in the public interest so to do.

(2) Despite subsection (1)(b), prior to the revocation of a licence under subparagraphs (i) and (ii) of that subsection the Minister shall—

- (a) inform the licensee, in writing, of the ground on which Cabinet considers that the licence ought to be revoked; and
- (b) require the licensee to show cause, within a time specified in the letter, why the licence should not be revoked.

(3) Where a licensee fails to comply with the requirement under subsection (2)(b) within the time specified or the cause shown is inadequate in the opinion of Cabinet, the licence shall be revoked and notice of the revocation shall be notified to the licensee by registered post at his or her last known address and published in the *Gazette*.

(4) A decision of Cabinet under this section shall be final.

23A. Revocation of gaming operator licence: Appointment of trustee

Where Cabinet revokes a gaming operator licence, a gaming operator may transfer the gaming establishment if the Board, with the approval of the Minister, appoints a trustee to assume the management of the gaming establishment until the gaming establishment is sold or a gaming operator licence is issued to another person.

(Inserted by Act 24 of 2019)

24. Revocation of gaming distributor and gaming manufacturer licence

(1) Where Cabinet revokes a gaming distributor licence—

- (a) a new gaming device or associated equipment distributed by that distributor shall not be approved for use in Saint Lucia;
- (b) if the reason for the revocation concerns a previously approved gaming device or associated equipment the approval granted for that gaming device or associated equipment is also revoked;
- (c) a new gaming device or associated equipment distributed by that distributor shall not be distributed, sold, exchanged, transferred or offered by person for use in Saint Lucia.

(2) The Board may levy upon each gaming distributor an examination fee to cover the costs associated with the inspection of a gaming device or associated equipment.

(3) Where Cabinet revokes a gaming manufacturer licence—

- (a) a new gaming device or associated equipment manufactured by that gaming manufacturer shall not be approved for use in Saint Lucia;

- (b) if the reason for the revocation concerns a previously approved gaming device or associated equipment the approval granted for that gaming device or associated equipment is also revoked;
- (c) a new gaming device or associated equipment made by the gaming manufacturer shall not be distributed, sold, exchanged, transferred or offered for use in Saint Lucia.

(4) Where Cabinet revokes a gaming machine licence—

- (a) a new gaming machine shall not be leased by the gaming machine lessor;
- (b) if the reason for the revocation concerns a previously approved gaming machine, the approval granted for that gaming machine is also revoked;
- (c) a lease agreement made by the lessor prior to the revocation shall not be renewable at the end of that lease agreement.

(5) A person who contravenes subsection (1)(c) or 3(c) commits an offence and upon conviction is liable to a fine not exceeding \$150,000 or to a term of imprisonment not exceeding 15 years or both. *(Amended by Act 18 of 2018)*

PART 4 REGULATION OF GAMING

25. Regulation of gaming operator

(1) An applicant for a gaming operator licence under section 16 shall submit, along with the prescribed application form, a proposed business plan which shall include—

- (a) a floor plan of the area to be used for gaming;
- (b) a marketing plan;
- (c) the proposed number of games and the placement of the gaming devices and associated equipment;
- (d) a set of the rules intended to govern the gaming activities, including stipulations as to the maximum bet and hours of play;
- (e) a financial control plan;
- (f) a security plan; *(Amended by Act 24 of 2019)*
- (g) a staffing plan; and *(Amended by Act 24 of 2019)*
- (h) a surveillance plan. *(Inserted by Act 24 of 2019)*

(Amended by Act 18 of 2018)

(2) A gaming operator licence shall be granted by the Board to an applicant for the operation of a specific number and types of games at approved premises and new or additional games may only be operated with the prior approval of the Board. *(Amended by Act 24 of 2019)*

(3) A person shall not carry out gaming at a gaming establishment unless the Board has—

- (a) approved the rules governing the game;
- (b) conducted a physical inspection of the gaming establishment and the gaming devices and associated equipment to be used; and
- (c) has approved the gaming devices or associated equipment.

(4) The Board may approve, amend or reject any rules proposed for a game.

(5) A gaming operator shall ensure that at all times a copy of the rules, limits and odds for each game as approved by the Board, is posted in a prominent and visible place within the gaming establishment.

(6) A gaming operator shall place at all entrances to the gaming establishment prominent signs containing information on the admission policy, age, nationality and any other restrictions imposed under this Act.

(7) The Board may, at any time, require the removal or prohibit the use of any gaming device or associated equipment which in the Board's judgement does not offer a fair opportunity to the public. (*Amended by Act 24 of 2019*)

(8) A gaming operator shall, at all times, prominently display his or her licence to carry out gaming within the gaming establishment.

26. Inspection and approval of gaming device or associated equipment

(1) A gaming device or associated equipment shall not be used at a gaming establishment in Saint Lucia unless it has been approved for use by the Board in writing.

(2) The Board may examine through the services of a laboratory or other appropriate agency, any gaming device or associated equipment—

- (a) manufactured for use in Saint Lucia;
- (b) sold, transferred or otherwise distributed for use in Saint Lucia; and
- (c) offered for use in a gaming establishment in Saint Lucia.

(3) Despite subsection (1), the Board may approve for use in Saint Lucia a gaming device or associated equipment that has been tested and approved for current use by gaming regulators in a country designated by the Minister by order published in the *Gazette*.

27. Internal controls

(1) A gaming operator shall establish and maintain a system of internal control designed to—

- (a) maintain accountability for and safeguard assets;
- (b) maintain accurate and reliable financial records;
- (c) permit adequate recording of transactions to ensure proper reporting of revenue from gaming;
- (d) ensure that transactions are performed in accordance with set rules and the general and specific authorisation of management; and
- (e) ensure that appropriate action is taken in the event of a breach of the controls so established.

(2) A gaming operator shall maintain a system whereby wagers made on a gaming machine and winnings paid out by the gaming machine are recorded daily.

(3) The Board may make a request for the records made under subsection (2) to be made available to it and a gaming operator shall comply with the request.

28. Bond or security instrument

(1) A gaming operator shall execute and file with the Board a bond of a value not less than the amount of 3 months' total of the gaming operator's projected total operating expenses within 30 days of the issuance of the licence.

(2) In lieu of a bond, a gaming operator may deposit with the Authority, a security instrument not less than the amount of 3 months' total of the gaming operator's projected operating expenses within 30 days of the issuance of the licence.

(3) A security instrument given under subsection (2) must—

(a) state that—

- (i) the amount cannot be withdrawn except with the approval of the Authority, and
- (ii) the interest income is for the benefit of the licensee;

(b) be issued by a credit financial institution licensed in Saint Lucia in favour of the Authority, except in respect of a Government bond.

(4) If the actual operating expenses stated in the audited financial statement submitted at the end of the first year of the gaming operator's operation exceeds the amount of the projected operating expenses under subsections (1) and (2) by 10% or more, the Authority shall increase the amount of the bond or security instrument to the total operating expenses in respect of any three months stated in the audited financial statements. *(Amended by Act 24 of 2019)*

(5) The Authority may apply the bond under subsection (1) or the security instrument under subsection (2) to the payment of an unpaid liability of the gaming operator under this Act.

(6) The bond under subsection (1) or the security instrument under subsection (2) must be maintained for the duration of the gaming operator's licence.

(7) If a gaming operator fails to execute and file the bond under subsection (1) or to deposit the security instrument under subsection (2) within the time stipulated, the gaming operator licence must be revoked.

(Substituted by Act 18 of 2018)

29. Employment of persons

(1) A gaming operation shall not employ a person as an officer, director or key employee unless that person has been diligently investigated in accordance with section 50 and registered by the Board. *(Amended by Act 24 of 2019)*

(2) A person may apply to the Board for a declaration that he or she is not a key employee and the Board shall grant or refuse the application within 14 days of the application.

(3) An employee of the gaming establishment must be issued with an identification badge that includes the name, position and registration number of the employee. *(Inserted by Act 24 of 2019)*

PART 4A REGULATION OF RACECOURSE OPERATOR AND BETTING PROVIDER *(Inserted by Act 18 of 2018)*

29A. Regulation of racecourse operator

(1) An applicant for a racecourse operator licence shall submit, together with the prescribed application form a map or plan showing the racecourse and the length of the racecourse and the Rules of Racing.

(2) A racecourse operator shall not hold a race meeting at a racecourse unless the Board has—

- (a) approved the Rules of Racing; and
- (b) conducted a physical inspection of the racecourse and the facility to be used;
- (c) approved the racecourse and the facility.

(3) The Board may approve, amend or reject the Rules of Racing.

(4) A racecourse operator shall ensure that at all times a copy of the Rules of Racing approved by the Board is posted in a prominent and visible place within the racecourse.

(5) A racecourse operator shall place prominently at all entrances to the racecourse signs containing information on the admission policy and other restrictions imposed under this Act.

(6) A racecourse operator shall, at all times, prominently display the racecourse operator licence at the licensed premises.

(Inserted by Act 18 of 2018)

29B. Inspection and approval of racecourse

(1) A facility shall not be used as a racecourse unless it has been approved for use by the Board in writing.

(2) Before approving the facility under subsection (1), the Board may inspect the facility.

(Inserted by Act 18 of 2018)

29C. Policy of racecourse operator

(1) A racecourse operator—

- (a) shall issue policies to ensure there is appropriate guidance for persons involved in horse racing and transparent decision-making relating to matters dealt with by the policies; and
- (b) may make a policy when it considers it good management to have the policy.

(2) Without limiting the generality of subsection (1), a racecourse operator must make a policy—

- (a) for a licensing scheme for horse racing that provides for the matters specified in Schedule 2;
- (b) to govern the exercise of its integrity and disciplinary functions that—
 - (i) deals with the functions that relate to race stewards, drug testing and control, licensing, handicapping and horse racing appeals,
 - (ii) has regard to the need to minimize conflicts of interest that may arise from a person's—
 - (A) ownership of horses used by the racecourse operator;
 - (B) professional involvement in horse racing preparation;
 - (C) professional or commercial dealings with a person who holds a licence issued by a licensee in another jurisdiction,
 - (iii) provides for the making of a complaint to a licensee regarding the exercise of functions by a racing official relating to horse racing,
 - (iv) provides that the complaint will be investigated with due diligence unless the complaint—
 - (A) is frivolous, vexatious or not made in good faith;
 - (B) is trivial; or
 - (C) does not relate to the exercise of functions by a racing official in a corrupt, improper or unethical manner,

- (v) if the complaint is investigated, provides for the racing official to be informed of the substance of the complaint and to be given a reasonable opportunity to respond to it,
- (vi) permits a racing official who is the subject of an investigation to be required by notice in writing, to—
 - (A) provide the information specified in the notice and supported by a statutory declaration;
 - (B) produce a record specified in the notice that is considered relevant to the investigation and to permit examination of the record, the taking of extracts from the record and the making of the record;
 - (C) furnish authorisations and consents required for the purpose of obtaining information including financial and other confidential information from other persons concerning the person under investigation;
- (vii) provides that a report in writing of the results of an investigation of a complaint must be made to the Board if the complaint relates to the conduct of horse racing or a contravention of a policy.

(Inserted by Act 18 of 2018)

29D. Registration and licensing functions

(1) A racecourse operator shall exercise its registration and licensing functions to ensure that an individual registered or licensed by him or her is a person who, in the opinion of the racecourse operator, is a fit and proper person to be registered or licensed having regard in particular to the need to protect the public interest as it relates to horse racing.

(2) For the purposes of subsection (1), a person is not a fit and proper person if that person has a conviction and the racecourse operator is of the opinion that the circumstances of the offence concerned are such as to make the person unfit to be registered or licensed.

(3) In determining whether a person is unfit to be registered or licensed under subsection (2), a racecourse operator shall consider whether the person has a conviction for an indictable offence, or a summary offence that involves dishonesty, fraud, stealing or unlawful betting, under the law of Saint Lucia or any other jurisdiction.

(4) Subsections (1), (2) and (3) do not restrict the inclusion of other provisions in the Rules of Racing relating to the exercise of the registration and licensing functions of a racecourse operator.

(Inserted by Act 18 of 2018)

29E. Duration of race meeting

Unless the Board otherwise directs or approves, a race meeting must commence and finish on the same day and is deemed to commence one hour before the advertised starting time of the first race, and to finish one hour after the actual starting time of the last race, to be conducted at that meeting.

(Inserted by Act 18 of 2018)

29F. Date and time for race meeting

Subject to this Part, the date and time for a race meeting is the date and time specified under the Rules of Racing.

(Inserted by Act 18 of 2018)

29G. Holding of race meeting or race for betting at licensed premises

(1) A race meeting or race, conducted for the purposes of betting whether inside or outside Saint Lucia, must not be held unless—

- (a) the race meeting or race is held at a licensed premises; and
- (b) the racecourse operator is managing the race meeting or race.

(2) A person who contravenes subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$250,000 or to a term of imprisonment not exceeding 5 years or both.

(Inserted by Act 18 of 2018)

29H. Right of appeal

(1) A person who is aggrieved by a decision of a racecourse operator under the Rules of Racing has a right of appeal to the Panel.

(2) A decision under subsection (1) includes a decision—

- (a) to refuse an application for a licence;
- (b) to refuse to renew a licence or revoke a licence;
- (c) to impose a condition on, vary or revoke a condition on, or refuse to vary or revoke a condition of a licence.
- (d) to disqualify or warn off a person;
- (e) to disqualify a horse;
- (f) to revoke a licence or registration of a person or suspend for a period a licence or registration; or
- (g) to fine a person.

(3) An appeal of a decision must be made within 28 days after the later of—

- (a) the day on which the decision is made; or
- (b) if the person requests a statement of reasons for the decision, the day on which the statement of reasons is given to the person or the person is informed that a statement of reasons will not be given.

(4) An appeal under this section must be initiated by the lodging of a written notice of appeal with the Secretary of the Panel within 7 days of the date on which the appellant is notified of the decision appealed against.

(5) A notice of appeal under subsection (1) must—

- (a) include the grounds of appeal;
- (b) be accompanied by the prescribed fee.

(6) A ground of appeal under subsection (5)(a) includes a decision and a procedural ground.

(7) For the purposes of subsection (6) an appeal of a decision on a procedural ground is a review—

- (a) on the ground that a procedure required to be followed by the Rules of Racing in connection with the making of the decision was not properly followed; or
- (b) on the ground of denial of procedural fairness in connection with the making of the decision.

(Inserted by Act 18 of 2018)

29I. Racing Appeal Panel

- (1) The Board may appoint a Racing Appeal Panel. *(Amended by Act 24 of 2019)*
- (2) A Panel comprises of 3 persons, appointed by instrument in writing to include members possessing knowledge or experience in one or more fields of law, horse racing, human resource and gaming.
- (3) A licensee may recommend a person for appointment to a Panel.
- (4) A person is disqualified from appointment to a Panel if that person—
 - (a) owns a horse at the racecourse or licensed premises; *(Amended by Act 24 of 2019)*
 - (b) has professional involvement in horse racing preparation at the racecourse or licensed premises; or *(Amended by Act 24 of 2019)*
 - (c) has professional or commercial dealings with a person who holds a racecourse operator issued by a licensee. *(Amended by Act 24 of 2019)*
- (5) The Chairperson of a Panel must be a legal practitioner of not less than 7 years standing or a person with no less than 7 years of horse racing experience, or both. *(Amended by Act 24 of 2019)*
- (6) The Chairperson shall preside at the hearing of an appeal.
- (7) A Panel shall appoint a Secretary to the Panel who shall keep a written record of all proceedings of the Panel, which shall be confirmed by the Chairperson.
(Inserted by Act 18 of 2018)

29J. Functions of the Panel

A Racing Appeal Panel shall hear and determine an appeal against a decision made under the Rules of Racing.

(Inserted by Act 18 of 2018 and amended by Act 24 of 2019)

29K. Term of office

Subject to this Act, a person appointed as a member of a Panel holds office for a period, not exceeding 3 years, as may be specified in the instrument of appointment, but is eligible for re-appointment.

(Inserted by Act 18 of 2018)

29L. Remuneration of members of a Panel

The members of the Racing Appeal Panel are entitled to be paid such fees and expenses in connection with the hearing of an appeal as the Board determines.

(Inserted by Act 18 of 2018)

29M. Procedure for an appeal

- (1) On receiving a notice of appeal under section 29H, the Secretary to the Panel shall—
 - (a) forward notice of it to the Panel;
 - (b) if the appeal is in relation to racing and if the placing of a horse may be affected by the result of the appeal, give a copy of the notice of the appeal to the owner of the horse, if the owner is not the appellant;

- (c) if applicable, serve on the appellant a transcript of the evidence taken at the hearing in respect of the decision appealed against or any statement of reasons given in respect of the decision being appealed;
- (d) serve on the respondent—
 - (i) notice of the appeal, and
 - (ii) notice of the grounds of appeal, and
 - (iii) if applicable, a transcript of the evidence taken at the hearing in respect of the decision appealed against or a statement of reasons for the decision appealed against.

(2) A notice of appeal may not be withdrawn except with the leave of the Panel and in granting leave, a Panel may impose such conditions as to the payment of costs or otherwise as it considers fit.

(3) The date, time and place for the hearing of an appeal is to be fixed by a Panel and the Secretary to the Panel shall give at least 7 days' written notice of the date, time and place to the appellant and to such other persons as the Panel considers fit.

(4) A Panel must commence the hearing of an appeal as soon as practicable but within 28 days of the lodging of the notice of appeal.

(5) A Panel may extend a period of time specified in this section if in its opinion the circumstances of the case so require.

(6) If a Panel is of the opinion that an appeal should be heard and determined as a matter of urgency, a Panel may, with the consent of the appellant—

- (a) dispense with the requirement for a transcript of the evidence taken at the hearing in respect of the decision appealed against to be served on the appellant and forwarded to the Panel; and
- (b) shorten the period of notice fixed under subsection (3);
- (c) rely on evidence available to it concerning the hearing in respect of the decision appealed against; and
- (d) direct that the appellant must lodge a notice of appeal in the manner and within the time specified and limit the appeal to the grounds specified in that notice, except by leave of the Panel.

(7) A Panel may, on written application by an appellant lodged with the Secretary to the Panel, issue a notice to the licensee that the decision appealed against—

- (a) is not to be carried into effect; or
- (b) is to be carried into effect only to the extent specified in the notice,

pending the determination of the appeal.

(8) A notice under subsection (7) has effect for the period specified in the notice.

(9) A Panel may impose conditions in the notice under subsection (7).

(10) A notice under subsection (7) is not in force for the period during which a condition is not complied with.

(11) A notice remains in force until it is revoked by the Panel or the appeal to which it relates is dismissed, determined or withdrawn, whichever happens first.

(12) A Panel may, subject to this Act and the Rules of Racing, determine its own procedure.

(Inserted by Act 18 of 2018)

29N. Powers of the Panel

(1) On an appeal, a Panel—

- (a) may, if the parties to a proceeding have been advised of the date, time and venue of the hearing, conduct the hearing in the presence of the parties or representatives of the parties, or with only some of the parties or representatives of the parties or without any of the parties or representatives of the parties;
- (b) may hear evidence by telephone, closed circuit television or video links;
- (c) may allow the evidence of a person to be given on the notes of evidence taken by the person;
- (d) may conduct a proceeding on the case stated by the parties to the proceeding;
- (e) may conduct the re-hearing of a matter by affidavit, statutory declaration or oral evidence;
- (f) is not required to conduct a hearing as a *de novo* hearing;
- (g) may conduct a proceeding in private if the Board considers that it is in the interests of justice, but must otherwise hold its hearing in public;
- (h) may review a decision being appealed against in full including in circumstances where only part of the decision has been objected to, sought to be reviewed or appealed;
- (i) may make an interim order;
- (j) must give reasons for any decision it makes;
- (k) is bound by the rules of natural justice.

(2) A Panel may dismiss a proceeding without hearing if the Panel is satisfied that the proceeding is frivolous, vexatious, misconceived or lacking substance.

(3) A Panel may seek expert advice in connection with the hearing of an appeal from a person who, in its opinion, has special knowledge of, and experience in, horse racing.

(Inserted by Act 18 of 2018)

29O. Evidence on appeal

(1) When hearing an appeal, a Panel is not bound by the rules of, or practice as to, evidence but may inform itself of any matter in such manner as it considers fit.

(2) For the avoidance of doubt, a Panel may decide to allow a new hearing and the giving of fresh evidence, or evidence in addition to or in substitution for the evidence on which the decision appealed against was made.

(3) A Panel may require a witness to be examined on oath or affirmation or may require evidence to be supported by a statutory declaration.

(Inserted by Act 18 of 2018)

29P. Leave to be represented by an attorney-at-law

A Panel may grant leave to each party to be represented by an attorney-at-law at the hearing.

(Inserted by Act 18 of 2018)

29Q. Persons required to attend hearings or produce documents

(1) A Panel may, by written notice served on a person, require the person to attend at a time, date and place specified in the notice for the purpose of—

- (a) giving evidence relating to an appeal being heard or to be heard by the Panel; or
- (b) producing a document, relating to an appeal, specified in the notice that is in the person's possession or under the person's control.

(2) A person who is served with a notice under this section must not, without reasonable excuse, fail or refuse to comply with the requirements of the notice.

(3) A person who is served with a notice under this section is to be given at the time of service an amount sufficient to cover the travelling and any other expenses likely to be incurred by the person in attending at the time, date and place specified in the notice.

(4) A person who contravenes subsection (2) commits an offence and is liable on summary conviction to a fine not exceeding \$150,000.

(Inserted by Act 18 of 2018)

29R. Attendance of interested parties

A person who may be affected whether or not adversely by the decision of a Panel may, with the leave of a Panel—

- (a) appear and make submissions before the Panel in relation to the appeal, and
- (b) adduce evidence.

(Inserted by Act 18 of 2018)

29S. False statements

(1) A person appearing before a Panel in connection with an appeal shall not knowingly make a statement that is false or misleading in a material respect.

(2) A person who contravenes subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$250,000 or to a term of imprisonment not exceeding 5 years.

(Inserted by Act 18 of 2018)

29T. Decision of Panel

(1) In respect of an appeal, a Panel may make a decision to—

- (a) dismiss an appeal;
- (b) confirm the decision appealed against or vary the decision appealed against by substituting a decision that could have been made by the licensee;
- (c) refer a matter relating to the decision appealed against to the licensee for rehearing in accordance with directions given by the Panel;
- (d) direct that the fee or part of the fee is to be repaid to the appellant;
- (e) make such orders as it thinks fit as to the payment of costs; or
- (f) make such other order in relation to the disposal of the appeal as the Panel considers fit.

(2) The decision of a Panel is by a majority of votes of the members and in addition to an original vote, the Chairperson has a second or casting vote in any case in which the voting is equal.

(3) The decision of a Panel must be authenticated by the signature of the Chairperson of the Panel and the Secretary of the Panel.

(4) The decision of a Panel must be conveyed to the Board and the appellant in writing.

(5) On service on a party to an appeal of an order for the payment of costs, the amount of costs specified in the order—

(a) is payable by the party to the person specified in the order as the person to whom the costs are to be paid; and

(b) may be recovered as a debt in a court of competent jurisdiction.

(6) The decision of the Panel is final. *(Inserted by Act 24 of 2019)*

(Inserted by Act 18 of 2018)

29U. Regulation of betting provider

(1) An applicant for a betting provider licence shall submit, together with the prescribed application form, in the case of betting at a racecourse—

(a) a service agreement with a racecourse operator in Saint Lucia operating a racecourse of a minimum inner circumference of 1,600m; and

(b) the Rules of Betting.

(2) A betting provider shall not conduct betting at a racecourse or other location unless the Board has approved the—

(a) Rules of Betting;

(b) types of betting;

(c) betting machine that materially affects the outcome of a bet to be provided; and

(d) betting locations.

(3) The Board may approve, amend or reject the—

(a) Rules of Betting;

(b) types of betting;

(c) betting machine to be provided; and

(d) betting locations.

(4) A betting provider may amend the Rules of Betting with the approval of the Board.

(Inserted by Act 18 of 2018 and substituted by Act 24 of 2019)

29V. Non-application of sections to racing and betting

Sections 14(2), 15, 17, 18(2) to (5), 19, 20(3) to (8), 22(1)(b) and (c), 22(2) to (14), 23 to 29, 30, 36, 39 to 46, 49 and 50 do not apply to a provision relating to a racecourse operator or betting provider under this Act.

(Inserted by Act 24 of 2019)

PART 5 FINANCIAL

30. Gaming operator fee

(1) A licensee shall pay to the Accountant General, a monthly fee, equal to 8% of the gross revenue of its gaming activities.

(2) The fee under subsection (1) shall be paid on or before the fifteenth day of the month following the month for which the fee is due.

(3) *(Amended by Act 18 of 2018 and deleted by Act 24 of 2019)*

30A. Betting provider fee

(1) A betting provider shall pay to the Accountant General, a monthly fee at the prescribed rate.

(2) The fee under subsection (1) must be paid on or before the 15th day of the month following the month for which the fee is due.

(Inserted by Act 18 of 2018)

30B. *(Inserted by Act 18 of 2018 and repealed by Act 24 of 2019)*

31. Revenue of Board

(1) The revenue of the Board shall consist of—

- (a) the sums received by the Board in respect of licence fees and other charges levied by the Board under this Act;
- (b) sums allocated to the Board for the conduct of its functions by the Parliament; *(Amended by Act 24 of 2019)*
- (c) funds arising from the sale, lease or other disposition of property vested in the Authority; *(Substituted by Act 24 of 2019)*
- (d) all other sums that may become payable or vested in the Board in respect of any matter incidental to its powers and duties. *(Inserted Act 24 of 2019)*

(2) The sums referred to in subsection (1) shall be paid into and placed to the credit of an account at a bank approved by the Minister.

32. Budget of Board

(1) The Board shall cause to be prepared and shall adopt each year a budget in respect of the ensuing financial year, and may revise the budget so adopted at a subsequent meeting.

(2) A copy of the budget and revised budget shall be submitted to the Minister after adoption by the Board.

33. Accounts and reporting

The Board shall—

- (a) keep proper books of accounts in which must be recorded all its transactions, to the satisfaction of the Minister;
- (b) prepare and retain financial statements in respect of each financial year;
- (c) furnish the Minister with returns, accounts and other information as the Minister requires with respect to the activities and property of the Board;

- (d) make facilities available to the Minister for verifying the information under paragraph (c) in the manner and at the times the Minister reasonably requires.

(Substituted by Act 18 of 2018)

34. Audit

(1) The accounts of the Board shall be audited in each financial year by an auditor who shall be an independent, qualified and experienced accountant appointed by the Board.

(2) The Executive Director, officers and staff of the Board shall grant to the auditor appointed under subsection (1) access to all books, deeds, contracts, accounts, vouchers or other documents which the auditor may deem necessary and he or she may require a person holding or accountable for such document to appear, make a signed statement or provide such information in relation to the document as the auditor deems necessary.

(3) A person who fails to comply with a request made under subsection (2) commits an offence and, on summary conviction, is liable to a fine not exceeding \$100,000 or to imprisonment for 3 years. *(Substituted by Act 18 of 2018)*

35. Auditor's report

(1) An auditor appointed under section 34 shall as soon as practicable and not later than 3 months after the end of each financial year send copies of the audited financial statement and a report on the financial statement to the Board.

(2) The Board shall not later than one month after receipt of the financial statement and report provided under subsection (1), submit to the Minister—

- (a) the audited financial statement and report; and
- (b) a review of the activities of the Board during the preceding financial year.

(3) The Minister shall cause a copy of the review along with the audited financial statement and auditor's report to be laid in Parliament within 3 months of receiving the same.

PART 6 PROHIBITIONS AND PENALTIES

36. Prohibition on minors

(1) A person who has not attained the age of 18 years shall not be permitted to—

- (a) enter a gaming establishment;
- (b) play, place wagers on or collect winnings from, either personally or through an agent, a game approved by the Board.

(2) A gaming operator shall institute measures to ensure that subsection (1) is complied with and the Board may require the gaming operator to provide details of those measures to the Board.

(3) A gaming operator who fails to prevent any person under the age of 18 years from—

- (a) entering his or her gaming establishment; or
- (b) playing, placing wagers on or collecting winnings from a game approved by the Board,

commits an offence and upon summary conviction is liable to a fine not exceeding \$100,000.

36A. Prohibition on minor from betting

(1) A person who has not attained the age of 18 years shall not be permitted to bet or collect winnings from or through an agent on a bet approved by the Board.

(2) Subject to subsection (1), a person who has not attained the age of 18 years may be allowed to enter a racecourse, in an area away from the betting area, for recreational purposes.

(3) A betting provider shall institute measures to ensure that subsection (1) is complied with and the Board may require the betting provider to provide details of the measures to the Board.

(4) A betting provider who fails to prevent a person under the age of 18 years from betting or collect winnings in the betting establishment commits an offence and on summary conviction is liable to a fine not exceeding \$50,000.

(Inserted by Act 24 of 2019)

37. Prohibition of persons on list

(1) A person who is on the list of persons to be excluded issued by the Authority under section 7 shall not be permitted to enter a gaming establishment, play, place wagers or collect winnings approved by the Board.

(2) A gaming operator who fails to comply with subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$50,000.

(Amended by Act 18 of 2018 and substituted by Act 24 of 2019)

38. Prohibited acts

(1) A licensee shall not do an act which is likely—

- (a) to harm public health, safety, morals, order or the general welfare of the public; *(Substituted by Act 18 of 2018)*
- (b) to be contrary to the public interest; or
- (c) to harm the gaming industry.

(2) A licensee who contravenes subsection (1) is liable to revocation of his or her licence in accordance with section 23.

39. Prohibition on gaming

(1) A person listed in the Schedule 1 shall not, either personally or through an agent, be permitted to play, place wagers on or collect winnings from a game approved by the Board. *(Amended by Act 18 of 2018)*

(2) A gaming operator shall institute measures to ensure that subsection (1) is complied with and the Board may require that an operator provide details of that system to the Board.

(3) A gaming operator who fails to prevent a person listed in the Schedule 1 from playing, placing wagers on or collecting winnings from a game approved by the Board commits an offence and upon summary conviction is liable to a fine of \$150,000. *(Amended by Act 18 of 2018)*

(4) The Minister may amend the Schedule 1 by Order published in the *Gazette*. *(Amended by Act 18 of 2018)*

40. Licence obtained by deception or fraud

(1) A person who obtains a licence under this Act by fraud, deception, misrepresentation or who provided misleading or materially inaccurate information whether wilfully or not, commits an offence and upon summary conviction is liable to a

fine of \$250,000 or to imprisonment for a term of 5 years. (*Amended by Act 24 of 2019*)

(2) A person who commits an offence under subsection (1) shall have the licence issued to him or her forfeited.

41. Prohibition on possession of gaming equipment

(1) A person, who has not been issued a licence under this Act shall not—

- (a) have, in his or her possession or in a place under his or her control, a gaming device or associated equipment; (*Substituted by Act 18 of 2018*)
- (b) purchase or make a down payment for purchase of a gaming device or associated equipment. (*Amended by Act 18 of 2018*)

(2) A person who contravenes subsection (1) commits an offence and upon summary conviction is liable to a fine of \$250,000 or to imprisonment for a term of 5 years.

(3) A gaming device or associated equipment which has not been approved by the Authority for use in Saint Lucia and which is not in the possession or control of the holder of a gaming distributor or gaming manufacturer licence shall be subject to confiscation by the Authority or a police officer not below the rank of inspector authorised by the Authority to act on its behalf.

42. Prohibition on service and repairs

(1) A person shall not service or repair a gaming device or associated equipment unless he or she—

- (a) has been issued a gaming manufacturer licence;
- (b) is employed by a person who has been issued a gaming manufacturer licence; or
- (c) is certified by a person who has been issued a gaming manufacturer's licence and employed by a gaming operator or a gaming distributor.

(2) A person who contravenes subsection (1) commits an offence and upon conviction is liable to a fine of \$50,000.

43. Failure to display licence

A person who fails to display a licence or any other notice required by this Act to be displayed commits an offence and upon summary conviction is liable to a fine of \$50,000.

44. Failure to pay fees

(1) A person who fails to pay any fee required to be paid under this Act within the time prescribed shall pay a penalty equal to 10% of the fee required to be paid together with the amount which he or she ought to have paid.

(2) Despite subsection (1), the Authority may recommend and Cabinet may approve the suspension of a licence issued to a person who fails to pay a prescribed fee within the time set under the Act.

(3) Where a licence has been suspended under subsection (2) a person who continues to engage in the gaming activity for which the suspended licence had been issued commits an offence and upon summary conviction is liable to a fine of \$500,000 or to imprisonment for a term of 7 years.

44A. Forgery and uttering documents

(1) A person shall not—

- (a) forge a document;
- (b) knowingly utter a document that is forged;
- (c) pretend to be a person named in a document, whether or not the person is referred to in the document.

(2) A person who contravenes subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$250,000 or to a term of imprisonment not exceeding 5 years or both.

(Inserted by Act 18 of 2018)

44B. Broadcasting arrangement

(1) A racecourse operator or betting provider may broadcast a horse race, sport or other activities or enter into broadcasting arrangements or commercial arrangements.

(2) A person shall not broadcast a horse race unless a racecourse operator has given prior approval in writing to the broadcasting arrangement.

(3) A racecourse operator or a betting provider may authorize and appoint another person to negotiate and enter into a broadcasting arrangement on its behalf.

(4) For the avoidance of doubt, this section has no effect on ownership of broadcasting rights.

(5) A person who contravenes subsection (2) commits an offence and on summary conviction is liable to a fine not exceeding \$250,000.

(Inserted by Act 18 of 2018 and substituted by Act 24 of 2019)

44C. Use of racing information

(1) A betting provider shall not, whether inside or outside Saint Lucia, use racing information for the conduct of the provider's business, unless the provider is authorised to do so in writing by the racecourse operator. *(Amended by Act 24 of 2019)*

(2) A person who contravenes subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$500,000 or to a term of imprisonment not exceeding 7 years or both.

(Inserted by Act 18 of 2018)

44D. Interference and Rules

(1) A person shall not interfere with—

- (a) a racecourse operator or a betting provider in relation to the performance of an activity under this Act;
- (b) an official performing a function or exercising a power under the Rules of Racing or the Rules of Betting.

(2) In this section, "**interfere**", in relation to a racecourse operator, means—

- (a) to inflict injury on or cause injury to a racecourse operator or a betting provider; or
- (b) to threaten to inflict injury or cause injury to a racecourse operator or a betting provider;
- (c) to otherwise affect in a detrimental way the behaviour, performance or physical condition of a racecourse operator or betting provider.

(3) A person who contravenes subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$125,000.

(Inserted by Act 18 of 2018 and substituted by Act 24 of 2019)

44E. Interfering with particular things at licensed racecourse or places for holding horse races or trials

(1) Unless otherwise authorized under this Act a person shall not interfere with a lighting, power or control system, or other plant or equipment used in connection with holding a race or trial at a racecourse or a racecourse prepared or laid out for holding a race meeting without permission from the licensee. *(Amended by Act 24 of 2019)*

(2) In this section, "interfere with", in relation to the operation of plant or equipment or to a racecourse, includes altering, damaging, destroying or removing the plant, equipment or racecourse, or a part of the plant, equipment or racecourse.

(3) A person who contravenes subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$500,000 or to a term of imprisonment not exceeding 7 years or both.

(Inserted by Act 18 of 2018)

45. Offences of body corporate

Where an offence under this Act committed by a body corporate is proved to have been committed with the consent or connivance of, or to be attributable to any neglect on the part of—

- (a) a director, manager, secretary or other officer; or
- (b) any person who was purporting to act in such capacity,

he or she as well as the body corporate commits the offence and is liable to be proceeded against and punished accordingly.

45A. Swindling and cheating

(1) A person shall not intentionally, by a trick or sleight of hands performance or by fraud or a fraudulent scheme of cards, dice or device for himself or herself or for another person, win or attempt to win money or property or reduce a losing wager or attempt to reduce a losing wager.

(2) A person who contravenes subsection (1) commits an offence and is liable on summary conviction to a fine not exceeding \$50,000 or the amount of an illegally obtained fund, whichever is greater, or to a term of imprisonment not exceeding 5 years or to both.

(Inserted by Act 24 of 2019)

46. Offences not provided for

A person who commits an offence under this Act for which no penalty is provided is liable to a fine not exceeding \$100,000 or to imprisonment for a term not exceeding 3 years.

PART 7 GENERAL

47. Secretary to keep register

The Secretary shall keep a register in the prescribed form, with respect to the grant or revocation of a licence under this Act, and to the premises that are the subject of a licence.

(Substituted by Act 18 of 2018)

48. Inspection of registers by public

The Board shall permit a police officer, and any other person on payment of a fee, if any, as may be prescribed, to inspect at any reasonable time any register kept by the Board under section 47.

49. Exclusion of persons from gaming establishments

(1) Where the Authority, acting upon information received, determines that the presence of a person within a gaming establishment threatens the orderly conduct of gaming activities therein, it may place the person's name on a list issued under section 7.

(2) A gaming operator shall not permit a person who is named in the list under subsection (1) to enter or, having entered, to remain within his or her gaming establishment.

49A. Exclusion of persons from racecourse

(1) Where the Commissioner of Police, acting on information received, determines that the presence of a person within a racecourse threatens the orderly conduct of a race meeting, horse race or betting, he or she may place the person's name on a list.

(2) A racecourse operator or betting provider shall not intentionally permit a person who is named in the list under subsection (1) to enter or, having entered, to remain within the racecourse. *(Amended by Act 24 of 2019)*

(Inserted by Act 18 of 2018)

50. Selection of employees

(1) A gaming operator shall not employ a person in his or her gaming establishment unless the gaming operator has conducted thorough checks on the person's character and antecedents, habits, associations and public reputation.

(2) A gaming operator shall establish a system to give effect to subsection (1) and shall provide the Authority with details of such system.

(3) A gaming operator who fails to establish a system as required by subsection (2) or who fails to inform the Authority of such system commits an offence.

(4) A person employed in a gaming establishment shall—

- (a) be a citizen of Saint Lucia; and
- (b) not be permitted to play any game in any gaming establishment.

(5) Despite subsection (4) a gaming operator may obtain approval from the Authority to employ a person who is not a citizen of Saint Lucia if that person—

- (a) has specialist skills not available in Saint Lucia; or
- (b) performs senior management functions.

(6) Where the Authority grants an approval under subsection (5) such approval shall be for a stated period and the Authority shall require that the gaming operator trains a suitable citizen of Saint Lucia to perform the function.

(7) A gaming operator who contravenes this section breaches his or her licence and is liable to revocation of the licence in accordance with section 23.

50A. Issue of sub-licence

A licensee may issue a sub-licence to conduct gaming or betting in multiple locations in Saint Lucia approved by the Board.

(Inserted by Act 24 of 2019)

51. Minister to give policy directions

The Minister may, after consultation with the Chairperson, give to the Board policy directions of a general character to be followed by the Board in the performance of its functions as appear to the Minister to be necessary or desirable in the public interest, and the Board shall give effect to the policy directions.

(Substituted by Act 18 of 2018)

51A. Inquiry by the minister

(1) The Minister may at any time appoint a suitably qualified person to conduct an inquiry into a complaint relating to the administration of horse racing.

(2) Without limiting the scope of terms of reference, an inquiry may be conducted into—

- (a) the integrity processes and systems, in whole or in part, of a licensee;
- (b) the internal animal welfare processes and systems of a licensee to the extent that it relates to integrity in racing;
- (c) allegations of serious criminal matters, or corrupt conduct associated with the conduct of horse racing;
- (d) alleged or apparent contravention of the Rules of Racing;
- (e) breaches of the Rules of Betting.

(3) The Minister may at any time initiate an inquiry that does not relate to any specific complaint and may include an investigation into systemic issues in racing, where the Minister considers it to be in the public interest.

(Inserted by Act 18 of 2018)

51B. Issue of directions to racecourse operator

(1) The Minister may, by notice given to a racecourse operator, direct the racecourse operator to—

- (a) make a new policy;
- (b) review an existing policy;
- (c) make Rules of Racing;
- (d) review existing Rules of Racing.

(2) A notice under subsection (1) must state a date by which the direction must be complied with.

(3) The date stated under subsection (2) must be reasonable having regard to the nature of the matters to be done under the direction.

(Inserted by Act 18 of 2018)

52. Delegation of certain functions

The Minister may for the purpose of the due discharge of any of his or her functions under this Act delegate that function by instrument in writing to any public officer and any such delegation—

- (a) may be made subject to such terms and conditions as the Minister thinks fit;
- (b) while in force shall not prevent the discharge by the Minister of the function thereby delegated; and
- (c) may at any time be revoked by the Minister.

53. Service of documents

A document to be served on a person under this Act may be served —

- (a) personally; or
- (b) *(deleted by Act 24 of 2019)*;
- (c) by post addressed to the person at the place of residence or business of the person last known to the person serving the document.

(Substituted by Act 18 of 2018)

54. Mode of trial

Any offence under this Act for which no other mode of trial is specifically provided shall be tried summarily.

55. Regulations

The Minister may, after consultation with the Board, make Regulations—

- (a) prescribing the method and form of application to be followed by an applicant;
- (b) prescribing the information to be furnished by an applicant or licensee concerning the applicant's antecedents, immediate family, habits, character, associates, criminal record, business activities and financial affairs, past or present;
- (c) prescribing the manner and procedure of all hearings conducted by the Board; *(Amended by Act 18 of 2018)*
- (d) prescribing fees and the manner and method of collection and payment of fees;
- (e) prescribing the procedure for inclusion and objection to inclusion on the list of persons to be excluded issued under section 7(1)(f);
- (f) prescribing the manner and method of the issuance of licenses, permits, registrations, certificates and other actions of the Board not elsewhere prescribed in this Act; *(Amended by Act 18 of 2018)*
- (g) defining the area, games and gaming devices allowed and the methods of operation of the games and gaming devices for authorised gaming; *(Amended by Act 18 of 2018)*
- (h) prescribing the conditions under which the non-payment of winnings is a ground for suspension or revocation of a gaming operator licence; *(Substituted by Act 18 of 2018)*
- (i) governing the manufacture, sale, distribution, repair and servicing of gaming devices;

- (j) prescribing accounting procedures, security surveillance, collection and verification procedures required of licensees and matters regarding financial responsibility of licensees; *(Amended by Act 24 of 2019)*
- (k) prescribing what shall be considered to be an unsuitable method of operating gaming activities;
- (l) restricting access to confidential information obtained under the provisions of this Act and ensuring that the confidentiality of that information is maintained and protected;
- (m) prescribing financial reporting and internal control requirements for licensees;
- (n) prescribing the manner in which winnings, compensation from gaming activities and gross revenue shall be computed and reported by a gaming operator;
- (o) prescribing the frequency of and the matters to be contained in audits of and periodic financial reports from a gaming operator consistent with standards prescribed by the Board; *(Amended by Act 18 of 2018)*
- (p) prescribing procedures to be followed by a gaming operator for the exclusion of persons from gaming establishments;
- (q) prescribing the rates for remuneration of investigators under section 18;
- (r) prescribing activities which may or may not be conducted within the boundaries of a racecourse; *(Substituted by Act 18 of 2018)*
- (s) prescribing the methods to prevent money laundering and other improper currency transactions, including appropriate implementation of the requirements under the Money Laundering (Prevention) Act; *(Inserted by Act 18 of 2018 and substituted by Act 24 of 2019)*
- (t) prescribing any other matter or anything which may be, or is required by this Act to be prescribed; *(Inserted by Act 24 of 2019)*
- (u) for the control and discipline of staff employed under this Act; *(Inserted by Act 24 of 2019)*
- (v) for any other purpose to give effect to this Act. *(Inserted by Act 24 of 2019)*

(Amended by Act 18 of 2018)

Schedule 1

(Heading substituted by Act 18 of 2018)

(Section 39)

Citizens of Saint Lucia except persons—

- (a) who are also citizens of a country other than Saint Lucia;
- (b) who are part of a membership scheme or club associated with any approved gaming venue (casino) operating in Saint Lucia.

(Substituted by S.I. 101/2009)

Schedule 2

(Section 29C(2)(a))

MATTERS FOR POLICY ON LICENSING SCHEME

1. The licence the racecourse operator may issue, having regard to the activities for which a licence is required including for occupational horse racing.
2. The application process.
3. The criteria for each type of licence including appropriate qualifications for, and disqualifications from, obtaining the licence, including training courses to be completed, or experience obtained, by the person applying for the licence.
4. The way the racecourse operator will deal with an application for a licence, including the person's right to make further representations relating to the application.
5. The grant, issue and form of a licence, including whether the licence is to include a photograph of the person granted the licence.
6. The giving of an information notice for a decision relating to an application.
7. The grounds for taking disciplinary action relating to a licence in relation to matters dealt with in the race course operator's Rules of Racing, including appeal processes.
8. When and how a licence may be immediately suspended in order to protect the safety of a person.
9. How disciplinary action relating to a licence, other than immediate suspension, must be taken including the following—
 - (a) the procedure for giving a licence holder notice of the grounds for taking the disciplinary action;
 - (b) the proposed action;
 - (c) how the licence holder may make representations about the proposed action.
10. The keeping a register of licences and correcting the register.
11. The exhibition and production of a licence.
12. The replacement of a lost licence.
13. The requirement for a licence holder to give the racecourse operator notice of—
 - (a) a change of address;
 - (b) if the licence holder is a corporation, a change to the corporation's executive officers.
14. The appointment of officials, and their functions and powers.
15. The service of notices on licence holders.
16. Whether there should be provision for provisional or temporary licences.
17. Attaching conditions to the grant of a licence, including that the licence may allow access to the licence holder's place of business.
18. The requirement for a police certificate or criminal history check from any jurisdiction.

(Inserted by Act 18 of 2018)

SUBSIDIARY LEGISLATION

List of Subsidiary Legislation

1. Gaming, Racing and Betting (Control) Regulations – Section 55
 2. Gaming, Racing and Betting (Equipment) Regulations – Section 55
 3. Gaming, Racing and Betting (Accounting and Internal Control) Regulations – Section 55
 4. Gaming, Racing and Betting Regulations – Section 55
 5. Gaming, Racing and Betting (Bond and Security Instrument) Regulations – Section 55
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Gaming, Racing and Betting (Control) Regulations – Section 55

(Statutory Instruments 75/2001, 78/2002 and 197/2020)

S.I. 75/2001 .. in force 21 July 2001

Amended by S.I. 78/2002 .. in force 26 August 2002

Amended by S.I. 197/2020 .. in force 4 December 2020

ARRANGEMENT OF REGULATIONS

1. Citation
 2. Interpretation
 3. Application for licence
 4. Notice of making application
 5. Form of licence
 6. Application for amendment of licence
 7. Notice of intention to revoke licence
 8. Notice of revocation
 9. Approval for employment
 10. Fees
- Schedule 1
Schedule 2
-

GAMING, RACING AND BETTING (CONTROL) REGULATIONS – SECTION 55

Commencement [21 July 2001]

1. Citation

These Regulations may be cited as the Gaming Control Regulations.

2. Interpretation

In these Regulations “**Act**” means the Gaming Control Act.

3. Application for licence

An application for a licence under section 16 of the Act shall be in the form prescribed in Form 1 of Schedule 1 and shall be accompanied by the information required in Forms 1A, 1B and 1C of Schedule 1 and any other information as may be required by the Board of the Gaming Authority.

4. Notice of making application

A notice of the making of an application under section 17 of the Act shall be in the form prescribed in Form 2 of Schedule 1.

5. Form of licence

A licence under section 21 of the Act shall be in the form prescribed in Form 3 of Schedule 1.

6. Application for amendment of licence

(1) An application to amend a licence under section 23 of the Act is in Form 4A as set out in Schedule 1. (*Substituted by S.I. 197/2020*)

(2) An amendment under section 23 of the Act shall be in the form prescribed in Form 4B of Schedule 1.

7. Notice of intention to revoke licence

A notice of intention to revoke a licence under section 23 of the Act shall be in the form prescribed in Form 5 of Schedule 1.

8. Notice of revocation

A notice of revocation under section 23 of the Act shall be in the form prescribed in Form 6 of Schedule 1.

9. Approval for employment

(1) An application for approval as an officer, director or key employee of a gaming operator under section 29 of the Act shall be in the form prescribed in Form 7 of Schedule 1 and shall be accompanied by Form 7A of Schedule 1.

(2) A certificate of approval issued under section 29 of the Act shall be in the form prescribed in Form 8 of Schedule 1.

10. Fees

The fees payable under the Act are as prescribed in Schedule 2.

Schedule 1

FORM 1

(Regulation 3)

APPLICATION FOR LICENCE

(*Gaming Control Act: Section 16*)

PRELIMINARY

Please tick the type of licence applied for. Please complete all parts of this application.

- ☐ Gaming operator licence
- ☐ Gaming distributor licence
- ☐ Gaming manufacturer licence
- ☐ Gaming machine licence

PART A

GENERAL NOTES AND INFORMATION

1. All applications for a licence are governed by the provisions of section 16 of the Gaming Control Act.
2. The Board of the Gaming Authority cannot accept any responsibility for adverse public notice, embarrassment, criticism, or financial loss to the applicant which may result

from action taken with regard to this application.

3. The applicant will be responsible for the payment of any expenses incurred by the Board of the Gaming Authority during the course of any enquiries which may be conducted in connection with this application.
4. The applicant is responsible for furnishing to the Board of the Gaming Authority with this application, the following supporting documents—
 - (a) the memorandum and articles of association if the applicant is a company (see paragraph 19);
 - (b) copies of the audited accounts of the applicant comprising balance sheets and profit and loss accounts for the last 5 years, including the most recent;
 - (c) if the applicant is a company which has subsidiary companies, the memorandum and articles of association of each subsidiary company (see paragraph 21);
 - (d) if the applicant is a company which is a subsidiary of another company, the memorandum and articles of association of all other companies controlled by the holding company (see paragraph 22);
 - (e) a Personal Declaration Form completed by each person who is an individual applicant, or who is a director, manager, secretary, shareholder or other officer of the company if the applicant is a company (see paragraphs 11 and 43);
 - (f) a Personal Declaration Form completed by each person, not mentioned at (e) above, who has any financial interest, direct or indirect, in the subject of this application or who will have actual and effective control of gaming in the licensed premises (see paragraphs 41 and 43);
 - (g) a full set of fingerprints in respect of each person completing a Personal Declaration Form under (e) and (f) above;
 - (h) a copy of the birth certificate and 2 black and white copies of a recent photograph in respect of each person completing a Personal Declaration Form under (e) and (f) above;
 - (i) a copy of the naturalisation certificate, where applicable, in respect of each person completing a Personal Declaration Form under (e) and (f) above;
 - (j) copies of purchase agreement, lease agreement, bill of sale, and management agreement, as applicable (see paragraphs 38 and 39).
5. Applicants are warned that the discovery of any material falsification or omission of information required may result in the Board of the Gaming Authority's refusal to recommend the grant of a licence. Where false particulars are discovered subsequent to the grant of a licence, Cabinet is empowered to revoke the licence.
6. Pending a decision by the Cabinet, all changes affecting any of the answers given in the application must be notified to the Secretary without delay.
7. Please state here whether this application is being made by an individual, or on behalf of a company.
8. Please enter here the name, address and telephone number of the person with whom the Board of the Gaming Authority may communicate about this application.
9. When completed, this application, together with the necessary supporting documents, should be forwarded to—

The Secretary

The Board of Gaming Authority

Castries

St Lucia

PART B INDIVIDUAL APPLICANTS

(This part to be completed if the application is being made by an individual)

10. Full name (surname in capitals).
11. Attach a completed Personal Declaration Form.
12. Are you or your spouse a Director or Officer in any Company, whether incorporated in Saint Lucia or elsewhere (state YES or NO) ...
If YES, give full details of the Company.
13. In relation to this application are you acting wholly or partly as a nominee or an agent for, or trustee of another person, persons or organisations (state YES or NO) ...
If YES, give full details of the arrangement.
14. Give the name and address of your accountants and/or auditors.

15. Are you in business as an individual at the present time (state YES or NO)
If YES, give full details of the business
16. Will the business which is the subject of this application be carried on under a business name (state YES or NO) ...
If YES, state the full business name and address.

PART C COMPANY APPLICANTS

(This part to be completed if the application is being made by a Company).

17. Full name of the Company.
18. Place of business and registered office of the Company.
19. Date of incorporation in Saint Lucia (a copy of the articles and memorandum of association must accompany this application).
20. Amount of registered capital of Company \$
Amount of paid up capital \$
21. Does the Company hold a controlling or other interest in any other company or undertaking (state YES or NO) ...
If YES, list the names of the companies and the addresses of the registered offices below, and attach a copy of the articles and memorandum of association of each company or undertaking concerned.
22. Is the Company a subsidiary of another company? (state YES or NO) ...
If YES, give the full name of the holding company and the address of the registered office below, and attach a copy of the articles and memorandum of association of the holding company.
23. If the answer to paragraph 22 is NO, attach a full list of the names and addresses of the shareholders, debenture holders, mortgages and others with a financial interest in the Company. In the case of those whose interest exceeds 1% of the paid up capital, state the amount of their interest.
24. Has the Company ever been convicted of any offence in any country? (state YES or NO) ...
If YES, give details of the Court, the date of the judgement and the award.
25. Has the Company ever received a judgement against it in a civil court? (state YES or NO) ...
If YES, give details of the Court, the date of the judgement and the award.
26. Has the Company ever been the subject of a winding-up petition? (state YES or NO) ...
If YES, give the full details.
27. Give the name and address of the auditors to the Company.
28. Give a list of all bank accounts held by the Company at any time.

PART D PARTICULARS OF PREMISES

(This part to be completed by applicants for gaming operator licence only)

29. Name under which the premises are, or will be known.
30. Full address of the premises.
31. List the games which will be played if the licence is granted.
32. State the number of tables there will be for each game, if the licence is granted.
33. How many slot machines will be installed, if the licence is granted?
34. What are the proposed upper stake limits in respect of each of those tables and slot machines listed in paragraph 32 and 33?
35. What liquid capital can be made available for the management of the premises, from the resources of the Applicant?
36. If a licence is granted, is it intended to raise additional capital to operate the premises? (state YES or NO) ...
If YES, state the amount involved, and give full details of the sources from which it is proposed to raise the additional capital.
37. If a licence is granted, would the premises be connected, financially or otherwise, with any other business? (state YES or NO) ...

If YES, give full details of the other business, and the nature and extent of the connection.

38. List below the names and addresses of any persons not listed in paragraph 23 who will receive directly or indirectly any compensation based on a percentage or share of the proceeds of the gaming on the premises. Attach a copy of all related agreements.

39. Are the premises owned by the Applicant? (state YES or NO) ...

If YES, attach a copy of documentary proof of ownership.

If NO, give the full name of the lessor or landlord; state the terms on which the premises are leased or rented, and whether the applicant is the lessee. Attach a copy of all related agreements.

40. Who will have the power and responsibility of controlling day-to-day admissions into and exclusions from the licensed premises while gaming is in progress? Give full names and addresses of the persons.

41. Give the full names and present address of those persons who, if a licence is granted, will have actual day-to-day control and/or management of gaming on the premises.

42. Has the Applicant any previous experience of managing or controlling a gaming operation? (state YES or NO) ...

If YES, give full details of the premises concerned, the dates, and the particulars of any licences issued.

43. Completed Personal Declaration Forms are to be attached in respect of all directors and all officers of the applicant company; and in respect of any other persons not being directors, officers or shareholders in the applicant company but who have a financial interest in the applicant company. In addition, completed Personal Declaration Forms are to be attached in respect of all those persons listed in paragraphs 40 and 41.

PART E FURTHER INFORMATION AND DECLARATION

(To be completed by all applicants)

44. Any further information which the Applicant would wish to be taken into account when considering this Application should be given below.

45. The following declaration must be signed by the Applicant himself or herself if he or she is an individual, or by a Director and the Secretary of the Company, if the Applicant is a Company.

I/We certify to the best of my/our knowledge and belief that the information given in this Application is complete and correct. Further I/We undertake to inform the Board of the Gaming Authority within 7 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.

DATE

SIGNED

TITLE

SIGNED

TITLE

FORM 1A

(Regulation 3)

PERSONAL DECLARATION FORM

(Gaming Control Act: Section 16)

SUBMITTED BY

(Name of Applicant for licence)

POSITION

PART A GENERAL NOTES AND INFORMATION

1. A Personal Declaration Form must be completed by each person who is—
- (a) an applicant for a licence as an individual;
 - (b) a director or officer in the company when the applicant is a company;
 - (c) a person who is a shareholder in an applicant company;
 - (d) a person who has a financial interest in an applicant company;

- (e) a person who will have actual and effective control over the licensed premises;
 - (f) a person who will have actual and effective control over the gaming on premises approved by the Board of the Gaming Authority.
2. The completed Personal Declaration Forms must accompany the application for a licence (Form 1) when it is submitted to the Secretary of the Board of the Gaming Authority. (See paragraphs 11, 40, 41 and 43).
 3. The discovery of any material falsification or omission of any information required in this Personal Declaration Form may affect the recommendations of the Board of the Gaming Authority with regard to the granting of the licence to which this form relates.
 4. Any material change to the information or particulars given in this form must be notified to the Secretary of the Board of the Gaming Authority within 7 days.
 5. The Person completing this form must accept the risk of any adverse public embarrassment, criticism or financial loss which may result from action taken by the Board of the Gaming Authority to verify the information contained in this form.

PART B PERSONAL HISTORY

6. Full name (surname in capital letters).
7. Former names (if different from names given in paragraph 6).
8. Aliases (if none used, state None).
9. Date and place of birth (attach a copy of birth certificate).
10. Nationality (if naturalised attach a copy of the naturalization certificate, and state here former nationality).
11. Full address at present time.
12. List addresses in full for previous 10 years where different from that given in paragraph 11, and give the related dates.
13. Marital status (if married, give the date and place of marriage, and full name of spouse, including the maiden name of wife).
14. Dependants (state full names, ages and addresses of all children).
15. Passport particulars (state the number, date and place of issue).
16. Give full details of your profession or occupation over the past 10 years (including the names and addresses of all employer(s) and the nature of your employment and give all of the relevant dates and state briefly the reasons for changes).
17. If your spouse is employed, give the name and address of the employer and the nature of the employment.
18. List all of the schools attended after elementary level, stating dates.
19. If you have ever held a privileged or professional licence e.g. accountant, legal, racing organisation, etc., give full details.
20. Have you ever been employed in, or had any connection at all with, a gaming enterprise in any country? (state YES or NO) ...
If YES, give full details of the employment or connection if different from those given in paragraph 16.
21. List the names, addresses and employment of your blood relatives i.e. mother, father, sisters and brothers.
22. Are you or your spouse a director of any companies, or a member of any partnerships? (state YES or NO) ...
If YES, list the companies, firms or partnerships, giving the name, address and the nature of the business of each.
23. In relation to the proposed gaming establishment, are you acting wholly or partly as a nominee or agent for, or trustee of, another person, persons, or organisations? (state YES or NO) ...
If YES, give the names and addresses of the person, persons, or organisation, and the precise nature of your relationship or arrangement between you.
24. Give the full details of your financial interest in the proposed gaming establishment.
25. Have you ever been convicted of an offence to include convictions in all countries, and to include all convictions relating to traffic offences? (state YES or NO) ...
If YES, give full details of the offence, the penalty, the Court at which convicted and the date.
26. Has your spouse ever been convicted of an offence in any country to exclude minor traffic violation? (state YES or NO) ...

If YES, give full details of the offence, the penalty, the Court at which convicted, and the date.

27. Have you or your spouse ever been declared bankrupt, or been the subject of a bankruptcy petition, or ever received a judgement against you in a civil court? (state YES or NO) ...

If YES, give full details.

28. Have you or your spouse ever been the plaintiff in a civil court? (state YES or NO) ...

If YES, give full details.

29. Has any company or firm of which you or your spouse were a partner, director or officer been the subject of a winding up petition? (state YES or NO) ...

If YES, give full details.

30. Give the names and addresses of all the banks at which you have, or have had an account during the past 10 years (the Board of the Gaming Authority reserves the right to seek references and other information from bank managers).

31. List the names of all relatives, both blood and by marriage, employed in the gaming industry; give relationship, position held, the name and address of employer.

PART C INVESTED CAPITAL INFORMATION

32. State the amount of money which you will invest in the gaming activity if a licence is issued; give the details of any currency arrangements.

33. State the percentage of ownership that the figure given in paragraph 32 will represent.

34. Will you participate actively in the management or operation of the proposed premises? (state YES or NO) ...

If YES, give the full details.

35. Has your interest in the proposed gaming establishment been assigned, pledged or hypothecated to any person, persons, firms, partnerships or companies; or have you entered into any agreement whereby your interest is to be assigned or pledged or sold either wholly or in part? (state YES or NO) ...

If YES, give full explanation.

36. To which authority, and when, was your last Income Tax Return submitted?

37. Are copies of your Income Tax Returns for the past 5 years available for examination by the Board of the Gaming Authority? (state YES or NO, or qualify if necessary).

38. Have you made any arrangements for persons, firms or companies to advance money, or other equity, to you to assist in financing your investment in the proposed gaming establishment? (state YES or NO) ...

If YES, give details of the names and addresses of such persons, firms or companies, and explain how the money or equity will be secured. Include also the method of repayment and the interest rates agreed.

39. Give a statement in Form IB of your assets to include cash on hand and in banks, accounts and notes receiving all investments, all fixed assets, and other assets including personal property.

40. Give a statement in Form IB of your liabilities to include notes payable, accounts payable, mortgages payable, other liabilities, contingent liabilities.

41. Explain how you intend to finance your investment in the proposed gaming activity from those assets listed in paragraph 39.

42. Give below any further information relating to your finances which you would wish the Board of the Gaming Authority to take into account.

PART D GENERAL REQUIREMENTS AND DECLARATION

43. Attach references from 3 persons who are well known to you, but to whom you are not related. (The referees must be responsible persons, preferably members of a recognised professional body; they must state the length of time for which they have known you).

44. Attach 2 copies of a recent black and white photograph, passport size. Each copy must be signed and dated by a responsible person who can confirm your identity and certify the likeness of the photographs (the signatory may be one of your referees).

45. Attach a full set of fingerprints taken at a Police Station or by a reputable agency, and certified accordingly (fingerprints from both hands are required).

46. Have you listed all of your assets and liabilities in paragraph 39 and 40 respectively? (state YES or NO) ...

I certify that to the best of my knowledge and belief, the information given in this declaration is correct.

DATE

SIGNED

Witness

Address of Witness

FORM IB

(Regulation 3)

STATEMENT OF ASSETS AND LIABILITIES

(Gaming Control Act: Section 16)

NAME:

Cash in Hand

Cash in bank

Accounts receivable

Stocks & Bonds – Private Companies

Others

Real Estate

Pension Funds

Furniture etc.

Vehicles

Other Assets

Total Assets

Notes Payable

Accounts Payable

Mortgages

Other Liabilities

Total Liabilities

Net Worth

ANNEXES TO STATEMENT OF ASSETS AND LIABILITIES

A. CASH IN BANK

List all bank accounts, both domestic and foreign, maintained by you, and disclose the following details—

- (i) Name and address of bank
- (ii) Name of person appearing on account
- (iii) Account number
- (iv) Interest rate (%)
- (v) General nature of account
- (vi) Balance as at

Copies of account statements should also be provided to substantiate balances as at

B. ACCOUNTS RECEIVABLE

List all accounts receivable by you.

The following details should be disclosed—

- (i) Name and address of debtor
- (ii) Interest rate
- (iii) Original amount due
- (iv) Date due
- (v) Amount incurred
- (vi) Amount recorded per books
- (vii) Current market value

C. STOCKS AND BONDS

List all stocks and bonds held or controlled by you. Wherever an interest exists through a beneficial interest in a trust, the stocks and bonds held in that trust should be listed. Publicly traded stocks and bonds should be indicated by an asterisk.

The following details should be disclosed—

- (i) Name of company or Government Agency issuing
- (ii) Number held
- (iii) Type of Stock/Bond held
- (iv) Purchase price
- (v) Market Value as
- (vi) Percentage of ownership
- (vii) Name in which held
- (viii) Date of purchase

D. REALESTATE

List any real estate property in which any direct, indirect, vested or contingent interest is held by you.

The following details should be disclosed—

- (i) Location
- (ii) Size
- (iii) General nature
- (iv) Date acquired
- (v) Individuals or entities sharing interest
- (vi) Purchase price
- (vii) Current market Value

Any formal valuations should detail the date of valuation and the name and qualification of the valuer.

E. PENSION FUNDS

List the cash value of all pension funds held by you.

The following details should be disclosed—

- (i) Employer
- (ii) Employee distribution
- (iii) Employer contribution
- (iv) Cash value as at

Similar details should be provided of personal pension plans.

F. FURNITURE ETC.

List any furniture or chattels having an individual current market value of \$50,000 or more held by you.

The following details should be disclosed—

- (i) Description
- (ii) Date acquired
- (iii) Individuals or entities sharing interest
- (iv) Purchase price
- (v) Current market value

Any formal valuations should detail the date of valuation and the name and qualifications of the valuer.

G. VEHICLES

List all vehicles owned by you.

The following details should be disclosed—

- (i) Type of vehicle
- (ii) Date of purchase
- (iii) Year of vehicle
- (iv) Make/model of vehicle
- (v) Cost
- (vi) Current market value

H. OTHER ASSETS

List any other assets with an individual value of \$50,000 or more held by you.

The following details should be disclosed—

- (i) Description
- (ii) Date acquired
- (iii) Individual
- (iv) Purchase price
- (v) Current market value

Any formal valuations should detail the date of valuation and the name and qualifications of the valuer.

I. NOTES PAYABLE

List all notes payable for which you are obligated.

The following details should be disclosed—

- (i) Name and address of creditor
- (ii) Date incurred
- (iii) Termination date
- (iv) Outstanding liability at
- (v) Nature of security, if any
- (vi) Purpose of loan

J. ACCOUNTS PAYABLE

List all accounts payable, with an outstanding liability of \$10,000 or more at _____ for which you are obligated.

The following details should be disclosed—

- (i) Name and address of creditor
- (ii) Date incurred
- (iii) Date due
- (iv) Original liability
- (v) Outstanding liability at

K. MORTGAGES

List all mortgages or liens payable on property for which you are obligated.

The following details should be provided—

- (i) Name and address of creditor
- (ii) Nature of mortgage of lien
- (iii) Description/address of property
- (iv) Term of mortgage/interest rate
- (v) Amount of periodic payment
- (vi) Original amount of liability
- (vii) Outstanding liability at

L. OTHER LIABILITIES

List any other liabilities with an individual value of \$10,000 or more for which you are obligated.

The following details should be provided—

- (i) Name and address of creditor
- (ii) Date incurred
- (iii) Date due
- (iv) Original liability
- (v) Outstanding liability at

SAINT LUCIA

FORM 1C

(Regulation 3)

AUTHORISATION FOR INFORMATION

(Gaming Control Act: Section 16)

Name _____

Address: _____

1. I, _____ have made application to the Board of the

[insert name of applicant]

Gaming Authority for a _____, and I

[insert name of licence]

hereby give my authorisation to any and all persons or organisations, to include police or banks, for the release of any information regarding me, whether of written record or otherwise, to the Inspector of the Board of the Gaming Authority on request.

2. In connection with my application, I will not hold any person or organisation responsible in any way for the information which they furnish relative to me, whether such information is oral or written. Further, I will not hold any person or organisation liable for any publicity which may arise out of my application to the Board of the Gaming Authority.

3. Date

Signed

Witness

Address

FORM 2

(Regulation 4)

NOTICE OF MAKING APPLICATION

(Gaming Control Act: Section 17)

The public is hereby notified that _____

[Name of applicant]

has applied for a licence under section 16 of the Gaming Control Act.

A person who desires to object to the grant of the licence shall, not later than

_____,

[date not less than 14 days from date of publication]

submit to the Secretary to the Board of the Gaming Authority a statement in writing of the reason for his or her objections.

Dated this _____ day of _____

Applicant

FORM 3

(Regulation 5)

SAINT LUCIA



LICENCE

(Gaming Control Act: Section 21)

Licence No:

This is to certify that _____ has been granted a

[Name of licensee]

_____ licence.

[Name of licence]

This licence is valid until _____

[Insert date of expiry]

This licence granted is subject to the following restrictions/conditions (if for gaming operator licence include as a condition the premises in which gaming is to take place)—

1. _____
2. _____
3. _____

Dated this _____ day of _____

Cabinet Secretary

NOT TRANSFERABLE

FORM 4A

(Regulation 6(1))

APPLICATION FOR AMENDMENT OF LICENCE

(Gaming Control Act: Section 23)

Licence No:

Type of Licence:

Name of Licensee:

Address:

1. I _____ hereby request an amendment to Licence No. _____ for the following reasons:

2. Proposed amendment:

Dated this _____ day of _____

Licensee

FORM 4B

(Regulation 6(2))

AMENDMENT OF LICENCE

(Gaming Control Act: Section 23)

Licence No:

Type of Licence:

This is to certify that Licence No. _____ held by _____ is amended as follows:

[Name of licensee]

Dated this _____ day of _____

Cabinet Secretary

FORM 5

(Regulation 7)

NOTICE OF INTENTION TO REVOKE

(Gaming Control Act: Section 23)

Licence No.:

Name of Licensee:

Address:

1. Cabinet hereby notifies the above mentioned holder of a _____

[Name of licensee]

licence that it intends to revoke the holder's licence under section 23 of the Gaming

Control Act for the following reasons—

- Cabinet is satisfied that the licence was obtained as a result of misleading false or fraudulent representation or in consequence of any incorrect information whether wilfully or not.
 - The licensee has breached any of the restrictions or conditions imposed under the licence.
 - Cabinet deems it expedient in the public interest.
2. The licensee may no later than the _____

[specify date]

show cause as to why the licence should not be revoked.

3. If within the time specified above the licensee fails to comply with paragraph 2, his or her licence shall be revoked.

Dated this _____ day of _____

Cabinet Secretary

FORM 6

(Regulation 8)

NOTICE OF REVOCATION

(Gaming Control Act: Section 23)

Licensee No:

Name of Licensee:

Address:

Cabinet hereby notifies the above mentioned holder of _____

[type of licence]

licence that its licence has been revoked by Cabinet as at [enter date] under section 23 of the Gaming Control Act for the following reasons—

- 4. Cabinet is satisfied that the licence was obtained as a result of misleading false or fraudulent representations or in consequence of any incorrect information, whether wilfully or not.
- 5. The licensee has breached a restriction or condition imposed under the licensee.
- 6. Cabinet deems it expedient in the public interest.

The decision of Cabinet is final.

Dated this _____ day of _____

Cabinet Secretary

FORM 7

(Regulation 9(1))

APPLICATION FOR APPROVAL

(Gaming Control Act: Section 29)

FOR POSITION AS

WITH (gaming operator)

ON THE PREMISES KNOWN AS

- 1. Full name (print surname in capital letters).
- 2. Former names (if different from names given in paragraph 1 above).
- 3. Aliases (if none used, state NONE).
- 4. Full address at present time.
P.O. Box
Telephone (.....) Home (.....) Work (.....)
- 5. List addresses in full for previous 10 years where different from address given in paragraph 4, stating dates.
- 6. Date and place of birth (attach a copy of birth certificate).
- 7. Nationality (if naturalised state the number, date and place of issue of the relevant certificate).

8. Marital Status (if married, give the FULL NAME of spouse including WIFE'S MAIDEN NAME, and the DATE and PLACE of MARRIAGE).
9. Dependents.
10. Passport particulars (state number, date and place of issue).
11. Are you or your spouse a director of any companies or a member of any partnership? (State YES or NO) If YES, list the companies, firms or partnerships concerned, giving the name and address of each, and the type of business in which engaged.
12. Give full details of your employment over the past 10 years, including the names and addresses of all employers, the related dates and positions held.
13. List the games that you can deal proficiently.
14. In relation to the gaming operator stated in this application, are you acting wholly or partly as a nominee or an agent for, or trustee of, another person, persons or organisation?
(state YES or NO) If YES, give the full details of such person, persons or organisations and the precise nature of your relationship or arrangements between you.
15. To what extent have you a financial interest in the gaming operator stated in this application? (if none, state NONE. Otherwise give full details of interest).
16. Have you ever been convicted of an offence (to include convictions in all countries, and to include all convictions relating to traffic offences? (state YES or NO) If YES, give full details of the offence, the penalty, the Court at which you were convicted, and the date.
17. (a) Have you ever received a pardon of any type for any criminal offence in this country or in any other country? (state YES or NO)
(b) Have you ever used, distributed or possessed any narcotic or hallucinogenic drug, barbiturate, amphetamine, or any other illegal substance? (state YES or NO)
If yes, state whether you used, possessed or distributed the substance, the name of each substance involved and the dates of each such possession, use or distribution
.....
.....
.....
.....
18. Have you ever appeared in a court in any capacity whatsoever? (state YES or NO)
If YES give details
19. Do you have any legal proceedings pending? (state YES or NO) if yes, give full details.
20. Has your spouse ever been convicted of an offence (minor traffic violations may be excluded? (state YES or NO) If YES, give full details of the offence, the penalty, the court at which convicted, and the date.
21. Have you or your spouse ever been declared bankrupt, or been the subject of a bankruptcy petition or ever received a judgement against you in a civil court? (state YES or NO) If YES, give details.
22. Give the names and addresses of all banks at which you have, or have had, an account of any type during the past 10 years (the Board of the Gaming Authority reserves the right to seek references and other information from bank managers).
23. List all of the schools which you have attended after elementary level, stating dates.
24. Give the membership details of clubs or organisations of which you are, or have been a member during the past 10 years (state the name of the club or organisation, address, type, dates of membership and any office held).
25. Attach references from 3 persons who are well known to you, but to whom you are not related. (The referees should be responsible persons, preferably members of a recognized professional body and they should state the length of time for which they have been known to you).
26. Attach 2 copies of a recent black and white photograph, passport size. Each copy must be signed and dated by a responsible person who can confirm your identity and certify the likeness of the photographs.
27. Attach a full set of fingerprints taken at a police station or by a reputable agency, and certified accordingly (fingerprints from both hands are required).

I certify that to the best of my knowledge and belief, the information given in this application is correct. I understand that the discovery of any statement which is false in a material particular may render me liable to prosecution.

*I further understand that on arrival in Saint Lucia to take up employment of which this application is the subject, I shall be required to furnish to the Board of the Gaming Authority, a statement made before a notary public attesting to the accuracy of the information given in this application.

DATE

SIGNED

**This paragraph applies only to overseas applicants.*

FORM 7A

(Regulation 9(1))

AUTHORISATION FOR INFORMATION

(Gaming Control Act: Section 29)

Name

Address

1. I have made application to the Board of the Gaming Authority for a certificate of approval and I hereby give my authorisation to any and all persons or organisations, to include Police or banks, for the release or any information regarding me, whether oral or written record or otherwise, to the Board Inspector on request.
2. In connection with my application, I will not hold any person or organisation responsible in any way for the information which they furnish relative to me, whether such information is oral or written. Further, I will not hold any person or organisation liable for any publicity which may arise out of my application to the Board of the Gaming Authority.
3. Date

Signed

Witness

Address of witness

FORM 8

(Regulation 9(2))

SAINT LUCIA



CERTIFICATE OF APPROVAL

(Gaming Control Act: Section 29)

1. Under Section 29 of the Gaming Control Act, this is to certify that [.....]
.....]

Name of person

has been approved by the Board of the Gaming Authority to perform the function of
on the licensed premises known as

2. Certificate of Approval No:
3. Date of Certificate issued:
4. Certificate valid until:
5. Fee of EC\$

Received.

.....

Chairperson

Board of Gaming Authority

NOT TRANSFERABLE

Schedule 2

(Regulation 10)

FEES

(Gaming Control Act 2000: Sections 15, 16, 18, 23 and 29)

1. Application fee for licence: US \$200.00 for prescribed form.
2. Annual licence Fee:
 - (a) Gaming operator licence:
 - (i) Where the gaming establishment has a floor space of not more than 10,000 square feet – \$5 per square foot,
 - (ii) Where the gaming establishment has a floor space of more than 10,000 square feet but less than 20,000 square feet – \$4 per square foot,
 - (iii) Where the gaming establishment has a floor space of 20,000 square feet or more – \$3 per square foot;
 - (b) Gaming Distributor licence US\$20,000.00 Renewal US \$10,000.00
 - (c) Gaming Manufacturer's licence US\$5,000.00 Renewal US\$5,000.00
 - (d) Gaming Machine licence US\$100.00 Renewal US\$100.00
3. Investigation fee: US\$100,000.00
 1. Manufacture Fee: US\$100,000.00
 2. Distributor Fee: US\$20,000.00
4. Application fee for amendment: US\$1000.00–US\$5000.00
5. Finder's fee: (to be determined by the Board)
6. Application fee for approval for employment

A	<u>DEPARTMENT</u>	<u>COLOURCODE</u>	
	<i>Corporate</i>	<i>Gold</i>	
	POSITION	TYPE OF LICENCE/ PERMIT	FEE CHARGEABLE ANNUALLY
(1)	Corporate Director	Certificate	\$200.00
(2)	Corporate Director/Chairman	Certificate	\$200.00
(3)	Corporate Director/Deputy Chairman	Certificate	\$200.00
(4)	Corporate President	Certificate	\$200.00
B	<u>DEPARTMENT</u>	<u>COLOURCODE</u>	
	<i>Senior Executives</i>	<i>Gold</i>	
(1)	Casino Manager	Certificate	\$200.00
(2)	Chief Financial Officer	Certificate	\$200.00
(3)	Director Casino Services	Certificate	\$200.00
(4)	Marketing Executive	Certificate	\$200.00
(5)	Senior Marketing Coordinator	Certificate	\$200.00
(6)	Senior Vice President Casino Operations	Certificate	\$200.00
(7)	Senior Vice President Administration	Certificate	\$200.00
(8)	Senior Vice President/Corporate	Certificate	\$200.00
C	<u>DEPARTMENT</u>	<u>COLOURCODE</u>	
	<i>Senior Administration</i>	<i>Gold</i>	
(1)	Assistant Casino Manager	Certificate	\$200.00
(2)	Director Of Training	Certificate	\$200.00
(3)	Director Of Personnel	Certificate	\$200.00
(4)	Director Of Casino Security	Certificate	\$200.00
(5)	Director Of Industrial	Certificate	\$200.00
(6)	Executive Director Human Resources	Certificate	\$200.00
D	<u>DEPARTMENT</u>	<u>COLOURCODE</u>	
	<i>Accounting</i>	<i>Red</i>	
(1)	Director of Finance	Certificate	\$200.00

(2)	Casino Controller	Certificate	\$200.00
(3)	Senior Operation Analyst	Certificate	\$200.00
(4)	Manager Information System	Certificate	\$200.00
(5)	Internal Auditor	Certificate	\$150.00
(6)	Accounts Supervisor	Certificate	\$200.00
(7)	Accountant	Certificate	\$200.00
(8)	Assistant Accountant	Certificate	\$100.00
(9)	Assistant Supervisor	Certificate	\$100.00
(10)	Accounts Clerk	Certificate	\$100.00
(11)	Accounts Manager	Certificate	\$150.00
(12)	Cost Controller	Certificate	\$200.00
(13)	Director Of Accounting	Certificate	\$200.00
(14)	Director of Internal Audit	Certificate	\$200.00
(15)	Financial Analyst	Certificate	\$200.00
(16)	Financial Auditor	Certificate	\$150.00

E **DEPARTMENT** **COLOURCODE**

Office

Black

(1)	Director Of Collections	Certificate	\$200.00
(2)	Director/Manager	Certificate	\$200.00
(3)	Office Manager	Certificate	\$200.00
(4)	Personal Administrator	Certificate	\$200.00
(5)	Assistant Director Personnel	Certificate	\$150.00
(6)	Administrative Officer	Certificate	\$100.00
(7)	Audio/Video Technician	Certificate	\$100.00
(8)	Casino Marketing	Certificate	\$100.00
(9)	Data-Base Administration	Certificate	\$100.00
(10)	Operation Analysis	Certificate	\$100.00
(11)	Training Manager	Certificate	\$150.00
(12)	Executive Secretary	Certificate	\$100.00
(13)	Pay Mistress	Certificate	\$100.00
(14)	Personnel Assistant	Certificate	\$100.00
(15)	Secretary	Certificate	\$100.00
(16)	Receptionist/Typist	Certificate	\$100.00
(17)	Messenger	Permit	\$50.00
(18)	Administrative Assistant	Certificate	\$100.00
(19)	Analysis Clerk	Certificate	\$100.00
(20)	Collection Clerk	Certificate	\$100.00
(21)	Computer Programmer	Certificate	\$100.00
(22)	Computer Operator	Certificate	\$100.00
(23)	Junior Marketing Host	Permit	\$100.00
(24)	Labour Officer	Certificate	\$100.00
(25)	Licensing Coordinator	Certificate	\$100.00
(26)	M.I.S Operations Supervisor	Certificate	\$150.00
(27)	Recruit Manager	Certificate	\$150.00
(28)	V.I.P Agent	Certificate	\$100.00

F **DEPARTMENT** **COLOURCODE**

Credit

Blue

(1)	Dir/Indep/Representative	Certificate	\$200.00
(2)	V.P./Internal Marketing	Certificate	\$200.00
(3)	Rooms Manager	Certificate	\$200.00
(4)	Director of Credit	Certificate	\$200.00
(5)	Marketing Coordinator	Certificate	\$150.00
(6)	Marketing Representative	Certificate	\$150.00

(7)	Assistant Marketing Coordinator	Certificate	\$100.00
(8)	Casino Guest Supervisor	Certificate	\$100.00
(9)	Credit Manager	Certificate	\$200.00
(10)	Credit Officer	Certificate	\$100.00
(11)	Credit Supervisor	Certificate	\$100.00
(12)	Pit Clerk Supervisor	Certificate	\$100.00
(13)	Credit Clerk	Certificate	\$100.00
(14)	Pit Clerk	Certificate	\$100.00
(15)	Reservation Clerk	Certificate	\$100.00
(16)	Analysis Assistant Supervisor	Certificate	\$100.00
(17)	Analysis Supervisor	Certificate	\$100.00
(18)	Analysis Manager	Certificate	\$150.00
(19)	Assistant Credit Manager	Certificate	\$150.00
(20)	Box Office Agent	Certificate	\$100.00
(21)	Casino Marketing Analysis	Certificate	\$100.00
(22)	Director Latin/Marketing	Certificate	\$200.00
(23)	Marketing Clerk	Certificate	\$100.00
(24)	Marketing Supervisor	Certificate	\$100.00
(25)	Senior Marketing Coordinator	Certificate	\$150.00
(26)	V.I.P. Agent	Certificate	\$100.00
(27)	V.P. Player Development	Certificate	\$200.00
(28)	V.I.P. Services Supervisor	Certificate	\$100.00

G DEPARTMENT

Cage

COLOURCODE

Yellow

(1)	Director Cage Operations	Certificate	\$200.00
(2)	Assistant Director	Certificate	\$200.00
(3)	Senior Cage Supervisor	Certificate	\$150.00
(4)	Cage Supervisor	Certificate	\$100.00
(5)	Assistant Cage Supervisor	Certificate	\$100.00
(6)	Booth Cashier	Certificate	\$100.00
(7)	Cage Cashier	Certificate	\$100.00
(8)	Cage Clerk	Certificate	\$100.00
(9)	Cage Secretary	Certificate	\$100.00
(10)	Change Cashier	Certificate	\$100.00
(11)	Change Person	Certificate	\$100.00
(12)	Changer Supervisor	Certificate	\$100.00
(13)	Currency Counter	Certificate	\$100.00
(14)	Assistant Cage Manager	Certificate	\$200.00
(15)	Assistant Hard Count Supervisor	Certificate	\$100.00
(16)	Assistant Soft Count Supervisor	Certificate	\$100.00
(17)	Change Cashier Manager	Certificate	\$100.00
(18)	Count Attendant Supervisor	Certificate	\$100.00
(19)	Count Attendant	Certificate	\$100.00
(20)	Marker Bank Cashier	Certificate	\$100.00
(21)	Hard Count Attendant	Certificate	\$100.00

H DEPARTMENT

Gaming/Casino

COLOURCODE

Green

(1)	Supervisor	Certificate	\$200.00
(2)	Shift Manager	Certificate	\$200.00
(3)	Pit Boss	Certificate	\$200.00
(4)	Host Supervisor	Permit	\$50.00
(5)	Flight Supervisor	Permit	\$50.00
(6)	Flight Hostess	Permit	\$50.00

(7)	Casino Host	Permit	\$50.00
(8)	Casino Hostess	Permit	\$50.00
(9)	Croupier	Certificate	\$100.00
(10)	Assistant Casino Host	Permit	\$50.00
(11)	Assistant Director/ Casino Player Development	Certificate	\$150.00

I **DEPARTMENT** **COLOURCODE**

	<u>SLOTS</u>		<u>PINK</u>
(1)	Assistant Slot Manager	Certificate	\$200.00
(2)	Assistant Slot Bank Supervisor	Certificate	\$100.00
(3)	Electronic Slot Mechanic	Certificate	\$100.00
(4)	Slot Attendant Supervisor	Certificate	\$100.00
(5)	Slot Attendant Trainer	Certificate	\$100.00
(6)	Slot Clerk	Certificate	\$100.00
(7)	Slot Mechanic	Certificate	\$100.00
(8)	Slot Metre Readers	Certificate	\$100.00
(9)	Slot Supervisor	Certificate	\$100.00
(10)	Slot Technician	Certificate	\$100.00
(11)	Senior Slot Supervisor	Certificate	\$150.00
(12)	Technical Supervisor	Certificate	\$100.00
(13)	Senior Executive Host	Permit	\$50.00
(14)	Director Of Slot Marketing	Certificate	\$200.00
(15)	Slot Cashier Supervisor	Certificate	\$100.00
(16)	Slot Cashier	Certificate	\$100.00
(16)	Slot Rating Attendant	Certificate	\$100.00
(17)	Slot Attendant	Certificate	\$100.00
(18)	Slot Technician Manager	Certificate	\$150.00
(19)	Senior Cashier Supervisor	Certificate	\$100.00
(20)	Slot Cashier	Certificate	\$100.00
(21)	Slot Host	Permit	\$50.00
(22)	Senior Slot Hostess	Permit	\$50.00

J **DEPARTMENT** **COLOURCODE**

	<u>Surveillance</u>		<u>Purple</u>
(1)	Director of Surveillance	Certificate	\$200.00
(2)	Surveillance Supervisor	Certificate	\$150.00
(3)	Surveillance Technician	Certificate	\$100.00
(4)	Surveillance Shift Supervisor	Certificate	\$150.00
(5)	Surveillance Operator	Certificate	\$100.00
(6)	Surveillance Officer	Certificate	\$100.00
(7)	Surveillance Monitor	Certificate	\$75.00

K **DEPARTMENT** **COLOURCODE**

	<u>Food & Beverage</u>		<u>Orange</u>
(1)	Assistant Manager	Certificate	\$100.00
(2)	Bar Manager	Certificate	\$100.00
(3)	Bar Assistant	Permit	\$50.00
(4)	Bartender	Permit	\$50.00
(5)	Bus Assistant	Permit	\$50.00
(6)	Cigarette Girl	Permit	\$50.00
(7)	Cocktail Waitress	Permit	\$50.00
(8)	Cocktail Waiter	Permit	\$50.00
(9)	Diner Reservation Clerk	Certificate	\$100.00
(10)	Food & Beverage Cashier	Certificate	\$100.00
(11)	Food & Beverage Executive Director	Certificate	\$200.00

(12)	Waiter	Permit	\$50.00
(13)	Waitress	Permit	\$50.00
(14)	Bar Porter	Permit	\$50.00
(15)	Bar Back	Permit	\$50.00
(16)	Beverage Manager	Certificate	\$75.00
(17)	Director/Beverage Operations	Certificate	\$200.00
(18)	Director/Food & Beverage	Certificate	\$200.00
(19)	Food & Beverage Cashier Supervisor	Certificate	\$100.00
(20)	Food & Beverage Supervisor	Certificate	\$100.00
(21)	Food & Beverage General Manager	Certificate	\$100.00
(22)	Food & Beverage Head Cashier	Certificate	\$100.00

<u>L</u>	<u>DEPARTMENT</u>		<u>COLOURCODE</u>
	<i>Security</i>		<i>White</i>
(1)	Assistant Director Security	Certificate	\$200.00
(2)	Chief Security Officer	Certificate	\$150.00
(3)	Security Supervisor	Certificate	\$100.00
(4)	Assistant Security Supervisor	Certificate	\$100.00
(5)	Security Officer	Permit	\$50.00
(6)	Chief Supervisor	Certificate	\$100.00
(7)	Director Of Complex Security	Certificate	\$200.00
(8)	Director of Investigator	Certificate	\$200.00
(9)	Investigator	Permit	\$100.00
(10)	Security Locksmith	Permit	\$100.00
(11)	Special Assistant	Certificate	\$100.00

<u>M</u>	<u>DEPARTMENT</u>		<u>COLOURCODE</u>
	<i>Maintenance</i>		<i>Grey</i>
(1)	Electronic Technician	Certificate	\$100.00
(2)	Electronic Repairman	Permit	\$50.00
(3)	Handyman	Permit	\$50.00
(4)	Locksmith	Permit	\$100.00
(5)	A/C Ref. Technician	Permit	\$50.00
(6)	A/C Trainee	Permit	\$50.00
(7)	Casino Engineer	Permit	\$50.00
(8)	Assistant Casino Engineer	Permit	\$50.00
(9)	Bus Driver	Permit	\$50.00
(10)	Carpenter	Permit	\$50.00
(11)	Casino Engineer	Permit	\$50.00
(12)	Electrician	Permit	\$50.00
(13)	Engineer	Permit	\$50.00
(14)	Engineering Supervisor	Permit	\$50.00
(15)	General Worker	Permit	\$50.00
(16)	Painter	Permit	\$50.00
(17)	Shift Engineer	Permit	\$50.00

<u>N</u>	<u>DEPARTMENT</u>		<u>COLOURCODE</u>
	<i>Junket</i>		<i>Navy Blue</i>
(1)	Junket Representative	Permit	\$100.00

<u>O</u>	<u>DEPARTMENT</u>		<u>COLOURCODE</u>
	<i>Housekeeping</i>		<i>Tan</i>
(1)	Housekeeping Assistant Rooms Manager	Permit	\$50.00
(2)	House Cleaning Supervisor	Permit	\$50.00
(3)	House Keeping Cleaner	Permit	\$50.00
(4)	House Keeping Doorman	Permit	\$50.00

(5)	House Keeping Foreman	Permit	\$50.00
(6)	House Keeping Maid	Permit	\$50.00
(7)	House Keeping Porter	Permit	\$50.00
(8)	House Keeping Shampoo Man	Permit	\$50.00
(9)	House Keeping Store Manager	Permit	\$50.00
(10)	House Keeping Valet Parking	Permit	\$50.00
(11)	Assistant Housekeeper	Permit	\$50.00
(12)	Chauffeur	Permit	\$50.00
(13)	Decorator	Permit	\$50.00
(14)	Director Of Environmental Service	Certificate	\$150.00
(15)	Director/Housekeeping	Certificate	\$150.00
(16)	Goodwill Ambassador	Permit	\$50.00
(17)	Houseman	Permit	\$50.00
(18)	Housekeeping Manager	Certificate	\$100.00
(19)	House Keeping Parlour Maid	Permit	\$50.00
(20)	Housekeeping Supervisor/Environment	Permit	\$50.00

(Substituted by S.I. 78/2002)

Gaming, Racing and Betting (Equipment) Regulations – Section 55

(Statutory Instrument 76/2001)

S.I. 76/2001 .. in force 21 July 2001

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GAMING, RACING AND BETTING (EQUIPMENT) REGULATIONS – SECTION 55

Commencement [21 July 2001]

1. Citation

These Regulations may be cited as the Gaming Equipment Regulations.

2. Interpretation

(1) In these Regulations—

- “**baccarat**” includes baccarat-Punto Banco and baccarat-chemin de fer;
- “**baccarat table**” means the table referred to in regulation 15(1);
- “**blackjack table**” means the table referred to in regulation 13(1);
- “**Board**” means Board of the Gaming Authority;
- “**Caribbean stud poker table**” means the table referred to in regulation 22(1);
- “**casino war table**” means the table referred to in regulation 20(1);
- “**craps table**” means the table referred to in regulation 14(1);
- “**let it ride poker table**” means the table referred to in regulation 19(1);
- “**non-value chip**” means a gaming chip without a value contained thereon;
- “**pai gow poker table**” means the table referred to in regulation 18(1);
- “**pit boss**” means a person employed as a pit boss by the gaming operator;
- “**red dog table**” means the table referred to in regulation 17(1);
- “**roulette ball**” means the ball referred to in regulation 11;
- “**roulette table**” means the table referred to in regulation 10(1);
- “**roulette wheel**” means the wheel referred to in regulation 10(1);
- “**vegas shootout table**” means the table referred to in regulation 21(1);
- “**value chip**” means a gaming chip with a value contained thereon;
- “**wheel**” means the wheel referred to in regulation 16(1).

(2) Words, used and not defined in these Regulations, have the same meanings as the same words used and defined in other Regulations made under the Gaming Control Act.

3. Gaming chips: Value and non value chips

(1) A value chip issued by a gaming operator shall be round in shape and shall have clearly and permanently impressed, engraved or imprinted thereon the name of the gaming establishment it is being issued in and the specific value of the gaming chip.

(2) A gaming operator may issue gaming chips without a value impressed, engraved or imprinted thereon for the purpose of gaming at roulette and the design of such gaming chips shall be unique to the gaming operator issuing them.

(3) Value chips may be issued by a gaming operator in denominations of \$0.50, \$1.00, \$2.50, \$5.00, \$25.00, \$100.00, \$500.00, \$1,000.00, \$2,500.00, \$5,000.00, \$10,000.00, and any other denomination approved by the Board.

(4) Subject to the approval of the Board, it shall be within the discretion of the gaming operator to determine which of these denominations will be issued in his or her gaming establishment and what amounts of each denomination will be necessary for the conduct of gaming.

(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) Subject to the approval of the Board, the colour of any denomination of value chips, other than those listed in subsection (5), may be determined by the gaming operator.

(7) Each gaming operator shall utilise contrasting secondary colours for each denomination of value chips, but unless otherwise approved by the Board, a gaming operator shall not use a secondary colour on a specific denomination of chip identical to the secondary colour used by another gaming operator on that same denomination of value chip.

(8) Each non-value chip utilised in a gaming establishment shall be issued solely for the purpose of gaming at roulette.

(9) Non-value chips issued at a roulette table shall only be used for gaming at that roulette table, and shall not be used for gaming at any other table in the gaming establishment, nor shall any gaming operator or his or her employees knowingly allow any patron of a gaming establishment to remove non-value chips from the roulette table from which they were issued.

(10) A person shall not, at a roulette table, 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 roulette table.

(11) Where a patron purchases non-value chips, the specific value to be assigned to each non-value chip, if other than the roulette 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.

(12) The holder under subsection (11) shall be displayed in a position approved by the Board.

(13) Non-value chips shall only be presented for redemption at the roulette table from which they were issued and shall not be redeemed or exchanged at any other location in the gaming establishment, and 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.

(14) Each gaming operator shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette, and it shall be the responsibility of the gaming operator and his or her 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 roulette table.

(15) Non-value chips missing from a roulette table shall be replenished from the reserve non-value chip inventory at least weekly.

4. Primary and secondary sets of gaming chips

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

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

(3) Whenever the secondary set of gaming chips is put into active play, the gaming operator shall notify immediately a representative of the Board of this fact and the reasons for the utilization of the secondary set of gaming chips.

(4) Except with the prior approval of the Board, gaming chips of the same denomination in primary and secondary sets may not be used at the same time.

5. Gaming plaques: Physical characteristics

(1) Gaming plaques may be issued by a gaming operator in denominations of \$5, \$20, \$50, \$100, \$500, \$1,000, \$5,000, \$10,000, and any other denomination approved by the Board, for use for gaming at baccarat and other gaming tables.

(2) Subject to the approval of the Board, it shall be within the discretion of the gaming operator to determine which of these denominations will be used in his or her gaming establishment and what amount of each denomination will be necessary for the conduct of gaming.

(3) Each gaming plaque shall be square, rectangular, or oval in shape and no smaller than 3 inches in length and 2 inches in width.

(4) Each gaming plaque shall have clearly and permanently impressed, engraved or imprinted thereon the specific value of the gaming plaque, the name or logo of the gaming establishment in which it is being used, and a serial number.

6. Tokens: Physical characteristics

(1) A token is a non-magnetic disc which may be issued by a gaming operator to enable a patron to play certain slot machines and the Big 6 games.

(2) Each token shall clearly indicate its value in words and numerals, and the name and logo of the gaming establishment in which it is being used.

(3) Tokens may be issued in denominations of \$0.50 and \$1.00, and any other denomination approved by the Board.

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

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

Each gaming operator 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 gaming chips, gaming plaques or tokens for gaming purposes unless with the approval of the Board.

8. Nature and exchange of gaming chips, gaming plaques and tokens

(1) All gaming in a gaming establishment shall be conducted with gaming chips, gaming plaques or tokens, except for a limited inventory of \$1, \$0.50 and \$0.25 coins which may only be used to facilitate payout odds or commission bets.

(2) Gaming chips and gaming 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 gaming plaques shall only be issued to patrons of a gaming establishment at the gaming tables and shall only be redeemed at the cashiers cage provided, however, that gaming chips may be exchanged by a patron at the change booths for coin or tokens to play the slot machines.

(4) Tokens may only be issued at the Main Slot Bank, a change booth, or by a change person.

(5) Tokens may be redeemed for cash by the Main Slot Bank.

(6) Gaming chips, gaming plaques or tokens shall be considered solely as evidence of a debt owed to the patron who holds them by the gaming operator, and shall not at any time be considered as the property of anyone other than the gaming operator issuing them.

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

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

(9) A gaming operator shall not knowingly accept or allow to be used for gaming in his or her gaming establishment, gaming chips, gaming plaques or tokens issued by another gaming operator.

(10) Gaming chips, gaming plaques or tokens issued by a gaming operator and received or accepted unknowingly, inadvertently or in error by another gaming operator may be redeemed by presentation of such gaming chips, gaming plaques or tokens to the gaming operator issuing them.

9. Inventory, storage, and destruction of gaming chips

(1) When gaming chips, gaming plaques or tokens are received from a manufacturer or distributor thereof, they shall be opened and checked by at least 3 people, one of whom shall be from the Accounting Department or Internal Auditing Department of the gaming establishment and another from the Security Department.

(2) Any deviation between the invoice accompanying the gaming chips, gaming plaques or tokens and the actual gaming chips, gaming plaques or tokens received or any defects found in such gaming chips, gaming plaques or tokens under subregulation (1), shall be reported promptly to the Board.

(3) After checking the gaming chips, gaming plaques or tokens received, the gaming operator shall cause to be recorded in an inventory ledger the denomination of the gaming chips, gaming plaques or tokens received, the number of each denomination of gaming chips, gaming 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 gaming chips, gaming plaques or tokens.

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

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

(6) Whenever any gaming chips, gaming plaques or tokens are taken from or returned to either the reserve inventory or the secondary set of gaming chips, this shall be accomplished in the presence of at least 2 individuals, one from the Security Department and one from the Accounting Department or Internal Auditing Department or Cashiers Cage Department, and the denominations, quantity and value of gaming chips, gaming 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.

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

(8) The destruction of gaming chips, plaques or tokens shall be carried out in the presence of at least 3 people, one of whom shall be from the Accounting Department or Internal Audit Department of the gaming establishment and another from the Security Department, and the denomination, quantity and value or, in the case of non-value chips, and the description of gaming 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.

(9) During non-gaming hours all gaming chips, gaming plaques and tokens, other than those contained in a slot machine, in the possession of the gaming establishment shall be stored in a locked compartment in the cashiers cage, the Main Slot Bank, a locked container on a table, or a locked container in a change booth.

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

10. Roulette table

(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 roulette table, and a layout imprinted on the remainder of the roulette table.

(2) Each roulette wheel shall be of a double zero or single zero variety as follows—

- (a) each single zero roulette wheel shall have 37 equally spaced compartments, with one marked "0" 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 "0" and coloured green and one marked "00" 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;
- (c) unless otherwise approved by the Board, the layout of each roulette table shall have the name of the gaming establishment imprinted thereon.

11. Roulette balls

Balls used in gaming at roulette shall be made completely of a non-metallic substance, and shall be of a size between 12 and 16, and 14 and 16 of an inch in diameter.

12. Inspection procedures and security of roulette equipment

(1) Prior to opening a roulette table for daily gaming activity, a Gaming Supervisor shall—

- (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 a magnet to ensure its non-magnetic quality.

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

13. Blackjack table: Physical characteristics

(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.

(2) The layout of the blackjack table shall have imprinted thereon the name of the gaming establishment and shall have rectangular, circular or oval areas to indicate boxes for wagers, such boxes not to exceed 7 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 17's;
- (c) insurance pays 2 to 1; and
- (d) over/under 13 pays even money on layout of a blackjack table on which over/under 13 may be played.

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

14. Craps table: Physical characteristics

(1) Craps shall be played on a table which is oblong in shape with rounded corners and high-walled sides.

(2) The layout of the craps table shall have the name of the gaming establishment imprinted thereon and shall be marked in a manner approved by the Board.

15. Baccarat table: Physical characteristics

(1) Baccarat shall be played on a table having numbered places for 10 to 14 seated players.

(2) The baccarat table shall be provided with a discard box, a drop box, and a tip box in locations approved by the Board.

(3) The discard box, under subregulation (2), shall be used to collect cards discarded in play, and the drop box, under subregulation (2), shall be used for money exchanged for gaming chips to be used in wagering.

(4) The layout of the baccarat table shall have imprinted thereon the name of the gaming establishment and shall be marked in a manner approved by the Board.

16. Big 6 wheel and wheel of fortune: Physical characteristics

(1) Big 6 or wheel of fortune shall be played with a wheel which is about 5 feet in diameter, containing 54 spaces on its rim.

(2) Each space under subregulation (1) shall be separated from the next by projecting posts or nails on the outer edge of the wheel.

(3) The layout of the wheel shall indicate all the bets available on the wheel and the indicator shall be of leather.

(4) The wheel, the markings on the wheel, and the layout of the wheel shall all be presented in a manner approved by the Board.

(5) The wheel and layout of each game may be marked as follows—

(a) in the case of Big 6 with 3 dice in each space, showing different combinations of the numbers one to 6, with a corresponding layout that indicates odds according to the number of correct numbers in a space, – one correct number, 1 to 1; 2 correct numbers, 2 to 1; 3 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. Red Dog table: Physical characteristics

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

(2) The layout of the red dog table shall have imprinted thereon the name of the gaming establishment and shall have 2 separate designated betting areas for each player clearly marked to distinguish between the original wager and the raise wager in a manner approved by the Board, and situated so that the betting area for the raise wager is closer to the player than the betting area for the original wager, such betting areas not to exceed 7 in number.

(3) Each layout of the red dog table shall have an area designated for the placement of the first, second and third card.

(4) The following payout inscriptions shall appear on the layout of red dog—

(a) 3 of a kind pays 11 to 1;

(b) 1 card spread pays 5 to 1;

(c) 2 card spread pays 4 to 1;

(d) 3 card spread pays 2 to 1;

(e) 4 to 11 card spread pays 1 to 1;

(f) consecutive, tie no raises;

(g) pair, tie no raises.

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

18. Pai Gow Poker table: Physical characteristics

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

(2) The layout of the pai gow poker table shall have imprinted thereon the name of the gaming establishment and shall have rectangular, circular or oval areas to indicate boxes for wagers, such boxes not to exceed 6 in number.

(3) Each layout of pai gow poker table shall have an area designated for the placement of the players 2 hands and the low 2-card hand shall be placed in the front of the player in a designated box marked L and the high 5-card hand shall be placed in the back box marked H.

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

19. Let it Ride Poker table: Physical characteristics

(1) Let it ride poker shall be played at a table having on one side, places for the players, and on the opposite side, a place for the dealer.

(2) The layout of the let it ride poker table shall have imprinted thereon the name of the gaming establishment, and the payout schedule, and shall have rectangular, circular or oval area to indicate boxes for wagers.

(3) The boxes for wagers shall not exceed 7.

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

20. Casino War table: Physical characteristics

(1) Casino war shall be played at a table having on one side, betting positions for no more than 7 players, and on the opposite side, a place for the dealer.

(2) Each casino war table shall be equipped with a drop box, and a tip box in locations approved by the Board.

(3) The layout of the casino war table shall have imprinted thereon the name of the gaming establishment, a separate designated betting area at each betting position for the placement of initial and war wagers, a separate designated betting area for the placement of tie wagers, and the payout odds for a tie wager and war wager.

21. Vegas Shootout table: Physical characteristics

(1) Vegas shootout shall be played at a table similar in size to a blackjack table, having on one side betting positions for no more than 6 players, and on the opposite side, a place for the dealer.

(2) Each Vegas shootout table shall be equipped with a drop box, and a tip box in locations approved by the Board.

(3) The payout of the Vegas shootout table shall have imprinted thereon, at a minimum, the name of the gaming establishment, 3 separate betting areas at each betting position for the placement of wagers on "royal match", "2 card poker", and "5 card poker", and at the dealer's place, positions for the dealer's 2 card poker hand and the common card for all 5-card poker hands.

22. Caribbean Stud Poker table: Physical characteristics

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

(2) On the side of the Caribbean stud poker table which has places for the players there shall also be coin acceptor slots for the purpose of allowing the players the option to play for the progressive Jackpot by dropping a coin in the slots.

(3) The layout of the Caribbean stud poker table shall have imprinted thereon the name of the gaming establishment, and shall have areas designated for the players' ante and additional bets, such areas not to exceed 6 in number.

(4) Each Caribbean stud poker table shall have attached to it a drop box, a tip box, and a locked cabinet to house the coin drop bucket, in locations approved by the Board.

23. Maximum and minimum wagers

Each gaming operator shall cause to be conspicuously posted and remain posted a sign stating the minimum and maximum wagers permitted at each gaming table.

24. Dice: Physical characteristics

(1) Each die used in gaming at craps shall—

- (a) be 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) be transparent except for the spots, name of the gaming establishment, serial number, or letter contained thereon;
- (c) have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
- (d) have all edges and corners perfectly square, that is forming perfect 90 degree angles;
- (e) have the texture and finish of each side exactly identical to the texture and finish of all other sides;
- (f) have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
- (g) have its 6 sides bearing white circular spots from one to 6 respectively with the diameter of each spot equal to the diameter of every other spot on the die;
- (h) have spots arranged so that the side containing one spot is directly opposite the side containing 6 spots, the side containing 5 spots is directly opposite the side containing 2 spots, and the side containing 3 spots is directly opposite the side containing 4 spots; and
- (i) have the name of the gaming establishment in which the dice are being used imprinted or impressed thereon.

(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.

25. Receipt, inspection and removal from use of dice

(1) When dice for use in the gaming establishment are received from a gaming manufacturer or gaming distributor, they shall immediately following their receipt be inspected by a member of the Security Department in a supervisory position and a senior employee of the gaming operator to ensure that the seals on each box or carton are intact, unbroken and free from tampering.

(2) Sets of dice that do not satisfy the criteria in subregulation (1) shall be inspected at this time to ensure that the dice conform to the standards described in regulation 24 and are completely in a condition to ensure fair play.

(3) Sets of dice meeting the criteria in subregulation (2), 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 cashiers cage or in another restricted area, the location and physical characteristics of which shall be approved by the Board.

(4) Two different keys or combinations shall be required to obtain access to the cabinet, safe or vault used for the aforesaid storage.

(5) One key shall be held by the Security Department and one by the gaming operator.

(6) Access shall be limited to a Pit Boss, or an employee of the gaming operator who is in a more senior position to the Pit Boss, accompanied by a member of the Security Department.

(7) A Pit Boss, or an employee of the gaming operator who is someone in a more senior position to the Pit Boss, 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.

(8) Before issuance to a table, a Pit Boss, or an employee of the gaming operator who is someone in a more senior position to the Pit Boss, shall in the presence of another Gaming Supervisor, inspect the dice to ensure that the dice conform to the standards described in regulation 24 and are in a condition to ensure fair play.

(9) Dice which do not meet the standards under subregulation (8) shall be put into an envelope, which shall indicate date and time and shall be sealed with tape and signed by the persons who inspected the dice.

(10) The Board shall be informed of dice which do not meet the standards under subregulation (8) and the dice shall be retained for 7 days thereafter by the Security Department for inspection by the Board Inspector and by the Security Department before destruction or defacement.

(11) When approved for issuance, following the inspection mentioned in subregulation (8), the dice shall be taken to a table by a Gaming Supervisor accompanied by a member of the Security Department.

(12) At the table referred to in subregulation (11), a croupier shall, in the presence of a Gaming Supervisor, place a set of at least 5 dice in a cup on the table for use in gaming and while the dice are at the table, they shall never be left unattended.

(13) At the end of each shift, a Gaming Supervisor shall re-inspect each dice for evidence of tampering and following the inspection, the dice shall be put into an envelope which indicates the table number, date, time and shift and the envelope shall be sealed with tape, signed by employees of the gaming operator at the table, and transferred to the Security Department for inspection, within 24 hours at least on a test basis.

(14) Any evidence of tampering shall be dealt with as described in subregulations (9) and (10).

(15) Dice which do not have to be retained for further inspection or investigation shall be destroyed or defaced.

(16) The destruction or defacement of dice must be authorised in writing by the person employed as the manager by the gaming operator, or his or her equivalent.

(17) Destruction or defacement shall be done by the Security Department on a daily basis at the times approved by the Board.

26. Cards: Physical characteristics

(1) Cards used to play blackjack, baccarat, red dog, Caribbean stud poker, let it ride poker, casino war and Vegas shootout shall be in decks of 52 cards each, with each card identical in size and shape to every other card in such deck but, pai gow poker shall be played with a traditional deck of 52 playing cards plus one joker.

(2) Each deck of cards shall be composed of 4 suits as follows: diamonds, spades, clubs, and hearts.

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

(4) The back of each card in a deck shall be identical and no card shall contain any markings, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

(5) The backs of all cards in a 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 gaming establishment 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) This regulation shall not prohibit a manufacturer from manufacturing decks of cards with jokers contained therein provided such jokers are not used by the gaming operator in the play of the games except that in the game of pai gow poker one joker may be used as an ace, or to complete a straight, a flush, or a straight flush.

27. Receipt, inspection and removal from use of cards

(1) Where decks of cards are received for use in the gaming establishment from a gaming manufacturer or gaming distributor, they shall be placed for storage in a locked cabinet, safe or vault.

(2) The cabinet safe or vault shall be located in the cashiers' cage or in another restricted area, the location and physical characteristics of which shall be approved by the Board.

(3) Two different keys or combinations shall be required to obtain access to the cabinet, safe or vault, for the aforementioned storage and one of the keys shall be held by the Security Department and one by the Manager of the gaming establishment.

(4) Access to the cabinet safe or vault shall be limited to a Pit Boss, or a person employed by the gaming operator in a more senior position than the Pit Boss, accompanied by a member of the Security Department.

(5) Before each day of gaming, and whenever further cards are required, a Pit Boss, or a person employed by the gaming operator in a more senior position than the Pit Boss, accompanied by a member of the Security Department, shall open the cabinet, safe or vault and shall remove the cards required.

(6) The 2 persons referred to in subregulation (3), shall distribute sufficient decks to each Pit as may be required for that shift or that day's gaming and the cards so distributed shall then be locked in the appropriate Pit Stand in the custody of the Pit Boss responsible for that Pit.

(7) Prior to their use at a gaming table, all decks shall be inspected by the croupier, and the inspection verified by a Gaming Supervisor.

(8) 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.

(9) The croupier shall check the back of each card to ensure that it is not flawed, scratched or marked in any way.

(10) If, after checking the cards under subregulations (7), (8) and (9), the croupier finds that certain cards are damaged or otherwise unsuitable, he or she shall inform a Gaming Supervisor and the Gaming Supervisor shall obtain substitute cards from the Pit Stand.

(11) 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, signed by the croupier and the Gaming Supervisor and locked in the Pit Stand for delivery to the Security Department at the end of the gaming day, together with envelopes for cards damaged during the shift and cards used to play out the shift.

(12) Cards damaged during the course of play, shall be replaced by a Gaming Supervisor, who shall obtain the necessary substitute cards from the Pit Stand and the damaged cards shall be displayed on the table until the exchange has taken place.

(13) After the exchange is made, the damaged cards shall be put into an envelope, which shall indicate the table number, date, time and shift, and shall be sealed with tape, signed by the Gaming Supervisor and locked in the Pit Stand for delivery to the Security Department at the end of the gaming day.

(14) If, during the course of play, the employees of the gaming operator 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 and both the cards and the shoe will be withdrawn.

(15) The cards shall be put into a sealed envelope and the shoe will be labelled to indicate the table number, date, time and shift and both shall be signed by the staff and management concerned and the Board must be informed immediately and the cards and shoe transferred by a Security Department to the office in the gaming establishment for inspection by Board Inspectors, a Manager of the gaming establishment and a member of the Security Department in a supervisory position.

(16) At the end of the gaming day, the cards shall be inspected by a croupier and the inspection verified by a Gaming Supervisor.

(17) The Pit Boss or Gaming Supervisor shall collect all cards which shall be placed in a sealed envelope, identified with the table number, date, time and shift, signed by the dealer, Pit Boss, or Gaming Supervisor and receiving member of the Security Department who shall retain the envelope.

(18) 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 and any such evidence must be reported to the Board immediately and the cards that indicate such evidence shall be transferred by a member of the Security Department for inspection in the manner described in subregulations (8) and (9).

(19) Other cards returned to the Security Department shall be destroyed or cancelled.

(20) Destruction or cancellation shall be carried out by the Security Department on a daily basis at times agreed to by the Board.

(21) Cancellation shall be by drilling a circular hole of at least $\frac{1}{4}$ an inch in diameter through the centre of each card in the deck.

28. Dealing shoes

(1) Cards used to play 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.

(2) The dealing shoe used in the game of blackjack shall be of a size to contain not less than 4 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 8 decks of cards.

(4) All dealing shoes shall have an opaque base, and the sides below the card edge shall be transparent.

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

29. Possession of slot machines

(1) Except as otherwise provided in this regulation, a person shall not have, keep or possess in Saint Lucia any slot machine or device in the nature of a slot machine which may be used for playing with money or any other valuable thing.

(2) Despite 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 Saint Lucia subject to the following terms and conditions—

- (a) a gaming operator, provided that such machines are kept only in a gaming establishment 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 gaming establishment 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 from whom the machines are being sent,
 - (iii) full name and address of the person or entity to whom the machines are being sent, and
 - (iv) date of dispatch;
- (c) an employee or agent of the Board, as may be required by his or her official duties;
- (d) such other persons as the Board may approve, after finding that possession of slot machines by such person is necessary and appropriate and provided that such person complies with the limitations and conditions imposed by the Board on such possession.

(3) Despite the prohibition in subregulation (1), it is lawful for a gaming manufacturer or a gaming distributor of slot machines to import and possess slot machines in Saint Lucia.

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

30. Importation, exportation, and transportation of slot machines

(1) Prior to importing any slot machines into Saint Lucia, the purchaser shall notify the Board in writing of such shipment giving the following information—

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

(2) Prior to exporting any slot machines out of Saint Lucia, the person causing the slot machine 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 slot machine;
- (b) method of shipment and the name of the carrier;

- (c) full name and address of the person to whom the slot machines are being sent and the destination of the slot machines if different from such address;
- (d) port of exportation;
- (e) quantity of slot 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 Saint Lucia to another location, other than for purposes of repair or servicing, the person causing the slot 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 slot machine;
- (d) full name and address of the person to whom the machine is being sent and the destination of the slot machine if different from such address;
- (e) serial number of the slot machine being transported;
- (f) expected date and time of such transport.

31. Approval of gaming equipment: Retention by the Board

(1) The Board shall have the discretion to review and approve or prohibit all gaming devices used in a gaming establishment as to quality, design, integrity, fairness, honesty and suitability including without limitations, slot machines, gaming tables, layouts of gaming tables, roulette wheels, roulette balls, drop boxes, drop buckets, big 6 and wheel of fortune wheels, chip holders, racks and containers, scales, counting devices, trolleys, slip dispensers, dealing shoes, gaming chips, gaming plaques, tokens, dice, cards, locking devices, data processing equipment and electronic card scanners.

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

32. Offences relating to use etc. of bogus chips, cards, dice and cheating devices

(1) A person shall not in any gaming establishment use or have in his or her possession—

- (a) any bogus or counterfeit gaming chips;
- (b) any card, or dice that has been marked, loaded or otherwise tampered with;
- (c) any cheating device to facilitate cheating in any game; or
- (d) any cheating or fraudulent device to facilitate the removal from any slot machine of any of the contents thereof.

(2) A person who contravenes subregulation (1) commits an offence and upon conviction is liable to a fine not exceeding \$50,000 or to imprisonment of for a term not exceeding 15 years or to both.

33. Offence relating to cheating games and devices

(1) A person shall not—

- (a) conduct, operate or allow another person to conduct or operate any cheating or fraudulent game or device in any gaming establishment;
- (b) conduct, operate or expose for play any game played with cards, dice or any mechanical device or any combination of games or devices, which have in any manner been marked or tampered with so as to deceive the public.

(2) A person who contravenes subregulation (1) commits an offence and upon conviction is liable to a fine not exceeding \$50,000 or to imprisonment for a term not exceeding 15 years or to both.

Gaming, Racing and Betting (Accounting and Internal Control) Regulations – Section 55

(Statutory Instrument 77/2001)

S.I. 77/2001 .. in force 21 July 2001

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GAMING, RACING AND BETTING (ACCOUNTING AND INTERNAL CONTROL) REGULATIONS – SECTION 55

Commencement [21 July 2001]

1. Citation

These Regulations may be cited as the Gaming (Accounting and Internal Control) Regulations.

2. Interpretation

In these Regulations—

"Accounts Department" means the Accounts Department established under regulation 12(3)(g);

"Assistant Credit Manager" means the person employed as such by a gaming operator;

"Assistant Gaming Manager" means the person described in regulation 13(1)(e);

"Board" means the Board of the Gaming Authority;

"Board Inspector" means a person employed by the Board as an inspector;

"Boxman" means a person described in regulation 13(1)(b);

"cage cashier" means a person employed as such by a gaming operator;

"Cage Supervisor" means a person employed as such by a gaming operator;

"cash document return" means the cash document return referred to in regulation 34(3);

"cash equivalent" means a travellers cheque, money order, certified cheque, cashiers' cheque or a voucher recording cash drawn against a credit card or charge card or a cheque issued by the gaming operator accepting it;

"cashiers cage" means the enclosed area in a gaming establishment from which cage cashiers carry out their functions;

"Cashiers Cage Department" means the Cashiers Cage Department established under regulation 12(3)(h);

"change booth" means a change booth described in regulation 34(6);

"change booth inventory" means a change booth inventory described in regulation 35(6);

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

"Chief Financial Officer" means the senior executive of the gaming operator with overall responsibility for its system of accounting and internal controls;

"Chief Operating Officer" means the senior executive of the gaming operator exercising the overall management or authority over all the operations of the gaming establishment and the carrying out by employees of the gaming establishment of their duties;

"chip exchange form" means a chip exchange form described in regulation 22(17)(b);

"closer" means an original of a table inventory slip;

"coin currency issue slip" means the slip referred to in regulation 34(2);

"complimentary services" means the services described in regulation 10;

"compensation" means direct or indirect payment for services performed and any other function approved by the Board, salary, wages, bonuses, deferred payments, overtime and premium payments;

"count room" means the count room described in regulation 32(1);

"count supervisor" means a member of the count team authorised by the Accounting Department to supervise a count;

"count table" means the table in the count room used for counting and referred to in regulation 32(3);

"count team" means at least 6 employees approved by the Board for the conduct of the count of the contents of a drop box or drop bucket;

"Credit Committee" means a credit committee of the Credit Department;

"Credit Department" means the Credit Department established under regulation 12(3)(e);

"Credit Manager" means a person appointed as such by the gaming operator;

"credit meter" means a mechanical, electrical, or electronic device that continuously and automatically records coins due to a customer until such time as coins are paid by machine;

"credit slip" means a credit slip referred to in regulation 23;

"croupier" means a person described in regulation 13(1)(a);

"customer deposit receipt" means a customer deposit receipt referred to in regulation 24;

"Director of Gaming Accounting" means the Director of Gaming Accounting referred to in regulation 12(3)(g);

"Director of Security" means the Director of Security referred to in regulation 12(3)(f);

"Director of Surveillance" means the Director of Surveillance referred to in regulation 12(3)(a);

"drop box" means a drop box referred to in regulation 16;

"drop meter" means a mechanical, electrical, or electronic device that continuously and automatically counts the number of coins dropped into the machine's drop bucket;

"EPROM" means Electrical Programmable Read Only Memory as referred to in regulation 37;

"fill slip" means the fill slip referred to in regulation 22;

"gaming chips" mean the gaming chips described in the Gaming Equipment Regulations;

"Gaming Department" means the Gaming Department established under regulation 12(3)(c);

"gaming floor" means the area of the gaming establishment used for gaming;

"Gaming Shift Manager" means a person described in regulation 13(1)(d);

"Gaming Supervisor" is a reference to a person in a supervisory capacity and required to perform certain functions under these Regulations, including and any other function approved by the Board, Pit Bosses, Shift Managers, the Assistant Gaming Manager and the Manager;

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

"hopper" means the hopper referred to in regulation 36;

"hopper fill slip" has the meaning given to it in regulation 41;

"imprest basis" means the basis on which cashiers cage and change booth funds are replenished 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 controls purposes, that places any person or department in a position to both perpetrate and conceal errors or irregularities in the normal course of his or her duties and anyone both recording transactions and having access to the relevant assets is in a position to perpetrate errors or irregularities and person's 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 Saint Lucia as an auditor of a gaming operator or who would be sufficiently independent to so act if the relevant gaming operator licence was held by a company;

"in meter" means a mechanical, electrical, or electronic device that continuously and automatically counts the number of coins placed by patrons into the machine;

"Internal Audit Department" means the Internal Audit Department established under regulation 12(3)(b);

"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;

"Jackpot meter" means a mechanical, electrical, or electronic device that continuously and automatically counts the number of coins paid by the machine;

"Jackpot payout slip" means the Jackpot payout slip described in regulation 40;

"junket" has the meaning given to it in regulation 9;

"junket representative" has the meaning given to it in regulation 9(2);

"Main Bank" means the bank within the gaming establishment designated as such by the gaming operator;

"Main Slot Bank" means the Main Slot Bank described in regulation 34;

"Main Slot Bank Cashier" means the Main Slot Bank Cashier referred to in regulation 34(1);

"machine entry authorisation log" means the machine entry authorisation log referred to in regulation 36;

"marker" is a form made available to customers by a gaming operator 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;

"marker activity log" means the marker activity log referred to in regulation 27;

"Marker Bank" means the bank within the gaming establishment designated as such by the gaming operator;

"Marker Bank Cashier" means a person described as such in regulation 15;

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

"member of the Security Department" means any person who is a member of the Security Department described in regulation 12;

"name credit" has the meaning given to it in regulation 25;

"nominated member of the Security Department" is a member of the Security Department of a gaming operator 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 a table inventory slip;

"out meter" means a mechanical, electrical, or electronic device, that continuously and automatically counts the number of coins automatically paid by the machine to the patron;

"patron cash deposit" means in amount of cash, cash equivalent, gaming chips or gaming plaques deposited with a gaming establishment by a patron for his or her subsequent use;

"Pit" 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;

"Pit Boss" means a person described in regulation 13(1)(c);

"Pit Clerk" means a person described in regulation 15(7);

"progressive slot machine" means a slot machine described in regulation 39(1);

"principal Act" means the Gaming Control Act;

"RAM" means Random Access Memory as referred to in regulation 37;

"refund slip" means a refund slip referred to in regulation 24;

"returned cheque" means a cheque returned by a bank in accordance with regulation 29;

"ROM" means Read Only Memory as referred to in regulation 37;

"Security Department" means the Security Department established under regulation 12(3)(f);

"shift" means either the normal daily work period of a group of employees administering and supervising the operations of table games, slot machines, and

cashiers 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 attendant" means a person described in regulation 13(2)(b);

"Slot Department" means the Slot Department established under regulation 12(3)(d);

"Slot Department Manager" means the person described in regulations 12(3)(d) and 13(2)(d);

"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;

"slot machine drop" means the amount of coins or tokens in a drop bucket;

"slot machine win" means the amount determined by subtracting hopper fills, other than initial hopper fills, and payouts from the slot machine drop;

"slot mechanic" means a person described in regulation 13(2)(a);

"slot supervisor" means a person described as such in regulation 13(2)(c);

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

"slug report" means the 3 part form described in regulation 43(12)(g);

"Surveillance Department" means the Surveillance Department established under regulation 12(3)(a);

"surveillance log" means the surveillance log described in regulation 11;

"table game drop" means the sum of the total amounts of currency, coin, promotional chips, match play coupons, 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, coin, promotional chips, the amount recorded on the closer, and the total of amounts recorded on match play coupons, 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;

"table inventory slip" means the 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;

"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 100;

"tip box" means the tip box referred to in regulation 19;

"token" is as described in the Gaming Equipment Regulations 2001 and except where specifically referred to, tokens shall be regarded as synonymous with "coins" in these Regulations;

"total games played meter" means a mechanical, electrical, or electronic device that continuously and automatically records the number of games played by patrons on the machine;

“win meter” means a mechanical, electrical, or electronic device visible from the front of the machine that advises a player of the number of coins that have been paid to him or her by the machine upon hitting a winning combination.

3. Accounting records

(1) A gaming operator shall maintain complete accurate and legible records of all transactions relating to the revenues and costs of each gaming establishment under his or her control.

(2) General accounting records shall be maintained on a double entry system of accounting with transactions recorded on the accrual 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 and—

- (a) the standard form shall be the minimum level of detail to be maintained by the gaming operator;
- (b) the gaming operator shall not use any other standard of accounts except for the purpose of expanding the level of detail.

(4) Detailed, supporting and subsidiary records under subregulation (2) shall include—

- (a) records of all patrons cheques initially accepted by the gaming operator deposited by the gaming operator, returned to the gaming operator as uncollected and ultimately written off as uncollectible;
- (b) statistical game records to reflect drop and win amounts for each table, for each game, and for each shift;
- (c) records of the cost of complimentary services indicating by category of service the accumulation of costs and number of persons receiving such services and distinguishing, at a minimum, between rooms, food, beverages, travel and other services, on the basis of the retail value of each category of service provided or cost if the gaming operator pays a third party for providing the services;
- (d) if an individual receives complimentary services worth \$1,000 or more during a visit, the name of the person receiving such services and the name of the person authorising the receipt of such services;
- (e) records which identify the handle, payout, 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, month-to-date, and year-to-date basis;
- (f) records of investments in property and equipment used directly or indirectly in connection with gaming;
- (g) records of all loans and other amounts payable by the gaming operator;
- (h) records which identify the purchase, receipt and destruction of gaming chips, gaming plaques and tokens;
- (i) such other records as are provided for in the system of the internal control established and maintained under section 27 of the principal Act.

(5) All accounting records for the current and preceding year shall be located on the premises of the gaming establishment unless the Board exempts the gaming operator from this requirement.

(6) All accounting records shall be kept for a period not less than 5 years from their respective dates and may be stored, immediately after preparation of the

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

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

(8) A microfilm or microfiche system must meet the following standards to be approved by the Board under subregulation (6)—

- (a) a system of inspection and quality control sufficient to ensure that microfilm or microfiche when displayed on a reader or 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 of records being maintained on microfilm or microfiche;
- (c) a detailed index kept by the gaming operator of all microfilmed or microfiche data maintained and arranged in such a manner as to permit the immediate location of any particular record;
- (d) a system which will provide for appropriate processing, preservation and maintenance of microfilmed or microfiche records and for making them readily available.

(9) All original accounting records and documents stored on a microfilm or microfiche system shall be made readily accessible to agents of the Board, and despite the lapse of 5 years from their date shall not be destroyed until the Board approves of their destruction.

(10) The gaming operator may petition the Board for approval to destroy these records or documents after 2 years from their recording on microfilm, microfiche or by some other suitable method.

4. Gaming operator's system of internal control

(1) A gaming operator shall submit to the Board description of its system of internal control at least 90 days before the gaming operator is to commence its gaming activities or 90 days before changes in a previously submitted system are to become effective, unless otherwise directed by the Board.

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

(3) A gaming operator shall not commence gaming activities unless and until the submitted system of internal control is approved by the Board.

(4) A gaming operator shall not alter its system of internal control unless and until such changes are approved by the Board.

(5) If required, a gaming operator shall make such alterations to his or her system of internal control as may be specified by the Board.

(6) The submission required by subregulation (1) shall be signed by the person responsible for its preparation on behalf of the gaming operator and shall be accompanied by a report of an independent accountant stating that the submitted system conforms in all respects to the standards of internal controls required by the principal Act and these Regulations or in what respects the system does not so conform.

(7) The submissions required by subregulation (1) shall conform in all respects with these Regulations and with the Gaming Equipment Regulations unless the Board has given specific written approval to the contrary.

(8) A gaming operator may computerise any aspect of its gaming establishment with the prior approval of the Board, such approval having been requested on the basis of a detailed submission of proposed procedures and documents but any such

computerised procedures shall conform in all material respects to the standards of internal control required by the principal Act and these Regulations.

5. Records regarding gaming operator

(1) In addition to other records and information required by these Regulations, each gaming operator shall maintain the following records—

- (a) if the gaming operator is a company—
 - (i) a copy of its certificate of incorporation,
 - (ii) a certified copy of its memorandum and articles of association,
 - (iii) a current list of its officers and directors,
 - (iv) minutes of all meetings of its shareholders and directors,
 - (v) a current list of all its shareholders including their names and the names of beneficial owners of share 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,
 - (ix) a record of all salaries, wages and other remuneration including perquisites, direct and indirect, 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 parent company whether registered abroad or not, it shall be required by the Board to make available records relating to the parent as set out in paragraphs (i), (ii), (iii), (v), (vi), (vii) and (viii);
- (b) if the gaming operator is a 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,
 - (iv) a copy of the partnership agreement, and certificates of limited partnership, if applicable;
- (c) if the gaming operator is a sole proprietorship—
 - (i) a schedule showing the name and address of the proprietor and the amount and date of his or her original investment,
 - (ii) a record of dates and amounts of subsequent additions to the original investment and withdrawals from his or her original investment, 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 gaming establishment, unless a specific exemption is allowed to the gaming operator by the Board.

6. Forms, records, documents and retention

(1) All information required by these Regulations to be written or typed on any form, record or document or in stored data shall be 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 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, 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 gaming operator and the title of the form, record, document, and stored data imprinted or pre-printed thereon or therein;
- (c) be located on the premises of the gaming establishment; and
- (d) be retained for a period of at least 5 years in a manner that assures reasonable accessibility to agents of the Board.

7. Standard financial and statistical reports

(1) Each gaming operator shall file such daily, monthly and annual reports of financial and statistical data as the Board may require.

(2) A gaming operator in filing the monthly and annual reports shall use such standard reporting forms and instructions as the Board may approve.

(3) Annual reports to the Board shall be based on calendar year, beginning 1 January and ending 31 December.

(4) Monthly reports shall be based on calendar months.

(5) Annual reports shall be signed by the chairperson or other Chief Executive Officer, if the gaming operator is a company, by a general partner if the gaming operator is a partnership, or by the proprietor if the gaming operator is a sole proprietorship.

(6) 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 gaming operator by the Board.

(7) Requests for filing an extension must be submitted to the Board in writing not less than 7 days prior to the required filing date.

(8) Monthly reports shall be due not later than the fifteenth calendar day following the end of the month and annual reports shall be due not later than the 31 March following the end of the year.

(9) In the event of a termination of a gaming operator licence, 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.

(10) Any request under subregulation (9) shall be made in writing to the gaming operator and the due filing date shall be the later of 30 calendar days after notification to the gaming operator or 30 calendar days after the date of occurrence of the event, unless an extension is granted in accordance with subregulations (6) and (7).

(11) If the gaming operator is not currently an active operator of a gaming establishment, the Board may either revise or eliminate the standard reports to be filed by the gaming operator.

(12) Any adjustments resulting from the annual audit required by regulation 8 shall be recorded in the accounting records of the year to which the adjustment relates.

(13) If the adjustments under subregulation (12) were not reflected in the gaming operator's annual report and the Board concludes the adjustments are significant, a revised annual report may be required from the gaming operator and the revised filing shall be due within 30 calendar days after written notification to the gaming operator, unless an extension is granted in accordance with subregulations (6) and (7).

8. Annual audit and other reports

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

(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 gaming operator's annual report, filed in conformity with regulation 7 and the audited financial statements and such footnote shall, at a minimum, disclose the effect of such adjustment on—

- (a) gaming operator revenues;
- (b) gaming operator 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 gaming operator'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 gaming operator shall require its independent accountant to render the following additional reports—

- (a) report on material weaknesses in accounting and internal controls and whenever in the opinion of the independent accountant there exists no material weaknesses in accounting and internal controls, the report shall say so;
- (b) a report expressing the opinion of the independent accountant that based on his or her examination of the financial statements the gaming operator has followed, in all material respects, during the period covered by his or

her examination, the system of internal control approved by the Board and whenever in the opinion of the independent accountant the gaming operator has deviated from the system of internal control approved by the Board or the accounts, records, and control procedures examined are not maintained by the gaming operator in accordance with the principal Act and these Regulations, the report shall enumerate such deviations regardless of materiality;

- (c) a report on areas of the system no longer considered effective, and shall make recommendations in writing regarding improvements in the system of internal control;
- (d) a report stating that the independent accountant has conducted such tests and made such enquiries as he or she considers appropriate to enable him or her to confirm that no payments prohibited by the principal Act have been made by the gaming operator, or stating what payments have been made contrary to the principal Act.

(6) All reports by the Internal Audit Department of a gaming operator 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 by subregulations (4) and (5) and 2 copies of any other reports on accounting and internal controls, administrative controls, or other matters relating to the gaming operator's accounting or operating procedures rendered by the gaming operator's independent accountant, shall be filed with the Board by the gaming operator by 30 April following the end of each fiscal year or within 30 days of receipt whichever is earlier, but the Board shall be given immediate notice of the receipt by the gaming operator of any report under subregulation (5).

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

- (a) the date of such resignation, dismissal, or engagement;
- (b) whether in connection with the audits of the 2 most recent years preceding such resignation, dismissal, or engagement there were any disagreements with the former independent accountant on any matter of accounting principles or practices, financial statement disclosure, or auditing scope or procedure, which disagreements if not resolved to the satisfaction of the former independent accountant would have caused him or her to make reference in connection with his or her report to the subject matter of the disagreement, including a description of each such disagreement and the disagreements to be reported include those resolved and those not resolved;
- (c) whether the independent accountant's report on the financial statements for any of the past 2 years contained an adverse opinion or disclaimer of opinion or was qualified and the nature of such adverse opinion, disclaimer of opinion, or qualification shall be described.

(9) In addition to the requirements of subregulation (8), the gaming operator shall request the former independent accountant to furnish to the gaming operator a letter addressed to the Board stating whether he or she agrees with the statements made by the gaming operator in response to this subregulation and such letter shall be filed with the Board as an exhibit to the report required by the Regulation.

9. Junkets

(1) Junkets shall be defined as an arrangement for a visit to Saint Lucia of more than 24 hours, the primary purpose of which is to induce 8 or more persons to gamble at a gaming establishment and under which, the cost of transport, food, lodging and entertainment with an aggregate value of more than \$250,000 for each such person, is

directly or indirectly paid by the gaming operator and 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.

(3) There may be more than one junket representative for a single junket and such a representative includes a person resident outside Saint Lucia.

(4) Before the arrival of a junket the gaming operator shall supply to the Board—

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

(5) Within 24 hours of the arrival of the junket the gaming operator shall supply the Board with the names and addresses of the participants.

(6) A gaming operator 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 Saint Lucia;
- (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 gaming operator has made an arrangement for the collection of debts; and
- (k) a copy of the agreement between the gaming operator and the junket representative or a detailed written description of such an agreement, if it has not been reduced to writing.

(7) Each gaming operator shall file a quarterly report with the Board, within one month after each calendar quarter, which lists the junkets operated during one quarter and such a report shall include, in respect of each junket, information required under subregulation (5), 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.

10. Complimentary services

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

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

(3) A gaming operator 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) Complimentary services shall, at a minimum, be separated into categories for rooms, food, beverage, travel and other services.

11. Closed circuit television system

(1) Each gaming operator shall install in its gaming establishment a closed circuit television system according to the following specifications and shall allow the Board Inspectors to direct the use of the equipment for a specified period, if so requested by a Board Inspector.

(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 gaming establishment and the activities in the Pit,
 - (ii) the gaming conducted at the slot machines in the gaming establishment,
 - (iii) the operations conducted at and in the cashier's cage,
 - (iv) the operations conducted at and in the change booths,
 - (v) the count processes conducted in the count room in conformity with regulations 33 and 43,
 - (vi) the movement of cash, gaming chips, gaming plaques or tokens, drop boxes, and drop buckets in the gaming establishment,
 - (vii) the entrances and exits to the gaming establishment and the count rooms, and
 - (viii) such other areas as the Board designate;
- (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 count rooms; and
- (d) one or more monitoring rooms in the gaming establishment which shall be in use at all times by the employees or agents of the gaming operator assigned to monitor the activities in the gaming establishment and may be used as necessary by the Board Inspectors or officers or agents of the Board.

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

(4) A gaming operator shall be required to maintain a surveillance log of all surveillance activities in the monitor room.

(5) A surveillance log shall be maintained by employees of the gaming operator working in the monitor room 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.

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

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

(8) Employees or agents of the gaming operator assigned to monitor activities shall be independent of, the gaming floor, the Slot Department, the Security Department, and the Cashiers Cage Department.

(9) Entrances to the closed circuit television monitoring rooms shall not be visible from the gaming floor.

(10) Under no circumstances shall video or audio tapes be edited or altered without the expressed written permission of the Board.

12. Organisation

(1) Each gaming operator shall have a system of internal control that includes the following—

- (a) administrative control which includes, but is not limited to, the plan of organisation and the procedures and records that are concerned with the decision processes leading to management's authorisation 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 designed 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, 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 gaming operator's system of internal controls 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 or her duties.

(3) Each gaming operator shall, at a minimum, establish the following departments with respect to his or her gaming establishment—

- (a) a Surveillance Department supervised by a Director of Surveillance who shall co-operate with and perform independently of all other departments and shall report directly to the managing authority of the gaming operator

regarding matters of policy, purpose, responsibilities and authority and indirectly to the Chief Operating Officer for daily operations and the Director of Surveillance shall be responsible for 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 cashiers 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 gaming establishment, count rooms, change booths, and cashiers cage,
 - (vi) the video taping of illegal and unusual activities monitored,
 - (vii) the notification of appropriate Gaming Supervisors, and the Board upon the detection and taping of cheating, theft, embezzlement, or other illegal activities, and
 - (viii) any other function approved by the Board;
- (b) an Internal Audit Department supervised by an Executive Officer who shall perform independently of all other departments and who shall report directly to the managing authority of the gaming operator regarding matters of policy, purpose, responsibilities and authority and indirectly to the Chief Operating Officer for daily operations and such department shall be responsible for the following, and any other function approved by the Board—
- (i) the review and appraisal of the adequacy of internal controls,
 - (ii) the compliance with internal controls procedures,
 - (iii) the reporting of instances of non-compliance with the system of internal controls,
 - (iv) the reporting of any material weaknesses in the system of internal controls,
 - (v) the recommendation of procedures to eliminate any material weaknesses in the system of internal controls;
- (c) a Gaming Department supervised by a Gaming Manager who shall perform independently of all other departments and shall report directly to the Chief Operating Officer and the Gaming Manager shall be responsible for the operation and conduct of the games of craps, blackjack, baccarat-chemin de fer, baccarat-punto banco, roulette, big 6, wheel of fortune, red dog, pai gow poker, let it ride poker, casino war and Caribbean stud poker;
- (d) a Slot Department supervised by a Slot Department Manager who shall perform independently of all other departments and shall report directly to the Chief Operating Officer and the Slot Department Manager shall be responsible for the overall operation of the Slot Department;
- (e) a Credit Department supervised by a Credit Manager who shall co-operate with and perform independently of all other departments and shall report directly to the Chief Operating Officer and the Credit Manager shall be responsible for the credit function including 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, and

- (iv) any other function approved by the Board;
- (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 or her equivalent and the Director of Security shall be responsible for the overall security of the establishment including 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 Slot Department and Cashiers Cage Department,
 - (v) the protection of the patrons 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 the Board, and
 - (vii) the recording of any and all unusual occurrences within the gaming establishment for which the assignment of a Security Department employee is made and 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, the assignment number, the date, the time, the nature of the incident, the persons involved in the incident, and the Security Department employee assigned,
 - (viii) verification of Jackpot payouts and hopper re-fills, and
 - (ix) any other function approved by the Board;
- (g) an Accounts Department supervised by a Director of Gaming Accounting who shall report directly to the Chief Financial Officer and the Director of Gaming Accounting shall be responsible for 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 gaming establishment and required by these Regulations, and
 - (iv) the control and supervision of the Cashiers Cage Department,
- (h) a Cashiers Cage Department supervised by a Cage Manager who shall supervise cage cashiers, slot cashiers, and change persons, and co-operate with and perform independently of the Slot Department and Security Department and shall be under the supervision of, and report directly to, the Director of Gaming Accounting and the Cashiers Cage Department shall be responsible for the following—
 - (i) the custody of currency, coins, patrons' cheques and markers, gaming chips and gaming plaques, documents and records normally associated with the operation of a cashiers cage,
 - (ii) the approval, exchange, redemption and consolidation of patrons' cheques and markers received for the purpose of gaming in conformity with these Regulations,

- (iv) the receipt, distribution and redemption of gaming chips and gaming plaques in conformity with these Regulations,
- (v) such other functions normally associated with the operation of a cashiers cage, and
- (vi) any other function approved by the Board.

(4) The employees of gaming operator shall be trained in all accounting and internal control practices and procedures relevant to each employee's individual function.

(5) Special instructional programs shall be developed by the gaming operator 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.

(6) Functions described in this regulation shall be performed only by persons approved by the Board to do to the particular position.

(7) A person shall not be transferred from the Surveillance Department within the same gaming establishment without the prior approval of the Board.

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

(1) The following personnel shall be used to operate and conduct table games in a gaming establishment—

- (a) croupiers who shall be persons assigned to each craps, baccarat-chemin de fer, baccarat-punto banco, blackjack, roulette, big 6, wheel of fortune, red dog, pai gow and Caribbean stud poker, casino war and let it ride poker tables to directly operate and conduct such games;
- (b) a Boxman who shall be the first level supervisor assigned the responsibility for the operation and conduct of gaming at not more than 2 craps tables, or at not more than 4 roulette, baccarat-chemin de fer, and baccarat-punto banco blackjack, big 6, wheel of fortune, red dog, pai gow poker or Caribbean stud poker, casino war or let it ride poker tables, or any combination thereof;
- (c) a Pit Boss who shall be the second level supervisor, or first level, if there is no supervisor assigned the responsibility for the overall supervision of the operation and conduct of gaming at not more than 8 craps tables, or at not more than 12 blackjack, roulette, big 6, wheel of fortune, baccarat-punto banco and baccarat-chemin de fer, red dog, pai gow poker or Caribbean stud poker, casino war or let it ride poker tables or any combination thereof;
- (d) a Gaming Shift Manager who shall be the supervisor assigned to each shift with the responsibility for the supervision of table games conducted in the gaming establishment and in the absence of the Gaming Manager and the Assistant Gaming Manager, the Gaming Shift Manager shall have the authority of a Gaming Manager;
- (e) an Assistant Gaming Manager who shall be the executive to supervise the overall conduct of table games in the gaming establishment with the authority delegated by the Gaming Manager and in the absence of the Gaming Manager, the Assistant Gaming Manager with prior approval of the Board shall have the authority of a Gaming Manager;
- (f) a Gaming Manager who shall be the executive officer assigned with the responsibility and authority for the operation of table games including—
 - (i) the hiring and terminating of all gaming personnel,

- (ii) 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 gaming operator or, if not a company, the similar executive authority, and
- (iii) any other function approved by the Board.

(2) The following personnel shall be used to conduct and operate a Slot Department in a gaming establishment—

- (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, any other function approved by the Board, participating in manual Jackpot payouts and filling 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;
- (d) a Slot Department Manager who shall be the executive assigned the overall responsibility and authority for the slot machine operation including—
 - (i) the hiring and termination of all persons employed to work in the Slot Department personnel,
 - (ii) the creation of high employee morale and good customer relations, all within the policies and practices established by the gaming operator's Board of Directors or equivalent authority, and
 - (iii) any other function approved by the Board.

(3) This regulation shall not be construed to limit a gaming operator from utilising personnel in addition to those described herein nor shall anything in this regulation be construed to limit the discretion of a Board Inspector to order the utilization of additional personnel by the gaming operator necessary for the proper conduct and effective supervision of gaming in a gaming establishment.

(4) Functions described in this regulation shall be performed only by persons bearing the particular title and authorised to the particular position by the Board.

14. Cashiers' Cage Department

(1) In each gaming establishment there shall be on or immediately adjacent to the gaming floor, a cashier's cage to house the cashiers and to serve as the central location in the gaming establishment for the following—

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

(2) The gaming operator shall have a reserve cash bankroll in addition to the imprest funds normally maintained by the cashiers cage on hand in the cashiers cage or readily available to the cashiers cage at the opening of every shift in a minimum amount approved by the Board.

(3) The cashiers cage shall be designed and constructed to provide maximum security and shall have at a minimum, the following—

- (a) a fully enclosed structure except for openings through which items such as gaming chips and gaming plaques, patrons cheques and markers, cash, records, and documents can be passed to service the public, gaming tables and change booths;
- (b) manually triggered silent alarm systems connected directly to the monitoring rooms of the closed circuit television system and the office of Security Department;
- (c) a double door entry and exit system that will not permit a person to pass through the second door until the first door is securely locked and in addition—
 - (i) the first door adjacent to the gaming floor of the double door entry and exit system shall be controlled by the Security Department,
 - (ii) the second door of the double door entry and exit system should be controlled by the Cashiers Cage Department,
 - (iii) the system shall have closed circuit television coverage which shall be monitored by the 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) The Board may declare by notice in writing served on a gaming operator any area on or connected with any gaming establishment where money, gaming chips, gaming plaques, tokens, dice, cards or any other equipment which requires security protection are stored or contained to be a restricted area.

(5) Each gaming operator shall place on file with the Board the names of all persons authorised to enter the cashier's cage, those who possess the combination or the keys or who control the mechanism to open the locks securing the entrance to the cashiers cage, and those who possess the ability to operate the alarm systems.

15. Accounting controls within the Cashiers' Cage Department

(1) 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 closing inventory with the total opening inventory.

(2) The Cashiers Cage Department shall be physically segregated by personnel and functions as follows—

- (a) General Imprest Cashiers who shall operate on an imprest basis with individual imprest inventories of cash and whose functions shall be the following—
 - (i) to receive cash, cash equivalents, cheques, gaming chips and gaming plaques from patrons for marker consolidations, total or partial redemptions or substitutions,
 - (ii) to receive gaming chips and gaming plaques from patrons in exchange for cash,
 - (iii) to receive travellers cheques and other cash equivalents from patrons in exchange for currency or coin,

- (iv) to receive cash, cash equivalents, gaming chips and gaming plaques from patrons in exchange for customer deposit forms,
 - (v) to receive customer deposit forms from patrons in exchange for cash in accordance with these Regulations,
 - (vi) to receive markers from Marker Bank Cashiers to be returned to patrons for marker redemptions, partial redemptions, consolidations or substitutions,
 - (vii) to receive from Marker Bank Cashiers, Fill Bank Cashiers and Main Bank Cashiers, documentation with signatures thereon, required to be prepared for the effective segregation of functions in the cashier's cage,
 - (viii) to 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,
 - (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, to 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 gaming chips exchanged, and
 - (x) to carry out any other function approved by the Board;
- (b) Marker Bank Cashiers who shall not have access to cash, gaming chips and gaming plaques, and whose functions shall be the following—
- (i) to receive and maintain custody of markers in conformity with regulation 25,
 - (ii) to maintain a marker activity log in conformity with regulation 27,
 - (iii) to receive from General Imprest Cashiers, Fill Cashiers, and Main Bank Cashiers documentation with signatures thereon, required for the effective segregation of functions in the cashiers cage, and
 - (iv) to carry out any other function approved by the Board;
- (c) Fill Bank Cashiers who shall not have access to currency or cash equivalents, except for a limited inventory of \$0.50 and \$0.25 coins which may only be used to facilitate odds pay outs or commission and whose functions shall be to receive the following—
- (i) from Security Department, gaming chips, gaming plaques, and coins removed from gaming tables in exchange for the issuance of a credit,
 - (ii) from Security Department, requests for fills in exchange for the issuance of a fill slip and the disbursement of gaming chips, gaming plaques, or coins,
 - (iii) gaming chips from the General Imprest Cashiers in exchange for proper documentation,
 - (iv) from General Imprest Cashiers, Marker Bank Cashiers and Main Bank Cashiers documentation with signatures thereon, required for the effective segregation of functions in the cashiers cage, and
 - (v) any other function approved by the Board;
- (d) Main Bank Cashiers functions shall be the following—
- (i) to 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) to receive cash from the count rooms,
- (iii) to prepare the Cashiers Cage Department's overall reconciliation and accounting records,
- (iv) to receive from General Imprest Cashiers, Fill Cashiers, and Marker Bank Cashiers, documentation with signatures thereon, required to be prepared for the effective segregation of functions in the cashiers cage, and
- (v) any other function approved by the Board.

(3) Eastern Caribbean currency may not be exchanged for foreign currency at the cashiers cage and deposits of Eastern Caribbean currency may only be re-paid in Eastern Caribbean currency or gaming chips.

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

- (a) on the cashiers 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 Bank, Main Bank, Marker Bank and Main Slot Bank closeout sheets and related documentation, shall be forwarded to the Accounts 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.

(6) A gaming operator may employ a Pit Clerk whose functions shall be restricted to—

- (a) custody of markers in accordance with regulation 25(7) (c);
- (b) verification of patrons credit limit;
- (c) preparation of markers in accordance with regulation 25(8)(b);
- (d) communication with the Security Department to request the transfer of markers to the Marker Bank in accordance with regulation 25(10);
- (e) communication with the Security Department, requesting of the transfer of a request for fill to the Fill Bank in accordance with regulation 22;
- (f) communication with Security Department to request the transfer of a request for credit to the Fill Bank in accordance with regulation 23; and
- (g) receipt of player rating cards from gaming supervisors for entry into computer systems.

16. Drop boxes

(1) Each gaming table in a gaming establishment shall have attached to it a metal container in which shall be deposited all cash, name credits, issuance copies of markers exchanged at the gaming table for gaming chips or gaming plaques, original fill slips and credit slips, requests for fills and credits, and gaming 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 20 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 gaming operator obtains the expressed written approval of a Board 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 Accounts Department and the key to the second lock securing the contents of the drop boxes shall be maintained and controlled by the Board.

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

(1) Each gaming operator shall place on file with the Board a schedule setting 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.

(2) A drop box shall not be brought to or removed from any gaming table other than at the end of the prescribed shift, except with the expressed written approval of a Board Inspector.

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

(4) 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 and 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 Inspectors.

(5) 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 and 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 (4).

18. Procedure for accepting cash at gaming tables

Whenever cash is presented by a patron at a gaming table for exchange for gaming chips or gaming 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 Gaming Supervisor specifically assigned to such gaming table and cash being presented by a patron in an amount of \$20,000 and above shall be deposited with a General Imprest Cashier at the cashiers cage;
- (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 Gaming Supervisor specifically assigned to such gaming table; and
- (c) immediately after an equivalent amount of gaming chips or gaming 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.

19. Acceptance of gratuities from patrons

- (1) An employee of a gaming operator shall not—

- (a) solicit; or
- (b) if directly concerned with the managing of the gaming establishment, the Security Department or the Surveillance Department, accept,

any tip or gratuity from any player or patron at the gaming establishment where he or she 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 gaming table or wheel and extend his or her arm to show the Gaming Supervisor assigned to that gaming table that he or she has received a tip and immediately deposit such tip in the tip box.

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

- (a) removed from the tip box at pre-determined times, or when necessary, by a croupier who is responsible for the key to release the contents of the tip boxes, accompanied by a member of the Security Department and the croupier will put the tips and gratuities into secure containers for transfer to the 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 croupier, in full view of the closed circuit television cameras, after the member of the Security Department has given notice to the Surveillance Department; and
- (c) transferred to the cashiers 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 and on a day and at a time of which the Board has prior notice.

20. Table inventories

(1) Whenever a gaming table in a gaming establishment is opened for gaming, activities shall commence with an amount of gaming chips, and gaming plaques and coins and no gaming operator shall cause or permit gaming chips, gaming plaques or coins to be added to or removed from such table inventory during the gaming day except—

- (a) in exchange for cash, cheque, credits or issuance copies of markers presented by gaming establishment patrons in conformity with the provisions of regulations 18 and 25;

- (b) in payment of winning wagers and collection of losing wagers made at the gaming table;
- (c) in exchange for gaming chips and gaming 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) When a gaming table is opened for the first time a gaming table inventory slip shall be completed in conformity with regulation 31 to show a zero opening balance and thereafter the table inventory shall be issued to the gaming table in conformity with regulation 22.

(3) Each gaming table inventory and the gaming table inventory slip prepared in conformity with the procedures specified 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.

(4) The information on the table inventory slip shall be visible from the outside of the container.

(5) All containers under subregulations (3) and (4) shall be stored either in the cashiers cage during non-gaming hours or secured to the gaming table subject to arrangements for security approved by the Board.

(6) The keys to the locked containers containing the table inventories shall be maintained and controlled by the Gaming Department in a secure place and shall at no time be made accessible to any member of the Cashiers Cage Department or to any person responsible for transporting such table inventories to or from the gaming tables.

(7) Persons transporting table inventories to and from the gaming tables shall be accompanied by a member of the Security Department.

(8) A gaming operator shall maintain a record of the imprest value of the inventory at every gaming table and of the aggregate value of such inventories and a copy of such records shall be provided to the Board and approval shall be obtained from the Board prior to any alteration of any such inventory.

21. Procedure for opening tables for gaming

(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 Gaming Supervisor assigned to such gaming table.

(2) A croupier assigned to the gaming table shall count the contents of the container in the presence of the Gaming Supervisor assigned to such gaming 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 gaming table and the Gaming Supervisor that observed the croupier count the contents of the container.

(4) Any discrepancy between the amount of gaming chips, gaming plaques and coins counted and the amount of the gaming chips, gaming plaques and coins recorded on the opener, shall be immediately reported to the Gaming Manager, Assistant Gaming Manager, or Gaming Shift Manager in charge at such time, the Security Department and the Board Inspector verbally.

(5) The Security Department will complete the standard security report in writing and immediately forward a copy to the Board.

22. Procedures for distributing gaming chips, gaming plaques and coins to gaming tables

(1) A request for fill on a gaming table shall be prepared by a Gaming Supervisor to authorise the preparation of a fill slip for the distribution of gaming chips, gaming plaques and coins to gaming tables.

(2) The request mentioned in subregulation (1) shall be prepared in a duplicate form.

(3) On the original and duplicate of the request mentioned in subregulation (1), the following information, at a minimum, shall be recorded—

- (a) the date, time, and shift of preparation;
- (b) the denomination of gaming chips, gaming plaques or coins to be distributed to the gaming tables;
- (c) the total amount of each denomination of gaming chips, gaming plaques or coins to be distributed to the gaming tables;
- (d) the game and gaming table number to which the gaming chips, gaming plaques or gaming coins are to be distributed;
- (e) the signature of the Gaming Supervisor; and
- (f) the signature of a member of the Security Department.

(4) After preparation of a request to which this regulation applies, the duplicate of such request shall be transported directly to the cashiers cage by a member of the Security Department.

(5) The original copy of a request to which this regulation applies shall be placed by the croupier in public view on the gaming table to which the gaming chips, gaming plaques or coins are to be received and shall not be removed until the gaming chips, gaming plaques or coins are received at which time the request and fill slip are deposited in the drop box.

(6) A fill slip shall be prepared by a Fill Bank Cashier whenever gaming chips, gaming plaques or coins are distributed to the gaming tables from the cashiers' cage.

(7) Fill slips shall be serially pre-numbered forms, and each series of fill slips shall be used in sequential order, and the series numbers of all fill slips received by a gaming operator shall be accounted for by employees with no incompatible functions.

(8) The original and all copies of void fill slips shall be marked "VOID" and shall require the signature of the preparer.

(9) The following procedures and requirements shall be observed with regard to fill slips—

- (a) each series of fill slips 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 fill slip shall be maintained and controlled at all times by employees responsible for controlling and accounting for the unused supply of fill slips, placing fill slips in the dispensers, and removing from the dispensers, each day, the triplicate copies remaining therein and these employees shall have no incompatible functions.

(10) On the original, duplicate and triplicate copies of the fill slip, the preparer shall record, at a minimum, the following information—

- (a) the denomination of the gaming chips, gaming plaques or coins being distributed;

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

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

(12) All gaming chips, gaming plaques or coins distributed to the gaming tables from the cashier's cage shall be transported directly to the gaming tables by a member of the Security Department who shall agree the request to the fill slip and sign the duplicate of the request, maintained at the cashiers cage, before transporting the gaming chips, gaming plaques or coins and the original fill slip for signature.

(13) Signatures attesting to the accuracy of the information contained on the original and duplicate of the fill slip shall be, at a minimum, of the following persons at the following times—

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

(14) Upon meeting the signature requirements as described in subregulation (13), the member of the Security Department that transported the gaming chips, gaming plaques or coins and the original copy of the fill slip to the table, shall observe the immediate placement by the croupier of the original fill slip and original request in the drop box attached to the gaming table to which the gaming chips, gaming plaques or coins were transported.

(15) The duplicate fill slip and request shall be maintained together and controlled by employees independent of the Gaming Department.

(16) The original and duplicate void fill slips, the original request and the original fill slip, maintained and controlled in conformity with subregulation (14) shall be forwarded to—

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

(17) If a table requires additional tokens or coin with an aggregate value of not more than \$100 the following procedure shall be adopted—

- (a) the gaming chips may be exchanged for tokens and coin with the General Imprest Cashiers and the value of the gaming chips removed shall be

indicated by a lammar button until the tokens and coins are returned to the table;

- (b) the exchange under paragraph (a) shall be recorded on a 3-part chip exchange form at a minimum signed by the croupier, the Gaming Supervisor approving the exchange, the member of the Security Department who transfers the gaming chips, and the General Imprest Cashier;
- (c) the original gaming chip exchange form shall be retained at the table throughout the exchange;
- (d) the duplicate and triplicate copies of the gaming chip exchange form shall be taken to the cage by the member of the Security Department to effect the exchange and the duplicate returned to the gaming table with the tokens or coins;
- (e) after verification of the exchange, the lammar button shall be removed and both the original and duplicate copies of the gaming chip exchange form shall be deposited in the drop box;
- (f) the triplicate of the gaming chip exchange form shall be maintained and controlled by the General Imprest Cashier.

23. Procedures for removing gaming chips, gaming plaques and coins from gaming tables

(1) A request for credit shall be prepared by a Gaming Supervisor to authorise the preparation of a credit slip for the removal of gaming chips, gaming plaques and coins to the cashiers cage.

(2) The request made under subregulation (1), shall be in duplicate form and access to such form shall, prior to use, be restricted to Gaming Supervisors.

(3) On the original and the duplicate copy of a request made under subregulation (1) the following information, at a minimum, shall be recorded—

- (a) the date, time and shift of preparation;
- (b) the denomination of gaming chips, gaming plaques, or coins to be removed from the gaming table;
- (c) the total amount of each denomination of gaming chips, gaming plaques or coins to be removed from the gaming table;
- (d) the game and gaming table number from which the gaming chips, gaming plaques or coins are to be removed; and
- (e) the signature of the Gaming Supervisor and croupier assigned to the gaming table from which gaming chips, gaming plaques or coins are to be removed.

(4) Immediately upon preparation of a request made under subregulation (1) and transfer of gaming chips, gaming plaques or coins to a member of the Security Department, a Gaming Supervisor shall obtain on the original copy of the request, the signature of the member of the Security Department to whom the gaming chips, gaming plaques or coins were transferred and the croupier shall place the original copy in public view on the gaming table from which the gaming chips, gaming plaques or coins were removed, and such request shall not be removed until a credit slip is received from the Fill Bank at which time the request and credit slip are deposited in the drop box.

(5) The duplicate of a request made under subregulation (1), shall be transported directly to the cashiers cage by the member of the Security Department who shall at the same time transport the gaming chips, gaming plaques or coins removed from the gaming table.

(6) A credit slip shall be prepared by a Fill Bank Cashier whenever gaming chips, gaming plaques or coins are removed from the gaming tables to the cashiers' cage.

(7) Credit slips shall be serially pre-numbered forms, each series of credit slips shall be used in sequential order, and the series number of all credit slips received by a gaming operator shall be accounted for by employees with no incompatible functions.

(8) The original and all copies of void credit slips shall be marked "VOID" and shall require the signature of the preparer.

(9) The following procedures and requirements shall be observed with regard to credits—

- (a) each series of credit slip shall be a 3 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 credit slips, placing credit slips in the dispensers, and removing from the dispensers, each day, the triplicates remaining therein and these employees shall have no incompatible functions.

(10) On the original, duplicate and triplicate copies of a credit slip, the preparer shall record, at a minimum, the following information—

- (a) the denomination of the gaming chips, gaming plaques or coins removed from the gaming table to the cashiers cage;
- (b) the total amount of each denomination of gaming chips, or gaming plaques or coins removed from the gaming table to the cashiers cage;
- (c) the total amount of all denominations of gaming chips, gaming plaques or coins removed from the gaming table to the cashiers cage;
- (d) the game and table number from which the gaming chips, gaming plaques or coins were removed;
- (e) the date and shift during which the removal of gaming chips, gaming plaques or coins occurs; and
- (f) the signature of the preparer.

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

(12) Signatures attesting to the accuracy of the information contained on the original and the duplicate copy of a credit slip shall be, at a minimum, the following personnel at the following times—

- (a) the Fill Bank Cashier upon preparation;
- (b) the member of the Security Department transporting the gaming chips, gaming plaques or coins to the cashiers cage;
- (c) the croupier assigned to the gaming table upon receipt at such table from the member of the Security Department; and
- (d) the Gaming Supervisor assigned to the gaming table upon receipt at such gaming table.

(13) Upon meeting the signature requirements as described in subregulation (12), the member of the Security Department transporting the original copy of a credit slip to the gaming table, shall observe the immediate placement by the croupier of the original copies of the credit slip and request in the drop box attached to the gaming table from which the gaming chips, gaming plaques or coins were removed and the

duplicate of the credit slip and request shall be maintained together, and controlled by employees of the gaming operator independent of the Gaming Department.

(14) The original and duplicate copies of void credit slips and the original request slip and credit slip, maintained and controlled in conformity with subregulation (13) shall be forwarded to—

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

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

(1) Whenever a patron requests that the gaming establishment hold his or her cash, cash equivalent, gaming chips or gaming plaques for subsequent use, he or she shall deposit the cash, cash equivalent, gaming chips or gaming plaques with a General Imprest Cashier.

(2) In the case of deposits amounting to \$20,000 and above, the General Imprest Cashiers shall ensure that such currency is banded together with proper identification of the depositor being attached thereto, and kept separate and apart from the gaming operator's operational funds, so that in the event the depositor would wish a refund of said deposit, the depositor would receive the balance of the very currency deposited.

(3) A General Imprest Cashier accepting a deposit shall prepare a customer deposit receipt and other necessary documentation evidencing such receipt.

(4) Customer deposit receipts shall be serially pre-numbered 4-part forms, which shall be used in sequential order.

(5) All copies of void customer deposit receipts shall be marked "VOID" and shall require the signature of the preparer.

(6) All information recorded on the customer deposit receipt by the General Imprest Cashier shall be in accordance with the gaming operator's system of internal control 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 written in figures as well as in words;
- (c) the date of the deposit;
- (d) the signature of the General Imprest Cashier;
- (e) the nature of the amount received, cash, cash equivalent, gaming chips or gaming plaques; and
- (f) whether or not the deposit is made in Eastern Caribbean currency.

(7) 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 gaming operator;
- (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.

(8) A patron shall be allowed to use the deposit at the gaming table by supplying information required by the gaming operator to verify his or her identity.

(9) The Gaming Supervisor responsible shall ascertain from the cashiers cage the amount of the patron's deposit available and request the amount the patron wishes to use against this balance.

(10) The Gaming 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.

(11) Distribution of markers shall comply with regulation 25.

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

(13) A patron may obtain a refund of his or her deposit or any unused portion of a deposit by requesting the refund from a General Imprest Cashier and returning his or her copy of the customer deposit receipt and the General Imprest Cashier shall verify the customer's identity and shall—

- (a) verify the 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 2-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 Eastern Caribbean currency, confirmation that the refund was also in Eastern Caribbean currency.

(14) 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 customer deposit refund slip and return the duplicate to the General Imprest Cashier.

(15) The Marker Bank 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 customer deposit receipt along with the duplicate copy of the refund slip.

(16) 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 cashiers cage at the beginning of each shift;
- (b) for customer deposits received or refunded—
 - (i) tile 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. Procedure for exchange of cheques submitted by gaming patrons

(1) Except as provided in this regulation, a gaming operator or any person licensed under the principal Act, or any person acting on behalf or under any arrangement with a gaming operator, shall not—

- (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 uncollectible, 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 gaming operator 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(4) for the player presenting the cheque or marker and appropriate reference has been made to that credit file in accordance with the gaming operator's system of internal control submitted to the Board.

(3) A gaming operator 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) All cheques sought to be exchanged in a gaming establishment 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 gaming establishment, or drawn on a person with a credit file established under regulation 27(4), endorsed in favour of, the gaming operator; 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.

(5) All cheques sought to be exchanged at the cashiers cage determine the cheque cashing limit of the person presenting the cheque—

- (a) restrictively endorse the cheque "for deposit only" to the gaming operator's bank account;
- (b) initial the cheque;
- (c) date and time stamp the cheque;
- (d) record the junket number, if applicable; and
- (e) exchange the cheque for currency with the Main Bank.

(6) 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 cashiers 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(4) 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 gaming establishment during his or her current visit;
- (e) a separate record of all such cheques cashed is kept by the General Imprest Cashier, in addition to any other record of cheques received, 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.

(7) The use of markers at gaming tables shall be in accordance with the following procedures and requirements—

- (a) markers shall be serially pre-numbered forms and each series shall be used in sequential order, and the series of all markers received by a gaming establishment shall be accounted for by employees of the Accounts Department and the original and all copies of void markers shall be marked "VOID" and shall require the signature of a Gaming Supervisor;
- (b) each series of markers shall be a 4-part form which consists of an original, an issuance copy, a redemption copy, and an accounts copy, and 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) markers shall be issued from the Accounts Department to the Gaming Supervisors or Pit Clerks who shall be responsible for such markers and the unused supply of markers must be secured in the Pit under the joint custody of the Security Department and Gaming Department at the end of the gaming day.

(8) Before markers are exchanged at a gaming table, a Gaming Supervisor or Pit Clerk 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 and stub 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 Gaming 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 gaming operator'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.

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

(10) The original, redemption, and accounts copies of the marker shall be expeditiously transferred to the Marker Bank by the Security Department 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.

(11) A name credit is a 3 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.

(12) 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.

(13) Immediately after preparing a name credit, the Marker Bank Cashier will—

- (a) write the number of the name credit on all 3 copies of the marker under his or her control;
- (b) have the original copy of the name credit signed by the member of the Security Department who brought the marker to the Marker Bank;
- (c) attach the duplicate 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.

(14) The appropriate entries will be made immediately in the marker activity log and the patrons credit file as required by regulation 27.

(15) The original copy of the name credit will be returned to the table by a member of the Security Department where it will be compared with the issuance copy of the marker by the croupier, who shall write the name credit number on the copy of the marker, sign the name credit and deposit both the marker and the original copy of the name credit in the drop box.

(16) The duplicate name credit shall be maintained and controlled by employees of the gaming operator who are independent of the Gaming Department.

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

(18) 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 (10), 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 Accounts 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 Accounts Department for review and sequence checking;
- (c) both copies of void name credits shall be forwarded to the Accounts Department for review and checking against the triplicates;
- (d) the redemption copy of markers maintained and controlled in conformity with subregulation (10), shall be forwarded to the Accounts Department following the redemption, consolidation or deposit of the original marker for agreement with the Accounting and issuance copies.

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

(1) A person may redeem, or partially redeem, a cheque or marker by exchanging—

- (a) cash or cash equivalents;
- (b) gaming chips;
- (c) gaming plaques; or
- (d) any combination of another cheque, marker, cash, gaming chips or gaming 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 at the cashiers cage, cheques or markers by exchanging another cheque or marker of an amount equal to the total of cheques or markers previously exchanged.

(4) Total or partial redemptions of cheques or markers by gaming patrons shall be made at the cashiers cage or at an approved collection office.

(5) A gaming operator or any other person licensed under the principal Act, or any other person acting on behalf of or under any agreement with a gaming operator or other person licensed under the principal Act shall not 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, gaming chips, gaming 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 patron of the gaming establishment the cheque or marker being redeemed, partially redeemed or consolidated and if such redemption, partial redemption or consolidation is accomplished by the acceptance of another cheque or marker, the General Imprest Cashier shall record the date and time of acceptance on such cheques or markers accepted.

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

(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 marker activity log shall include, at a minimum, the following—

- (a) the aggregate value of the cheques or markers on hand in the cashiers 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,
 - (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, gaming chips or gaming plaques 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 total value of the cheques or markers on hand in the cashiers cage at the end of the shift.

(2) A list of all cheques or 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 deposited 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 cashiers 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 Cashier, 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 and a brief description of the 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 member Credit Department and the date indicating verification with the patron's bank or a recognised credit bureau or another gaming operator;
- (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 and the Gaming Manager, Assistant Gaming Manager, or Gaming 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 gaming operator in respect of the patron and, brief particulars of the relevant facts if any debt is determined to be uncollectible;
- (n) an explanation of why credit was granted if the gaming operator 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 player's rating based on a continuing evaluation of his or her 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 Gaming 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 Gaming 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 gaming operator's system of internal control submitted to the Board.

28. Procedure for depositing cheques received from patrons

(1) Unless previously redeemed or consolidated, all cheques received from patrons of a gaming establishment shall be deposited in the gaming operator's bank

account in accordance with the gaming operator's normal business practice, submitted to the Board in writing and approved by the Board but in no event later than—

- (a) thirty days, including non-banking days, after the date of a cheque or marker for gaming such 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 by 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. Procedure for collecting and recording cheques returned to the gaming operator after deposit

(1) All dishonoured cheques returned by a bank after deposit shall be returned directly to, and controlled by the Accounts Department.

(2) Copies of the cheques under subregulation (1), shall be forwarded to the Credit Department which shall maintain and control them and members of such departments shall have no incompatible functions.

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

(4) A person other than an employee of a gaming operator who has no incompatible functions shall not engage in efforts to collect returned cheques except that a lawyer representing a gaming operator may bring action for such collection.

(5) Continuous records of all returned cheques shall be maintained by members of Accounts Department employees with no incompatible functions and 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.

(6) 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.

(7) Statements shall be sent to patrons by the Accounts Department 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 under subregulation (6) 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.

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

(9) The Accounts Department shall receive all collections and these collections shall be recorded by persons employed in the Accounts Department who have no other functions that are incompatible.

(10) Copies of statements and other documents supporting collection efforts shall be maintained and controlled by members of Accounts Department.

(11) 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 members of Accounts Department.

(12) A continuous record of all written-off cheques shall be maintained by members of the Accounts Department with no incompatible functions and the continuous record shall be adjusted for any subsequent collections.

30. Procedure for shift changes at gaming tables

(1) Whenever gaming tables are to remain open for gaming activity at the conclusion of a shift, the gaming chips, gaming plaques or coins remaining at the gaming tables at the time of the shift change shall be counted by either the Gaming Supervisor 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.

(2) The count under subregulation (1) shall be verified by the Gaming Supervisor assigned to the gaming table at the time of a drop box shift change.

(3) The gaming chips, gaming plaques and coins counted shall be recorded on a table inventory slip by the Gaming Supervisor assigned to the gaming table of the outgoing shift or the Gaming Supervisor assigned to the gaming table at the time of the drop box shift change.

(4) Table inventory slips shall be 2-part forms, and the Gaming Supervisor shall, at a minimum and on the closer and the opener, 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, gaming plaques and coins remaining at the table.

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

(6) Upon meeting the signature requirements as described in subregulation (5), 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.

31. Procedure for closing gaming tables

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

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

(3) Table inventory slips shall be 2-part forms, at a minimum, and on the closer and the opener, the Gaming 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 gaming plaques remaining at the gaming tables; and
- (d) the total value of all denominations of gaming chips, gaming plaques and coins 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 Gaming Supervisor assigned to the gaming table who observed the croupier count the contents of the gaming table inventory.

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

(6) Upon meeting the signature requirements specified in subregulation (4), the opener and the gaming chips remaining at the table shall be placed in the container specified in regulation 20(3) after which the container shall be locked.

(7) At the end of each gaming day, if the locked containers are transported to the cashiers 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 Gaming Supervisor shall account for all the locked containers.

(8) A drop box card shall be deposited by a Pit Boss or Gaming Supervisor in each drop box at the end of each shift.

(9) The drop box card, which indicates the table number, date and shift, is used by the Board Inspector in the count room to record the currency counted.

(10) If there has been no play at a table during a shift the Pit Boss or Supervisor shall record that fact on the card.

32. Count room characteristics

(1) In each gaming establishment, there shall be, immediately adjacent to the cashiers cage, a room specifically designated for counting the contents of drop boxes of gaming tables and drop buckets of slot machines which shall be known as the count room.

(2) The 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 2 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 member of the Security Department, and the other key maintained and controlled by the Gaming Department;
- (b) a sign-out procedure established by the Security Department for all keys removed from the Security Department; and
- (c) an alarm device connected to the entrance of the count room in such a manner as to cause a signalling to the monitors of the closed circuit television system in the surveillance monitor room of the Surveillance Department whenever the door to the count room is opened.

(3) Located within the 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.

33. Procedure for counting and recording contents of drop boxes

(1) The contents of drop boxes shall be counted and recorded in the count room in conformity with this regulation.

(2) Each gaming operator 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 day of gaming.

(3) The opening, counting and recording of the contents of drop boxes shall be performed by a count team in the presence of a Board Inspector, in order to ensure compliance with these Regulations and agreed procedures.

(4) To gain entrance to the count room, the Board Inspector may be required to present an official identification card containing his or her photograph issued by the Board.

(5) A person shall not—

- (a) carry a handbag or other container unless it is transparent; or
- (b) remove his or her hands from or return them to a position on or above the count table unless the backs and palms of his or her hands are first held straight out and exposed to the view of the other members of the count team and the closed circuit television cameras.

(6) All persons participating in the opening, counting and recording of the contents of drop boxes shall wear a full length smock which has no pockets.

(7) 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, a person shall not 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.

(8) During a work break or in the event of an emergency, the counting and recording process shall be discontinued unless the appropriate persons as described in subregulation (3) are present.

(9) 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 gaming 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 7 days from the date of recording unless otherwise directed by the Board.

(10) Procedures and requirements for conducting the count in relation to drop boxes shall be as follows—

- (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 2 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 and supporting documents, by game, table number, and shift, the following information—
 - (i) the total amount of currency, coin and promotional chips 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 and travel vouchers,
 - (vi) the serial number and amount of each fill slip,
 - (vii) the total amount of all fill slips,
 - (viii) the serial number and amount of each credit slip,
 - (ix) the total amount of all credits slip, and
 - (x) the win or loss made by the gaming operator;
- (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, fill slips and credit slips counted, and the win or loss, together with such additional information as may be required on the master game report by the Board or the gaming operator;
- (h) despite the requirements of paragraphs (f) and (g) if a gaming operator's system of internal control provides for the recording on the master game report of fill slips, credit slips, 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 fill slips, credit slips, markers and table inventory slips removed from the drop boxes;
- (i) despite the requirements of paragraphs (f) and (g), if the gaming operator's system of internal control provides for the count team functions to be comprised only of counting and recording currency and coin, credit slips and name credits, members of the Accounts Department 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 Board Inspector has signed the master game report shall any changes be made to it without prior written approval of the Board.

(11) Procedures and requirements at the conclusion of the count in relation to drop boxes for each gaming shift shall be as follows—

- (a) all cash removed from each drop box after the initial counting, verification and recording processes have been completed shall be presented in the count room by a member of a count team to a cage 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 Board Inspector, shall recount, either manually or mechanically, the cash received, after which the Board Inspector shall sign the report evidencing his or her presence during the count and the fact that both the cage 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 Accounts Department;
- (c) the master game report, after signing, and the requests for fills, the fill slips, requests for credits, credit slips 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 Accounts Department and shall not be available to any members of the Cashiers Cage Department;
- (d) immediately following the completion of each count, a copy of the master game report and supporting documents shall be retained by the Board Inspector;
- (e) if the gaming operator's system of internal control does not provide for the forwarding from the cashiers 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 Accounts Department, such documents recorded or to be recorded on the master game report shall be transported from the count room directly to the Accounts Department.

(12) The originals and copies of the master game report, copies of markers, name credits, request for fills, fill slips, request for credits, credit slips, and table inventory slips shall on a daily basis, in the Accounts 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 Accounts Department.

34. Main Slot Bank

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

- (a) the custody of the Main Slot Bank inventory comprising currency, coins, tokens, forms, documents and records normally associated with the operation of a Main Slot Bank;
- (b) the exchange of coins for markers received from patrons;
- (c) the redemption of coins or tokens by patrons;
- (d) the exchange by patrons of currency for coins or tokens;
- (e) the exchange by patrons of gaming chips, gaming plaques or tokens for currency or coins;
- (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, coins, currency and gaming chips or gaming plaques;
- (i) the issue to change booths and change persons of an appropriate inventory of tokens, coin and currency; and
- (j) the exchange with change booths and change persons of tokens, coins, currency, gaming chips or gaming plaques.

(2) The transactions described in subregulations (1)(h), (1)(i) and (1)(j), shall be recorded by completion of a coin currency issue slip in the case of a transfer from the Main Bank to the Main Slot Bank, or from the Main Slot Bank to a change booth, Carousel or to a change person.

(3) Reverse transactions shall be recorded by completion of a cash document return.

(4) The documents under subregulations (2) and (3) shall be 3-part forms serially pre-numbered, and signed by the appropriate representatives of the transferor, transferee and Security Department as indicated by the standard form documents issued by the Board.

(5) A change booth may not obtain coins, other than from a patron or change person through exchange or otherwise, from any source other than the Main Slot Bank.

(6) A change 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 change booth is occupied at all times or the materials are transported to the Main Slot Bank upon the conclusion of gaming activity.

35. Accounting controls within the change booths

(1) The assets for which the Main Slot Bank Cashiers are responsible shall be supplied from the Main Slot Bank and each Main Slot Bank Cashier shall operate with an individual imprest inventory.

(2) At the end of each shift, the Main Slot Bank Cashier assigned to the outgoing shift shall record on a change booth check out sheet the face value of each change booth inventory item counted.

(3) The total opening and closing change 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.

(4) Signatures attesting to the accuracy of the information contained on the change booth check out sheet shall be, at a minimum, after preparation of the sheet of the following—

- (a) the Main Slot Bank Cashier assigned to the outgoing shift;

- (b) the Main Slot Bank Cashier assigned to the incoming shift.

(5) At the beginning of gaming activity each day, at a minimum, a copy of the change booth check out sheets for the previous day shall be forwarded to the Accounts 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.

(6) The change booth inventory may be used to supply change persons with an imprest inventory of coin, however, such inventory shall only be used to exchange currency and coin presented by a patron for an equivalent amount of currency and coin.

36. Slot machines, coin containers and keys

(1) Each slot machine located in a gaming establishment 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
- (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 and each drop bucket shall be identified by a number, corresponding with the gaming operator number of the slot machine, which shall be at least 2 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 and the compartment shall have 2 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 member of the Security Department and upon entry into a log of—

- (a) the signature of the member of the Security Department to whom the key was issued;
- (b) the signature of the nominated member of the Security Department 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.

(5) Whenever it is required that a slot machine be opened by a slot mechanic or attendant, an entry shall be made on a form called the machine entry authorisation log.

(6) The entry shall include at a minimum, the date, time, purpose of opening the machine, and signature of the authorised employee opening the machine.

(7) The machine entry authorisation log shall be maintained in the slot machine.

(8) The provisions of subregulations (2) and (3) 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 Accounts Department and the keys to the second lock securing the contents of the drop buckets shall be maintained and controlled by the Board.

37. Slot machines, identification signs and meters

(1) Unless otherwise authorised by the Board, each slot machine in a gaming establishment shall have the following identifying features—

- (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 gaming operator number, at least 2 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, white, on a pedestal above the slot machine that automatically illuminates when a door to the machine is opened;
- (g) a second light, red, on a pedestal above the slot machine that automatically illuminates when a Jackpot has been won and has to be manually paid, and should remain lit until the Jackpot is keyed off by a slot attendant;
- (h) a third light, yellow, on a pedestal above the slot machines operated by a push button on the front of the machine to call a change person and or a slot attendant for service;
- (i) a fourth light, green that automatically illuminates when the machine has a malfunction or when it goes into a tilt mode preventing the completion of the game being played.

(2) Unless otherwise authorised by the Board, each slot machine in a gaming establishment shall be equipped with the following—

- (a) an in meter;
- (b) an out meter;

- (c) a drop meter;
- (d) a Jackpot meter;
- (e) a win meter;
- (f) a total games played meter;
- (g) in the case of a credit machine, a separate credit meter;
- (h) in the case of a machine which does not have the full complement of mechanical meters required by this section, a second set of electronic meters totally independent of the primary set, both independently protected from loss of memory by a backup power supply.

(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 manual Jackpot meter.

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

(5) All meters described in this regulation shall be placed in a position so that the numbers on them can be read and recorded without opening the slot machine.

(6) The gaming operator 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 gaming establishment 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 will 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 required back up battery that supports the meters required by subregulations (2) and (3).

(10) On all micro-processor controlled machines or electronic machines that are controlled by computer programs resident in EPROM chips, the EPROM chips are to be verified and sealed in place by a Board Inspector on all new machines, and whenever an EPROM chip must be changed or verified.

(11) Each gaming establishment having micro-processor or electronic controlled machines must 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 gaming establishment 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. Slot machines, location and movement

(1) A slot machine shall not be removed from or returned to a location in the gaming establishment without the prior written approval of the Board.

(2) Once a slot machine has been placed in the gaming establishment, all movements of that machine from or to its location shall be recorded by a member of the Slot Department 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 gaming operator 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 Board Inspector observing 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 specified in regulation 42.

(4) The coins contained in the payout hopper shall be removed, recorded, checked against the records for the machine, and returned to the gaming coin room inventory, however, a slot machine may be removed from the gaming establishment with coins contained therein when removal of such coins is precluded by mechanical or electrical difficulty.

(5) Immediately upon opening the slot machine such coins must be removed and transported to the count room.

(6) Whenever a slot machine is removed from the gaming floor, with coins contained therein as permitted by subregulation (3), there shall be recorded in the slot machine log—

- (a) the fact that coins remained in the slot machine;
- (b) the date and time such coins were removed from the slot machines, transported to, and counted in the count room.

39. Progressive slot machines

(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) Once an amount appears on a payout indicator, the rate of progression may not be changed unless approved by the Board.

(4) If the payout indicator of the progressive slot machine 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 digits that are not displayed.

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

(6) The amount indicated on each slot machine shall be recorded on a progressive slot summary, at a minimum once each day and the summary shall include, but not be limited to the following—

- (a) the date and time and amount displayed;
- (b) the manufacturer's serial number of slot machine;
- (c) the gaming operator number of the slot machine;
- (d) type and denomination of machine; and
- (e) the signature of the preparer.

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

(8) The display of a progressive slot machine 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.

(9) 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 requires a double key control, shall not be opened except in the presence of an Inspector and one key shall be controlled by the Security Department, and the other by the Slot Department.

(10) A gaming operator shall not 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.

(11) After the Board is satisfied that the win is a legitimate one, a written authorisation, or prohibition, shall be given to the gaming operator, within 24 hours to payout the Jackpot amount registered on the progressive display meter.

(12) A Jackpot payment on a progressive slot machine of \$10,000 or more shall not be deemed valid without the Board Inspector's approval.

(13) Each gaming establishment 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.

(14) 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.

(15) A gaming operator shall not remove a Jackpot on a progressive slot machine that has not been won by a patron unless the gaming operator—

- (a) has the written approval from the Board;
- (b) gives the gaming public 3 months notice of its intention to remove the said Jackpot on a progressive slot machine.

40. Jackpot payouts

(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.

(2) A Jackpot payouts slip shall be serially pre-numbered forms, each series of Jackpot payouts slips shall be used in sequential order, and the series numbers of all payouts received by a gaming operator shall be accounted for by employees independent of the Cashiers Cage Department and the Slot Department.

(3) All original and duplicate void Jackpot payout slips shall be marked "VOID" and shall require the signature of the preparer.

(4) The following procedures and requirements shall be observed with regards to Jackpot payouts slips—

- (a) each series of Jackpot payouts slips shall be a 3-part form and shall be inserted in a locked dispenser that will permit an individual payout 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 slip, placing payout slips in the dispensers and removing from the dispensers each day the triplicates remaining therein and these employees shall have no incompatible functions.

(5) On the originals, duplicates and triplicates of Jackpot payout slips the preparer shall record, at a minimum, the following information—

- (a) the gaming operator 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.

(6) All coin or currency paid to a patron as a result of winning a Jackpot shall be—

- (a) if the manual Jackpot is less than \$1,000, disbursed by a slot attendant directly to the patron; or
- (b) if the manual Jackpot is \$1,000 or more, disbursed by a slot supervisor who shall transport the coin or currency directly to the patron,

and disbursed in the presence of a member of the Security Department.

(7) Signatures attesting to the accuracy of the information contained on the Jackpot payout 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) a slot attendant after observing the reel characters of the slot machine or if the manual Jackpot is \$1,000 or more, a slot supervisor after observing the reel characters of the slot machines; and

(b) on the duplicate—

- (i) a 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 \$1,000 or more, a slot supervisor after observing the reel characters of the slot machine,
- (iii) a member of the Security Department after observing the reel characters of the slot machines, and
- (iv) a Slot Department Manager or Gaming Manager, or equivalent, after observing the reel characters of the slot machine if the amount of the Jackpot is in excess of \$5,000.

(8) Upon meeting the signature requirements as described in subregulations (7)(a) and (7)(b), the member of the Security Department shall maintain and control the duplicate and the Main Slot Bank Cashier shall maintain and control the original.

(9) At the end of gaming activity each day, at a minimum, the original and duplicate of the Jackpot payout slip shall be forwarded as follows—

- (a) the original shall be forwarded to the cashiers cage by the Main Slot Bank Cashier in exchange for coin, currency, or credit after which the original shall be forwarded to the Accounts Department for agreement with the triplicate;
- (b) the duplicate shall be forwarded directly to the Accounts Department for recording on the slot win sheet, inclusive with the meter readings recorded on the slot meter sheet, and agreement with the triplicate.

41. Procedure for filling payout reserve containers of slot machines

(1) Whenever a Slot Supervisor or slot attendant requests coins to fill a hopper of a slot machine, a Main Slot Bank Cashier shall prepare a hopper fill slip.

(2) Hopper fill slips shall be serially pre-numbered forms, each series of hopper fill slip shall be used in sequential order, and the series of all hopper fill slips received by a gaming establishment shall be accounted for by employees independent of the Cashiers Cage Department and the Slot Department.

(3) All original and duplicate void hopper fill slips shall be marked "VOID" and shall require the signature of the preparer.

(4) The following procedures and requirements shall be observed with regard to hopper fill slips—

- (a) each series of hopper fill slips shall be a 3-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 of the gaming operator responsible for controlling and accounting for the unused supply of hopper fill slips, placing hopper fill slips in the dispensers, and removing from the dispensers the triplicates remaining therein and these employees shall have no incompatible functions.

(5) On originals, duplicates and triplicates of the hopper fill slips, the preparer shall record at a minimum, the following information—

- (a) the gaming operator 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.

(6) All coins to be distributed to a slot machine shall be bagged and sealed in the count room in the presence of a Board Inspector.

(7) 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 member of the Security Department who shall at the same time transport the duplicate hopper fill slip for signature.

(8) A member of the Security Department 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 slip.

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

(10) Upon meeting the signature requirements described in subregulations 9(a) and 9(b), the Security Department shall maintain and control the duplicate, and the Main Slot Bank Cashier shall maintain and control the original.

(11) At the end of gaming activity each day, at a minimum, the original and duplicate of the hopper fill slip shall be forwarded as follows—

- (a) the original shall be forwarded to the Main Bank by the Main Slot Bank Cashier for exchange for coins, currency or credit after which the original shall be forwarded to the Accounts Department for agreement with the triplicate or stored data;
- (b) the duplicate shall be forwarded directly to the Accounts 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. Removal of drop buckets and meter readings

(1) The drop bucket for each slot machine on the gaming floor shall be removed at a minimum, on specific days and at times designated by the gaming operator on a schedule which shall be filed with the Board.

(2) A drop bucket shall not be emptied or removed from its compartment other than at the times specified on such schedule except with the expressed written approval of a Board Inspector or the Board.

(3) Procedures and requirements for removing a drop bucket from its compartment shall be the following—

- (a) if the drop bucket meets the requirements of regulations 36(2) and (36)(3) —
 - (i) the removal of a drop bucket shall be at a minimum, performed by 4 employees,
 - (ii) such removal shall be performed in the presence of a member of the Security Department and a Board Inspector.
- (b) if the drop bucket meets the requirements of the regulation 36(8) —
 - (i) the removal of a drop bucket shall be at a minimum, performed by 2 employees, and
 - (ii) such removal shall be performed in the presence of a member of the Security Department and a Board Inspector.

(4) 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 (3)(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,
 - (ii) all drop buckets removed from the compartments shall be transported by, at a minimum, a member of the Security Department and a count team member directly to, and secured in, the count room in preparation for the count of the contents, and
 - (iii) a Board Inspector shall accompany the persons transporting the drop buckets to the count room;
- (b) if the drop buckets are removed in conformity with subregulation (3)(b)—
 - (i) the drop bucket shall be unlocked and removed from the inside of the slot machine and the contents of the bucket shall be emptied into another drop bucket with a number corresponding to the gaming operator's number of the slot machine and 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 member of the Security Department and a count team member accompanied by a Board Inspector, directly to, and secured in, the count room for the count of the contents.

(5) Members of the Accounts Department 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 and 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.

(6) 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 slot meter sheet shall be forwarded directly to the Accounts Department for comparison with the slot win sheet and calculation of slot machine statistics.

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

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

(2) Each gaming operator shall file with the Board the specific times during which the contents of slot drop buckets removed from compartments are to be removed and counted and this count shall be done 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 by a count team in the presence of a Board Inspector, in order to ensure compliance with these Regulations and agreed procedures.

(4) To gain entrance to the count room, the Board Inspector may be required to present an official identification card containing his or her photograph, issued by the Board.

(5) A person shall not carry a handbag or other container into the count room unless it is transparent.

(6) All persons participating in opening, removal, counting and recording of the contents of slot drop buckets, shall wear a full length smock that has no pocket.

(7) Immediately prior to the counting of the contents of the drop buckets, the door to the 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 (13)(a), a person shall not 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.

(8) During a work break, or in the event of an emergency, the counting and recording process shall be discontinued unless the appropriate persons as specified in subregulation (3) are present.

(9) 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 gaming establishment that the count is about to begin.

(10) Coins shall not be removed from the count room after the commencement of the count until the coins have been re-counted and accepted by a Main Bank Cashier.

(11) The re-count procedures under subregulation (10) shall include the re-counting of any wrapped and bagged coins on a random sample basis.

(12) 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 to 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 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 in full view of the closed circuit television camera and shall be shown to at least one other slot count team member and the Board 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 2-count team members, one member shall record on the slot win sheet, or supporting document, the gaming operator number of the slot machine to which the drop bucket contents corresponds, if not pre-printed thereon, and the number of coin or the weight of the coin 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 Board Inspector together with a copy of the slug report and the slug report shall be a 3-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 Board Inspector,
 - (ii) first copy maintained by a count supervisor, and
 - (iii) Slots Department Manager.

(13) 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 count room in the presence of a count team member, a

Board Inspector and by a Main Bank Cashier prior to his or her having access to the information recorded on the slot win sheet;

- (b) 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;
- (c) the Board Inspector shall sign the slot win sheet evidencing his or her presence during the count and the fact that both the Main Bank Cashier and the count team have agreed the total amount of coin and currency counted;
- (d) the coin and currency thereafter shall remain in the custody of the Main Bank;
- (e) the Slot win sheet and supporting documents shall be transported directly to the Accounts Department and shall not be available, except for signing, to any member of the Cashiers Cage Department or Slot Department and a copy of the slot win sheet, and supporting documents, shall be retained by the Board Inspector;
- (f) the preparation of the slot win sheet shall be carried out by members of the Accounts Department who have 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 the hopper fill slips for each slot machine,
 - (iii) record, for each slot machine, the payouts slips and compare for agreement payout slips 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;
- (g) the slot win sheet, the slot meter sheet, payouts slips, and hopper fill slip 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 members of the Accounts Department.

44. Computer records and monitoring of slot machines

(1) *In lieu* of the requirements of regulations 37(2) and (37)(3), and regulation 42(5), a gaming operator may have a computer connected to slot machines to record and monitor the activities of such machines.

(2) The computer permitted by subregulation (1) shall be designed and operated to automatically perform the functions relating to slot machines meters in the gaming establishment 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 by subregulation (2), and such stored data shall not be susceptible to change or removal by any personnel.

45. Signatures

(1) Signatures shall—

- (a) be, at a minimum, the signatory'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 or her approval number issued by the Board;
- (c) indicate that the signatory 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 gaming operator's system of accounting and internal controls; and
- (d) indicate that if the signatory is required by the relevant Regulations to count or observe the count of gaming chips that such count was made by breaking down stacks of gaming 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 signatories and such signature records shall be maintained on a dated signature card file, alphabetically by name, within a Department.

(3) The signature records shall be adjusted, on a timely basis to reflect changes of members of a Department.

(4) Signature records shall be securely stored in the Accounts Department.

46. Powers and duties of Board Inspectors and other officers

(1) Any Board Inspector or any other officer of the Board may, at any reasonable time, enter any licensed premises and require the gaming operator or any person in charge of the premises or every person found therein—

- (a) to permit him or her to inspect and examine the contents of any vault security container or any other container;
- (b) to furnish him or her with particulars relating to the location of every key used on premises;
- (c) to furnish him or her with any information necessary to verify that all monies, gaming chips, gaming plaques, tokens and any gaming equipment on the premises are securely housed and properly accounted for;
- (d) to permit him or her to inspect and examine all records kept by the gaming operator relating to employees employed on the premises;
- (e) to permit him or her to inspect and examine any records relating to the training of employees employed on the premises;

- (f) to furnish him or her with any information relating to the receipt and despatch of money, gaming chips, gaming plaques, tokens and equipment;
- (g) to give him or her all reasonable assistance so that he or she may verify at any time, whether during the hours of gaming or not, the amount of takings from gaming on the premises whether such takings are housed in drop boxes or in any other container;
- (h) to allow him or her access to any room where the counting of money is taking place and to permit him or her to witness such count;
- (i) to furnish him or her with information relating to the destruction and disposal of gaming chips, gaming plaques tokens, cards, dice or any other equipment;
- (j) to furnish him or her with copies of any records, accounts or other documents required to be kept under the principal Act or these Regulations;
- (k) to furnish him or her with copies of any rules issued by the gaming operator relating to the operation of the premises or to the hours of work and other conditions of employment of employees employed on the premises;
- (l) to permit him or her to inspect and test any technical equipment or device installed on the premises;
- (m) to permit him or her 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;
- (n) to furnish him or her with information relating to the emergency procedures to be followed in the event of—
 - (i) a lighting failure,
 - (ii) a robbery,
 - (iii) a fire, or
 - (iv) any natural disaster.

(2) A person shall not—

- (a) fail without reasonable excuse to admit a Board Inspector or any other officer of the Board who demands admission to the premises under subregulation (1);
- (b) on being required by a Board Inspector or any other officer of the Board to do so, fail without reasonable excuse to permit the Board Inspector or any other officer of the Board to inspect the premises or to inspect, examine or test any machine, device or other equipment on the premises;
- (c) on being required by a Board Inspector or any other officer of the Board to produce any such document or thing mentioned in subregulation (1) which is in his or her possession or under his or her control, fail without reasonable excuse to do so; or
- (e) on being required by any Board Inspector or other officer of the Board to furnish any information required under subregulation (1) fail without reasonable excuse to furnish such information.

(3) A person who contravenes subregulation (2) commits an offence and upon conviction is liable to imprisonment for a term not exceeding 15 years or to a fine not exceeding \$50,000 or to both.

Gaming, Racing and Betting Regulations – Section 55

(Statutory Instruments 78/2001 and 79 of 2002)

S.I. 78/2001 .. in force 21 July 2001

Amended by S.I. 79/2002 .. in force 26 August 2002

ARRANGEMENT OF REGULATIONS

PRELIMINARY

1. Citation and interpretation

PART 1

CRAPS

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GAMING, RACING AND BETTING REGULATIONS – SECTION 55

Commencement [21 July 2001]

PRELIMINARY

1. Citation and interpretation

(1) These Regulations may be cited as the Gaming Regulations.

(2) Words used and not defined in these Regulations have the same meanings as the same words used and defined in other Regulations made under the Gaming Control Act.

PART 1 CRAPS

2. Interpretation

(1) The terms listed below as used in the game of craps shall have the following meanings—

“come out point” means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll;

“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;

“come point” means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a come bet or don’t come bet;

“dealer” means the person responsible for dealing at the craps table;

“7 out” means a total of 7 thrown by the shooter subsequent to his or her establishment of a come-out point;

“roll” means the throw of the dice;

“shooter” means the player who throws the dice;

“stickman” means the person designated by the gaming operator;

“total” means the sum of the numbers shown on the high or uppermost sides of the 2 dice on any given roll.

(2) In a game of craps—

“pass bet” means a wager placed on the pass line of the layout of the craps table immediately prior to the come out roll;

- (a) the pass bet wins if, on the come out roll—
 - (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;
- (b) the pass bet loses if, on the come out roll—
 - (i) a total of 2, 3, or 12 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;

“don’t pass bet” means a wager placed on the Don’t Pass line of the layout of the craps table immediately prior to the come out roll;

- (a) the don’t pass bet wins 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;
- (b) the don’t pass bet loses if, on the come out roll—
 - (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;
- (c) the don’t pass bet is void if, on the come out roll, a total of 12 is thrown;

“come bet” means a wager placed in the come area of the layout at any time after the come out roll;

- (a) the come bet wins, 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 appear;
- (b) the Come Bet loses if, on the roll immediately following placement of such bet—
 - (i) a total of 2, 3 or 12 is thrown, or
 - (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and 7 subsequently appears before that total is again thrown;

“don’t come bet” means a wager placed in the Don’t Come area of the layout of the craps table at any time after the come out roll;

- (a) the don’t come bet wins 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;
- (b) the don’t come bet shall lose 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;

- (c) 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.

(3) In a game of craps—

"place bet to win" means a wager, that may be made at any time, on any of the numbers 4, 5, 6, 7, 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 number and all such place bets 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;

"lay bet" means a wager, that may be made at any time, against any of the numbers 4, 5, 6, 8, 9 or 10 which 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 and a gaming operator may charge a player, at the time of making a lay bet, a commission at a percentage of the amount the player could win on such bet but this percentage in no event shall exceed 5%;

"big 6" means a wager placed on the area of the layout marked "big 6" which shall win if a total of 6 is thrown before a 7 and shall lose if a 7 is thrown before a 6;

"big 8" means a wager placed on the area of the layout marked "big 8" which shall win if a total of 8 is thrown before a 7, and shall lose if a 7 is thrown before an 8;

"4 the hardway" means a wager, that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die), and shall lose if 4 is thrown in any other way or a 7 is thrown;

"6 the hardway" means a wager, that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die), and shall lose if 6 is thrown in any other way or a 7 is thrown;

"8 the hardway" means a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing on each die), and shall lose if 8 is thrown in any other way or a 7 is thrown;

"10 the hardway" means a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die), and shall lose if 10 is thrown in any other way or a 7 is thrown;

"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;

"any 7" 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;

"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 shall lose if any other total is thrown;

"craps 2" means a one roll wager, that may be made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of such bet, and lose if any other total is thrown;

"craps 3" means a one roll wager, that may be made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of such bet, and shall lose if any other total is thrown;

"craps 12" means a one roll wager, that may be made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of such bet, and shall lose if any other total is thrown;

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

"horn bet" means a one roll wager, that may be made at any time, which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown;

"whirl or world bet" means a one roll wager that may be made at any time, which shall 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 shall lose if any other total is thrown;

"hop bet" means a one roll wager, that may be made at any time on a specific combination designated by the player, which shall win if the combination is thrown on the next roll of the dice, and shall lose if any other combination is thrown.

3. Supplemental wagers

(1) Whenever a player makes a pass bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager, in support of the pass bet, which may be limited by the gaming operator.

(2) If, in the circumstances referred to in subregulation (1), the pass bet wins, 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.

(3) Whenever a player makes don't pass bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager, in support of the don't pass bet, which may be limited by the gaming operator to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the don't pass bet.

(4) If, in the circumstances referred to in subregulation (3), the don't pass bet wins, it 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 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.

(5) Whenever 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, the player shall have the right to make a supplemental wager, in support of the come bet, which may be limited by the gaming operator.

(6) If in the circumstances referred to in subregulation (5), the come bet wins, 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.

(7) Whenever 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, the player shall have the right to make a supplemental wager, in support of the don't come bet, which may be limited by the gaming operator to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the don't come bet.

(8) If, in the circumstances referred to in subregulation (7), the don't come bet wins, 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.

(9) Whenever a player makes a supplemental wager under subregulation (1) or (5) and that wager is in excess of the free odds allowed, the gaming operator may charge the player a commission not exceeding 5% on the amount in excess of the free odds.

(10) Whenever a player makes a supplemental wager under subregulation (3) or (7), and that wager is in excess of the free odds allowed, the gaming operator may

charge the player a commission, not exceeding 5%, on the amount the player could win from the sum wagered in excess of the free odds allowed.

(11) In this regulation "free odds" is a reference to the amount of a supplemental wager which is allowed by the gaming operator without the payment of a commission by the player placing the wager.

4. Payout odds

(1) All odds stated on the layout of the craps table or in any brochure or other publication distributed by a gaming operator shall be stated through use of the word "to" and no odds shall be stated through use of the word "for".

(2) A gaming operator or his or her employees or agents shall not pay winning wagers at the game of craps at less than or more than the following odds without prior approval of the Board of the Gaming Authority—

<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
4 the hardway	7 to 1
6 the hardway	9 to 1
8 the hardway	9 to 1
10 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 6	1 to 1
big 8	1 to 1
any 7	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.

(3) A horn bet shall be paid as if it were 4 separate wagers on 2, 3, 11 and 12.

(4) A "whirl or world" bet shall be paid as if it were 5 separate wagers on 2, 3, 7, 11 or 12.

(5) A gaming operator or his or her employees or agents shall not accept any wager that because of the amount thereof cannot be paid at the odds permitted by subregulation (2), except in those circumstances when a payout would result in a fraction of a dollar, in which case such wager shall be paid to the nearest dollar over and above the correct payout.

5. Buy bets

(1) In addition to the payout odds listed in regulation 4(2) for place bets on 4, 5, 6, 8, 9 and 10, a gaming operator may offer a player the option of receiving true odds on those bets in return for the player paying to the gaming operator, at the time of making the bet, a commission at a percentage of the amount wagered which in no event shall exceed 5% of such wager and under such circumstances, a gaming operator shall conform to the odds listed as follows 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 regulations 2(3)(b), 3(9), 3(10) and 5(1), a gaming operator shall not charge any commission to a player in making any wager in the game of craps.

(3) Only the wagers listed in regulations 2, 3, and 5 shall be permissible at the game of craps.

6. Making and removal of wagers and approval of minimum and maximum wagers

(1) Wagers should 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, if they are confirmed orally by the dealer and a Gaming Supervisor.

(2) All wagers at craps shall be made by placing gaming chips or gaming plaques on the appropriate areas of the layout of the craps table, except that oral wagers accompanied by cash or authorised cash equivalents may be accepted if they are confirmed by the dealer and that such cash or cash equivalents are expeditiously converted into gaming chips or gaming 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 may not be replaced or increased after such removal or reduction until a new come out roll.

(5) Each gaming operator shall submit to the Board of the Gaming Authority for its review and approval the proposed minimum and maximum wagers to be permitted at each craps table in the gaming establishment.

(6) The minimum and maximum wagers as approved by the Board of the Gaming Authority shall be and remain conspicuously posted on a sign at each craps table.

7. Dice retention and selection

(1) A set of at least 5 dice conforming to the specifications contained in regulation 24 of the Gaming Equipment Regulations shall be presented at the craps table during gaming at craps and control of the dice shall be the responsibility of the Stickman at

the craps table who shall retain all dice, except those in active play, in a dice cup at the craps table.

(2) At the commencement of play, the Stickman shall offer the set of dice to the player immediately to the left of the Gaming Supervisor at the craps table and if the player rejects the dice, the Stickman shall offer the dice to each of the other players in turn clockwise around the craps 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 2 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.

8. Throw of dice

Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which he or she shall throw the 2 selected dice so that they leave his or her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him or her.

9. Invalid roll of dice

(1) A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.

(2) A Gaming Supervisor or Stickman, as designated by the gaming operator, shall have the authority to invalidate a roll of the dice by calling "no roll" for any of the following reasons—

- (a) the dice do not leave the shooter's hand simultaneously;
- (b) either or both of the dice fail to strike an end of the table;
- (c) either or both of the dice come to rest on the gaming chips or gaming plaques constituting the craps bank of gaming chips or gaming plaques located in front of the gaming supervisor;
- (d) 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 craps table;
- (e) the use, or the reasonable suspicion of the use, of a cheating, dishonest device or technique in the roll of the dice; or
- (f) for any other reason the Gaming Supervisor or Stickman as the case may be, considers the throw to be improper.

(3) The call of "no roll" by the Gaming Supervisor or Stickman under subregulation (2)(a), (2)(b), (2)(e), or (2)(f), 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 gaming chips or gaming plaques on the craps table, shall not be a cause for a call of "no roll".

10. Point thrown and settlement of wagers

(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 2 dice and only one face on each die shall be considered uppermost.

(2) In the event of a dispute as to which face is uppermost, the Gaming Supervisor shall have discretion to determine which face is uppermost or to determine that the throw be void and the dice be thrown again.

(3) After calling the throw, the Stickman shall collect the dice and bring them to the centre of the craps table between himself or herself and the Gaming Supervisor 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.

(4) When collecting the dice and passing them to the shooter, the Stickman shall use a stick designed for that purpose.

11. Continuation of shooter or selection of new shooter

(1) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that—

- (a) the shooter shall pass the dice upon throwing a loser 7; and
- (b) the Gaming Supervisor 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.

(2) Whenever 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, except in cases when a die is temporarily missing from the craps table when the shooter will be offered the remaining dice for selection to continue play and if the shooter does not accept, the dice will be offered to each of the other players, in turn, clockwise around the craps table.

(3) The first player to accept the dice when offered shall become the new shooter who shall select and retain 2 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 2 BLACKJACK

12. Interpretation

The following terms have the following definitions 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 2 cards to a player or a dealer, except that this shall not include an ace and a 10 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 11 in value;

“soft total” means the total point count of a hand containing an ace when the ace is counted as 11 in value.

13. Cards

(1) Blackjack shall be played with at least 4 decks of cards with backs of the same colour and design and 2 additional coloured cutting cards.

(2) The value of the cards contained in each deck shall be as follows—

- (a) any card from 2 to 10 shall have its face value;
- (b) any jack, queen, or king shall have a value of 10;
- (c) an ace shall have a value of 11 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.

(3) Despite the provisions of subregulation (2), with respect to the game of Over or Under 13—

- (a) any card from 2 to 10 shall have its face value;
- (b) face cards shall count as 10; and

- (c) an ace shall have a value of 1.

14. Wagers

(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;
- (c) the player has achieved a score of 21 in 2 cards and the dealer has achieved a score of 21 in more than 2 cards and except as otherwise provided in this subregulation, a wager made in accordance with this paragraph shall be void when the score of the player is the same as the dealer.

(2) Except as otherwise provided in these Regulations, a wager shall not 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 gaming plaques on the appropriate areas of the layout of the blackjack table, except that oral wagers accompanied by cash or authorised cash equivalents may be accepted if they are confirmed by the dealer and Gaming Supervisor, and that such cash or cash equivalents are expeditiously converted into gaming chips or gaming plaques, in accordance with the Regulations governing the acceptance and conversion of such instruments.

(4) Each gaming operator shall submit to the Board of the Gaming Authority for review and approval the minimum and maximum wagers permitted at each blackjack table in the gaming establishment.

(5) The minimum and maximum wagers as approved by the Board of the Gaming Authority shall be and remain conspicuously posted on a sign at each blackjack table.

(6) All winning wagers made in accordance with this regulation shall be paid at odds of 1 to 1 with the exception of blackjack which shall be paid at odds of 3 to 2.

(7) Once the first card of any hand has been removed from the dealing shoe by the dealer, a player shall not 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.

(8) Once a wager on the insurance line, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, a player shall not 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.

(9) A dealer or other employee of a gaming operator shall not permit any player to engage in conduct in breach of subregulations (7) and (8).

15. Opening table for gaming

(1) After receiving the 4 or more decks of cards at the blackjack table, the dealer shall sort and inspect the cards after which a Gaming Supervisor shall also inspect the cards.

(2) After the cards are inspected under subregulation (1) —

- (a) the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the blackjack table;
- (b) the cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence; and
- (c) the cards in each suit shall be laid out in sequence within the suit.

(3) After the first player or players are afforded an opportunity to visually inspect the cards under subregulation (2), the cards shall be turned face downward on the blackjack table, mixed thoroughly by a washing or a chemmy shuffle of the cards and stacked.

16. Shuffle and cut of the cards

(1) Immediately prior to commencement of play and after each dealing shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed.

(2) After the cards have been shuffled under subregulation (1), the dealer shall offer the stack of cards to him or her, with backs facing away from the dealer, to the players to be cut under subregulation (3).

(3) The player designated by subregulation (5) shall cut the cards by inserting the cutting card in the stack at least 10 cards in from either end.

(4) Once the cutting card has been inserted, under subregulation (3), 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 $\frac{1}{4}$ of the way in from the back of the stack and 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) If the player designated in subregulation (5) 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 dealing shoe shall only take place after the cutting card is reached in the dealing shoe as provided for in subregulation (4), except that a reshuffle is permitted for security reasons by a pit boss or someone senior to the pit boss in the management of the gaming establishment after consultation with the Board Inspector on duty at the time.

17. Procedure for dealing cards

(1) All cards used to play blackjack shall be dealt from a dealing shoe specifically designed for such purposes and located on the blackjack table to the left of the dealer.

(2) Each dealer shall remove cards from the dealing shoe with his or her left hand, turn them face upwards, and then place them on the appropriate area of the layout of the blackjack table with his or her right hand.

(3) After each full set of cards is placed in the dealing shoe, the dealer shall remove the first card from the dealing shoe and place it in the discard rack which shall be located on the blackjack 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 or her left and continuing clockwise around the blackjack table, deal the cards in the following order—

- (a) one card face upwards to each box on the layout of the blackjack table in which a wager is contained;
- (b) one card face upwards to himself or herself;
- (c) a second card face upwards to each box in which a wager is contained;
- (d) a second card face down to the dealer called a hole card.

(5) At no time should the dealer look at the hole card dealt to himself or herself unless the first card is an ace or a 10-value card, and the electronic card scanner used by the dealer to look at the hole card in said instances was approved by the Board of the Gaming Authority.

(6) After 2 cards have been dealt to each player and to the dealer, the dealer shall, beginning from his or her left, announce the point total of each player.

(7) As each player's point total is announced, such player shall indicate whether he or she wishes to double down, split pairs, stand, draw or make an insurance wager, as provided for by these Regulations.

(8) As each player indicates his or her 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.

(9) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn his or her hole card face upwards and any additional cards authorised to be dealt to the hand of the dealer by regulation 22(2) shall be dealt face upwards at this time after which the dealer shall announce his or her total point count.

(10) At the conclusion of a round of play, all cards still remaining on the layout of the blackjack table 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 and the dealer shall pick up the cards of the player to his or her far right and, moving counter-clockwise around the blackjack table, will then pick up his or her hand last.

(11) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which he or she shall re-shuffle the cards.

(12) A player or spectator shall not handle, remove or alter any cards used to game at blackjack except as explicitly permitted by these Regulations and a dealer or other employee of the gaming operator shall permit a player or spectator to engage in such activity.

(13) Each player at the blackjack table shall be responsible for correctly computing the point count of his or her hand and a player shall not rely on the point counts required to be announced by the dealer under this regulation without the dealer checking the accuracy of such announcements.

18. Payment of blackjack

The following procedures shall be adhered to for payment of 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 10 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 or her second card, and if, in such circumstances the dealer's second card does not give him or her blackjack, the player having blackjack shall be paid at odds of 3 to 2 but if, however, the dealer's second card gives him or her 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 and this option must be exercised by the player with the blackjack prior to any other cards being dealt to other hands and 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.

19. Insurance wagers

(1) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance wager 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 wager may be made by placing on the insurance line of the layout of the blackjack table an amount not more than $\frac{1}{2}$ the amount staked on the player's 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 or she discloses his or her second or hole card, and before he or she draws any additional card.

20. Double down

(1) Except for blackjack or a point count of 21 in 2 cards, a gaming operator may allow a player to double down by making an additional wager equal to the amount of his or her original wager, on the first 2 cards dealt to the player, or the first 2 cards of any split pair, on the condition that one and only one additional card shall be dealt to the hand on which he or she has elected to double down and in such circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout of the blackjack table.

(2) If 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. Splitting pairs

(1) Whenever the initial 2 cards dealt to a player are identical in value, the player may elect to split the hand into 2 separate hands provided that he or she makes a wager on the second hand so formed in an amount equal to his or her original wager.

(2) Subject to the approved submissions of each gaming operator, a player may continue to split pairs, to include aces, if successive cards dealt are identical in value to a card of the first split pair if he or she makes a wager on each additional hand so formed equal to his or her original wager including aces.

(3) When a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any additional cards to any additional hand.

(4) 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 or her decision to stand, draw or double down with respect thereto except that a player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.

(5) If the 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.

22. Drawing of additional cards by players and dealers

(1) A player may elect to draw additional cards whenever his or her point count total is less than 21 except that, a player electing to double down shall draw one and only one additional card.

(2) A dealer shall draw additional cards to his or her hand until he or she has a hard or soft total of 17, 18, 19, 20 or 21 at which point no additional cards shall be drawn.

23. More than one player wagering on a box

(1) Unless otherwise directed by the Board of the Gaming Authority, a gaming operator may permit at least 3 people to wager on any one box of the layout of the blackjack table, if the first person wagering on the box consents to additional players wagering on such box and if the gaming operator adheres to such procedures and limitations imposed by the Board of the Gaming Authority as dictated by the particular circumstances.

(2) Whenever 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 and 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 or her wager in that portion of the box closest to the dealer's side of the blackjack 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) Whenever 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) Whenever 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) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance wager in accordance with regulation 19 regardless of whether the other players on that box make such a bet.

(7) Whenever more than one player is wagering on a box, at no time should the aggregate wagering of more than one player in a box exceed the posted blackjack table limit.

(8) The Board of the Gaming Authority 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 blackjack tables at which this procedure is permitted, the right to limit the number of boxes at each blackjack table on which more than one person can wager, and the right to require the gaming operator to establish the ability of its dealers to implement this section.

(9) Whenever more than one player is wagering on a box, at no time should the aggregate wagering in a box exceed the posted table limit.

24. A player wagering on more than one box

A gaming operator may permit a player to wager on more than one box at a blackjack table if the Board of the Gaming Authority shall have the authority and discretion to prohibit this during hours when there are insufficient seats in the gaming establishment to accommodate patron demand.

25. Irregularities

(1) A card found turned face upwards in the dealing shoe shall not be used in a game of blackjack 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 dealing shoe.

(3) After the initial 2 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 dealing shoe and any player refusing to accept such card shall not have any additional cards dealt to him or her during such round.

26. Over or Under 13 wagers

(1) After all wagers have been made, in accordance with regulation 14 in a round of play in a game of blackjack but prior to the first card being dealt for the round of play, each player at the game of blackjack may elect to wager, an amount not greater than his or her regular blackjack wager, that the sum of his or her initial 2 cards totals either Under 13 or Over 13.

(2) An Under 13 wager of a player shall win if the sum of the initial 2 cards of the player is less than 13, and shall lose if the sum of such cards is more than 13.

(3) An Over 13 wager of a player shall win if the sum of the initial 2 cards of the player is more than 13, and shall lose if the sum of such cards is less than 13.

(4) An Over or Under 13 wager of a player shall lose whenever the sum of the initial 2 cards of the player is exactly 13.

(5) All winning Over or Under 13 wagers shall be paid at odds of 1 to 1.

(6) All Over or Under 13 wagers made during a game of blackjack shall be settled prior to the completion of the regular blackjack hands.

PART 3 BACCARAT – PUNTO BANCO

27. Cards

(1) Baccarat-punto banco shall be played with at least 8 decks of cards and 2 additional solid yellow or green cutting cards.

(2) The value of the cards in each deck of cards for the game of baccarat-punto banco shall be as follows—

- (a) any card from 2 to 9 shall have its face value;
- (b) any 10, 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 the cards in the hand.

(4) If the total of the cards in a hand is a 2-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.

28. Wagers

(1) The following wagers shall be permitted to be made by a participant at the game of baccarat-punto banco—

- (a) a wager on the 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 counts 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 counts 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.

(2) Unless otherwise approved by the Board of the Gaming Authority, a gaming operator or his or her employees or agents shall not accept any wager at the game of baccarat-punto banco other than those specified in this regulation.

(3) All wagers at baccarat-punto banco, shall be made by placing gaming chips or gaming plaques on the appropriate areas of the layout of the baccarat-punto banco table, except that oral wagers accompanied by cash or authorised cash equivalents may be accepted provided that they are confirmed by the dealer and the gaming supervisor at the baccarat-punto banco table, and that such cash or cash equivalents are expeditiously converted into gaming chips or gaming plaques, in accordance with the Regulations governing the acceptance and conversion of such instruments.

(4) A wager at baccarat-punto banco, shall not be made, increased or withdrawn after the dealer calling the game has announced "No more Bets".

(5) Each gaming operator shall submit to the Board of the Gaming Authority for review and approval, the minimum and maximum wagers permitted at each baccarat-punto banco table.

(6) The minimum and maximum wagers as approved by the Board of the Gaming Authority shall be and remain conspicuously posted on a sign at each baccarat-punto banco table.

29. Payout odds

(1) A winning wager made on the player's hand shall be paid out by a gaming operator at odds of 1 to 1.

(2) A winning wager made on the banker's hand shall be paid off by a gaming operator at odds of 1 to 1, except that the gaming operator may extract a commission on the amount won, not to exceed 5% of such amount, provided, however a gaming operator may round off the commission to \$0.25 or the next highest multiple of 25 or multiple thereof.

(3) A gaming operator may collect the commission from a player at the time the winning payout is made or may defer it to a later time. However, all outstanding commission shall be collected prior to the re-shuffling of the cards, and in no event shall the collection of any commission be deferred beyond such point.

(4) The amount of any commission not collected at the time of the winning payout shall be evidenced by the placing of a marker button containing the amount of the commission owed in a rectangular space, in front of the dealer on the layout of the baccarat-punto banco table, imprinted with the number of the participant owing such commission.

(5) A winning tie bet shall be paid off by a gaming operator at odds of 8 to 1.

30. Opening table for gaming

(1) After receiving the 8 or more decks of cards at the baccarat-punto banco table, the dealer calling the game shall sort and inspect the cards.

(2) Following the inspection of the cards by the dealer and a gaming supervisor assigned to the baccarat-punto banco table, the cards shall be spread out face upwards on the baccarat-punto banco table for visual inspection by the first participant or participants to arrive at the baccarat-punto banco table and the cards shall be spread out in columns by deck according to suit 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 baccarat-punto banco table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked.

31. Shuffle and cut of the cards

(1) Immediately prior to the commencement of play and after each dealing 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 himself or herself, to the participants to be cut.

(3) The dealer shall begin with the participant seated in the highest number position at the baccarat-punto banco table or, in the case of reshuffled, the last curator, and working clockwise around the baccarat-punto banco table, shall offer the stack to each participant until a participant accepts the cut and if no participant accepts the cut, the dealer shall cut the cards.

(4) The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.

(5) Once the cutting card has been inserted into the stack, the dealer shall—

- (a) take all cards in front of the cutting card and place them to the back of the stack;
- (b) then 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; and
- (c) then insert the stack of cards into the dealing shoe for commencement of play.

(6) Prior to commencement of play, the dealer may implement a card burn procedure as may be required by the gaming operator.

32. Dealing shoe

(1) All cards used to play 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.

(2) At the commencement of play, the dealer calling the game shall offer the dealing shoe to the participant in seat number one at the baccarat-punto banco table and if such participant rejects the dealing shoe or if there is no one in seat number one, the dealer shall offer the dealing shoe to each of the other participants in turn counter clockwise around the table until one of the participants accepts it.

(3) The participant to accept the dealing shoe and who is referred to as the "curator" shall be responsible for dealing the cards in accordance with these Regulations and the instructions of the dealer calling the game.

(4) Should all players at the baccarat-punto banco table refuse to accept the dealing shoe, one of the dealers shall be assigned to take the dealing shoe and be designated the curator.

33. Hands of player and banker and procedure for dealing initial 2 cards to each hand

(1) There shall be 2 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.

(2) At the commencement of each round of play, the dealer calling the game shall announce "No more bets", after which he or she shall instruct the curator to commence dealing the cards by announcing "Cards".

(3) The curator shall initially deal 4 cards from the dealing shoe.

(4) The first and third card dealt shall constitute the first and second cards of the player's hand.

(5) The second and fourth cards dealt shall constitute the first and second cards of the banker's hand.

(6) After the cards are dealt to each hand, the dealer calling the game shall place them face upwards in front of himself or herself.

34. Procedure for dealing additional cards

(1) After the initial 4 cards have been dealt, the dealer calling the game shall announce the point count of the player's hand.

(2) After the dealer calling the game takes and positions the cards of the banker's hand in front of him or her, the dealer calling the game shall announce the point count of the banker's hand.

(3) Following the announcement of the point count 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 35.

(4) 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.

(5) In no event shall more than one additional card be dealt to either hand.

(6) Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed and upon completion of that hand, the dealer calling the game shall announce "next to the last hand".

(7) At the completion of that hand, no more cards will be dealt until the re-shuffle occurs.

35. Rules for determining whether third card shall be dealt

(1) If the point count of either the player's hand or the banker's hand, after the initial 2 cards are dealt to each, is an 8 or 9, which shall be referred to as a "natural", no more cards shall be dealt to either hand.

(2) If the point count of the player's hand on the first 2 cards is 0 to 5 inclusive, the player's hand shall draw by taking a third card in accordance with the requirement of Table 1 as follows and if the point count of the player's hand on the first 2 cards is 6 or 7, the player's hand shall stand by not taking a third card—

Table 1

PLAYERS HAND

Players Having	Third Card Determination
0 to 5	Draws
6 or 7	Stands
8 or 9	Natural, banker cannot draw.

(3) The banker's hand shall draw by taking a third card or stay, by not taking a third card in accordance with the requirements of the following Table 2 as follows and the banker shall draw when first 2 cards total 0 to 2 inclusive—

Table 2

BANKER'S HAND

When First	Does Not Draw	When Player's
Two Cards	Draws When Player's	Third Card Is:
Total	Third Card Is:	Third Card Is:
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.	

(4) If the player stands on 6 or 7 the Bank will always draw on total of 0, 1, 2, 3, 4 and 5, standing on 6, 7, 8 and 9.

36. Announcement of result of round and payment and collection of wagers

(1) After each hand has received all the cards it is entitled to by these Regulations, the dealer shall announce the final point count of each hand indicating which hand has won the round.

(2) If the 2 hands have equal point counts, the dealer shall announce "tie hand".

(3) After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall collect all losing wagers, payout all winning wagers and either collect or mark up any commission owed in accordance with these Regulations.

37. Continuation of curator or selection of new curator

(1) It shall be the option of the curator, after any round of play, either to pass the dealing shoe or remain as curator except that—

- (a) the curator shall pass the dealing shoe whenever the banker's hand loses; and
- (b) the dealer or Gaming Supervisor assigned to the baccarat-punto banco 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) Whenever a voluntary or compulsory relinquishment of the dealing shoe occurs, the dealer shall offer the dealing shoe to the participant immediately to the right of the previous curator and, if he or she does not accept it or there is no participant in that position, the dealer shall offer the dealing shoe to each of the other participants in turn counter-clockwise around the baccarat-punto banco table and the first to accept the dealing shoe when offered shall become the new curator.

38. Irregularities

(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 by Table 2 of regulation 35(3) and if 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.

(2) 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 gaming operator.

(3) A card drawn in excess from the dealing shoe and not disclosed to the players shall be used as the first card of the next hand of play and if such card were exposed to the players, it shall be burned in accordance with the gaming operator's card burn procedure.

(4) All cards found face upwards in the dealing shoe shall not be used in the game, and shall be burned in accordance with the gaming operator's card burn procedures.

(5) If there are insufficient cards remaining in the dealing 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 dealing shoe.

PART 4
BACCARAT - CHEMIN DE FER

39. Cards

(1) Baccarat-chemin de fer, shall be played with at least 6 decks of cards having backs of the same colour and design and 2 additional yellow or green cutting cards.

(2) The value of the cards in each deck of cards for a game of baccarat-chemin de fer shall be as follows—

- (a) any card from 2 to 9 shall have its face value;
- (b) any 10, 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 the cards in the hand.

(4) If the total of the cards in a hand is a 2-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.

40. Minimum and maximum wagers

Each gaming operator shall submit to the Board of the Gaming Authority for review and approval and the maximum wagers as approved by the Board of the Gaming Authority shall be and remain conspicuously posted at each baccarat-chemin de fer table.

41. Opening table for gaming

(1) After receiving the 6 or more decks of cards at the baccarat-chemin de fer table, the dealer calling the game shall sort and inspect the cards.

(2) Following the inspection of the cards by the dealer and a gaming supervisor assigned to the baccarat-chemin de fer table, the cards shall be spread out face upwards on the baccarat-chemin de fer table for visual inspection by the first participants to arrive at the baccarat-chemin de fer table.

(3) 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.

(4) After the first participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the baccarat-chemin de fer table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked.

42. Shuffle and cut of the cards

(1) Immediately prior to the commencement of play and after each dealing 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 or her, to the participants to be cut.

(3) 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 baccarat-chemin de fer table, shall offer the stack to each participant until a participant accepts the cut and if no participant accepts the cut, the dealer shall cut the cards.

(4) The cards shall be cut by placing the cutting card in the stack between tenth and eleventh cards in from either end.

(5) 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, after which the dealer shall place approximately one deck of cards into the remaining stack.

(6) After placing 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 and the stack of cards shall then be inserted into the dealing shoe for commencement of play.

(7) Prior to commencement of play, the dealer may implement a card burn procedure as may be required by the gaming operator.

43. Dealing shoe and selection of banker

(1) All cards used to game at baccarat - chemin de fer shall be dealt from a dealing shoe specifically designed for such purpose.

(2) After the cards have been shuffled and placed in the dealing shoe, the dealer calling the game shall offer the dealing shoe to the participants to be dealt.

(3) 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 dealing shoe in accordance with these Regulations and the instructions of the dealer calling the game.

(4) If 2 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 counter-clockwise around the baccarat-chemin de fer table, shall become the banker.

44. Wagers placed by banker

(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 (3).

(2) The wager placed by the banker shall—

- (a) win if the banker's hand has a point count higher than that of the player's hand;
- (b) lose if the banker's hand has a point count lower than that of the player's hand;
- (c) be void if the point counts of the banker's hand and the player's hand are equal.

(3) The wager, placed by the banker immediately after accepting the dealing shoe, shall not be less than the amount such participant offered in bidding to become the banker.

(4) The amount of all subsequent wagers placed by the banker as such shall be at least equal to, but no more than twice, the amount of his or her immediately preceding wager.

(5) Any wager, placed by the banker in cash or authorised cash equivalents, shall be exchanged immediately by the dealer for gaming chips or gaming plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

45. Wagers made against banker

(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 a 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 the participant shall exercise this option by announcing "banco suivi" or "suivi" and by placing the requisite wager on the appropriate area of the layout of the baccarat-chemin de fer table.

(3) A stand off shall not be counted for the purpose of determining the immediately preceding wager under subregulation (2).

(4) If no qualified participant announces "banco suivi" or "suivi" the next preference shall be given to any participant placing a wager against the banker equal in amount to that wagered by the banker and this option shall be exercised by a participant announcing "banco seul" or "banco" and by placing the requisite wager on the appropriate area of the layout of the baccarat-chemin de fer table.

(5) Whenever more than one participant announces "banco seul" or "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 baccarat-chemin de fer table.

(6) If the options granted by subregulations (2) and (4) are not exercised, each participant, beginning with the one seated to the immediate right of the banker and moving counter-clockwise around the baccarat-chemin de fer 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".

(7) A wager at baccarat-chemin de fer shall not be made, increased or withdrawn after the dealer has announced "No more bets", except that the banker shall withdraw any part of his or her initial wager that was not covered by the wagers of the other participants.

(8) Any wager, placed by the participants in cash or authorised cash equivalents, shall be exchanged immediately by the dealer for gaming chips or gaming plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

(9) The wagers 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.

46. Initial banker's hand and Player's Hand

(1) There shall be 2 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 made a wager in accordance with regulations 45(2) and 45(3) and if no such wager has been made, this right shall reside in the participant making the highest wager against the banker and if 2 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 baccarat-chemin de fer table.

(4) The participant possessing exclusive control of the player's hand under subregulation (3) shall hereinafter be referred to as the "dominant player".

(5) After the dealer announces "Cards", the banker shall deal an initial 4 cards from the dealing shoe.

(6) 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.

(7) 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.

47. Procedures for dealing of additional cards

(1) After the initial 4 cards have been dealt, the dominant player shall look at the 2 cards dealt to the player's hand without disclosing them to the banker and if the point count of the player's hand is—

- (a) a zero, one, 2, 3 or 4, the dominant player shall request one additional card by announcing "Card";
- (b) a 5, 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 6 or 7, the dominant player shall not draw an additional card by announcing "Stay";
- (d) an 8 or 9, the dominant player shall announce "Natural" and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand.

(2) If the dominant player has announced "Card" in accordance with subregulation (1), an additional card shall not be dealt to the player's hand until the banker first looks at the 2 cards dealt to the banker's hand.

(3) 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.

(4) If the point count of the banker's hand is less than 8, the banker shall announce "Under 8" and shall deal a third card face upwards to the player's hand in accordance with the request of the dominant player.

(5) After the player's hand stays or receives a third card in accordance with subregulation (1) or (4), the banker shall turn the cards in the banker's hand face upwards on the baccarat-chemin de fer table and shall deal or not deal a third card to the banker's hand in accordance with the requirements of the following Table 3—

Table 3

Value of Third Card Drawn by Player's Hand

Value of third card drawn by Player's Hand

If no 3rd

Card	0	1	2	3	4	5	6	7	8	9
------	---	---	---	---	---	---	---	---	---	---

0)

1) — > Banker's Hand Draws

2)

Point count Of Banker's Hand

3D	D	D	D	D	D	D	D	D	Op	
----	---	---	---	---	---	---	---	---	----	--

4D	S	S	D	D	D	D	D	D	S	S
----	---	---	---	---	---	---	---	---	---	---

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)

(6) The first vertical column in Table 3 of subregulation (5) labelled "Point count of Banker's Hand" shall refer to the point count of the banker's hand after the first 2 cards have been dealt to it.

(7) The first horizontal column at the top of Table 3 of subregulation (5) 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.

(8) As used in Table 3 of subregulation (5), 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 by not drawing a third card and the abbreviation "Op." means that the banker may draw a third card or stay within his or her discretion.

(9) The method of using Table 3 of subregulation (5) 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 and the box at which such intersection takes place will show whether the banker's hand shall draw a third card or stay.

(10) Any announcement required to be made by the dominant player or banker by this section shall be immediately repeated by the dealer at the table to assure the clarity and understanding of such statements.

48. Payment and collection of wagers and commission

(1) After each hand has received all the cards it is entitled to by these Regulations, the dealer calling the game shall announce the point count of each hand indicating which hand has won the round and if the 2 hands have equal point counts, the dealer shall announce "Stand Off" or "Tie Hand".

(2) After the result of the round is announced, the dealer or dealers responsible for the wagers at the baccarat-chemin de fer table shall collect and payout the wagers made.

(3) 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 and a winning wager made by the banker shall be paid off at odds of 1 to 1 from the amounts wagered by the other participants.

(4) As its fee for housing the game, the gaming operator may extract a commission of not more than 5% of the amount won by the banker on each round of play, provided, however that a gaming operator may round off the commission to the next highest multiple of \$0.25 when the commission is not exactly \$0.25 or a multiple thereof and the fee shall be collected immediately after each round won by the banker.

49. Continuation of banker or selection of new banker

(1) It shall be the option of the banker, after any round of play either to pass the dealing shoe or remain as banker except that—

- (a) the banker shall pass the dealing shoe whenever the banker's hand loses; and
- (b) the dealer or Gaming Supervisor assigned to the baccarat-chemin de fer 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) Whenever 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) Whenever 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 counter-clockwise around the baccarat-chemin de fer table and 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 but if no participant accepts the Bank the participant offering to wager the highest amount on the next hand shall become the new banker. However, 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 baccarat-chemin de fer 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.

50. Irregularities

(1) If the banker, by taking cards for his or her 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 counter-clockwise to the next participant seated at a numbered place.

(2) If the banker, during the initial deal, takes more than 2 cards for his or her hand and the deal cannot be rectified, the point count of his or her hand shall be regarded as zero, and the play shall proceed in accordance with regulation 47.

(3) If the banker, during the initial deal, gives 3 cards to the dominant player and it is not possible 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 2 or all 3 of the cards.

(4) If the banker, subsequent to the initial deal, takes 2 cards for his or her hand instead of one and the deal cannot be rectified, the point count of his or her hand shall be the lowest that can be made with 2 of the cards.

(5) A card dealt face upwards to the dominant player after he or she 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.

(6) 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 baccarat-chemin de fer table.

(7) A card dealt face upwards to the dominant player, after he or she has said "Stay" and the dealer has mistakenly said "Card", shall become the banker's card in the event the banker is obligated to draw a third card under these Regulations.

(8) If the banker is not obligated to draw a third card, the card dealt in excess should be discarded and placed in the discard bucket at the baccarat-chemin de fer table.

(9) There shall be no penalty for a card drawn in excess from the dealing shoe if it remains undisclosed and a card so drawn shall be used as the first card of the next hand providing that the cutting card has not been exposed in the dealing shoe or drawn from the dealing shoe and in the course of play, cards once drawn from the dealing shoe shall not be replaced.

(10) If the banker, subsequent to the initial deal, draws a card from the dealing shoe for his or her 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 or her hand as may be required by these Regulations.

(11) A card found turned face upwards in the dealing shoe shall be discarded and placed in the discard bucket at the baccarat-chemin de fer table and the last hand of a dealing shoe shall be void when a card of that hand is found face upward in the dealing shoe and if there are found to be insufficient cards in the dealing shoe to complete a hand when the cutting card is drawn, that hand shall be void.

PART 5 ROULETTE

51. Wagers

(1) All wagers at roulette shall be made by placing gaming chips or gaming plaques on the appropriate areas of the layout of the roulette table, except that oral wagers accompanied by cash or authorised cash equivalents may be accepted if they are confirmed by the dealer and if such cash or cash equivalents are expeditiously converted into gaming chips or gaming plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

(2) A person at a roulette table shall not 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 roulette table.

(3) Each player shall be responsible for the correct positioning of his or her wager or wagers on the layout of the roulette table regardless of whether he or she is assisted by the dealer.

(4) A player must ensure that any instructions he or she gives to the dealer regarding the placement of his or her wagers are correctly carried out.

(5) Each wager shall be settled strictly in accordance with the position on the layout of the roulette table when the ball falls to rest in a compartment of the wheel.

(6) Each gaming operator shall submit to the Board of the Gaming Authority for review and approval the minimum and maximum wagers permitted for each roulette table in the gaming establishment.

(7) The minimum and maximum wagers as approved by the Board of the Gaming Authority shall be and remain conspicuously posted on a sign at each roulette table.

52. Payout odds

(1) A gaming operator, his or her employees or agents shall not payout winning wagers at the game of roulette at less or more than the following odds—

<u>Bets</u>	<u>Payout 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.

(2) All bets made on Red or Black shall lose when either 0 or 00 is the winning number.

53. Rotation of wheel and ball

(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 4 revolutions around the track of the wheel to constitute a valid spin.

(2) While the roulette ball is still rotating in the track around the wheel, the dealer shall call "No more bets".

(3) Upon the roulette 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 layout of the roulette table.

(4) After placing the crown on the layout of the roulette table, the dealer shall first collect all losing wagers and then payout all winning wagers.

54. Irregularities

(1) If the roulette 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.

(2) If the roulette ball does not complete 4 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) If 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 6 WHEEL OF FORTUNE AND BIG 6 WHEEL

55. Payout odds for wheel of fortune

(1) A gaming operator, his or her employees or agents shall not payout winning wagers made at the wheel of fortune at either less or more than the following odds—

<u>Bet On</u>	<u>Payout 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
Gaming Establishment Symbol	40 to 1.

56. Payout Odds for Big 6 wheel

A gaming operator his or her employees or agents shall payout winning wagers made at the Big 6 wheel at either less or more than the following odds:

- (a) one correct number – even money;
- (b) two correct numbers – 2 to 1;
- (c) three correct numbers – 3 to 1.

57. Wheel of fortune and Big 6 wheel minimum and maximum wagers

(1) Each gaming operator shall submit to the Board of the Gaming Authority for review and approval the minimum and maximum wagers permitted at each Big 6 wheel or wheel of fortune in the gaming establishment.

(2) The minimum and maximum wagers as approved by the Board of the Gaming Authority under subregulation (1) shall be and remain conspicuously posted on a sign at each Big 6 wheel or wheel of fortune table.

PART 7 RED DOG

58. Cards

(1) Red dog shall be played with at least 6 decks of cards with backs of the same colour and design and 2 additional coloured cutting cards.

(2) The value of the cards contained in each deck shall be as follows—

- (a) a card from 2 to 10 shall have its face value;
- (b) a jack shall have a value of 11;
- (c) a queen shall have a value of 12;
- (d) a king shall have a value of 13; and
- (e) an ace shall have a value of 14.

(3) All cards used to game at red dog shall be dealt from a dealing shoe specifically designed for such purposes.

59. Opening table for gaming

(1) After receiving the 6 or more decks of cards at the red dog table, the dealer shall sort and inspect the cards after which a Gaming Supervisor shall also inspect the cards.

(2) Following the inspection of the cards by the dealer and a Gaming Supervisor assigned to the red dog table, the cards shall be spread out face upwards on the red dog table for visual inspection by the first participant or participants to arrive at the red dog table.

(3) 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.

(4) After the first participant is, or participants are, afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the red dog table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked.

60. Shuffle and cut of cards

(1) Immediately prior to the commencement of play and after each dealing 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 to be cut, with the backs facing away from the dealer, to the player at the farthest point to the right of the dealer but if the game is just beginning, the cards shall be offered to the first player at the red dog table.

(3) If the first player offered the cards refuses the cut, the cards shall be offered to each other player moving clockwise around the red dog table until a player accepts the cut and if no player accepts the cut, the dealer shall cut the cards.

(4) The person making the cut shall place the cutting card in the stack at least 10 cards from either end.

(5) Once the cutting card has been inserted, the dealer shall take all the cards in front of the cutting card and place them to the back of the stack and the dealer shall then insert the cutting card in a position approximately $\frac{1}{4}$ of the way from the back of the stack and the stack of cards shall then be inserted into the dealing shoe for commencement of play.

61. Procedures for dealing cards

(1) After each full set of cards is placed in the dealing shoe, the dealer shall remove the first card from the dealing shoe 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.

(2) Each new dealer who comes to the red dog table shall also burn one card as described herein before the new dealer deals any card in a round of play and the burn card shall be disclosed if requested by a player.

(3) The dealer shall remove a card from the dealing shoe with his or her left hand, turn it face up, and then place it on the appropriate area of the layout of the Red dog table with his or her right hand.

62. Procedures for each round of play

(1) Except as otherwise provided in this section, all wagers shall be made prior to the first card being dealt for each round of play.

(2) All wagers at red dog shall be made by placing gaming chips or gaming plaques on the appropriate area of the layout of the red dog table and no call bets shall be allowed.

(3) To begin each round of play, the dealer shall place the first card, face up, on the box farthest to the dealer's left and the dealer shall then place the second card, face up, on the box farthest to the dealer's right.

(4) Once the first card of each round has been removed from the dealing shoe by the dealer, a participant in the game shall not handle, remove or alter any wager until a decision has been rendered and implemented with respect to that wager.

(5) If the initial 2 cards dealt have values that are consecutive, the dealer shall announce "The cards are consecutive, Tie Hand" and all wagers shall be void and the round of play shall be concluded.

(6) If the initial 2 cards dealt are of identical value, the dealer shall announce "We have a pair" and shall immediately draw a third card and place it face up in the middle box.

(7) If the third card dealt is identical in value to the initial 2 cards, the dealer shall announce "3 of a kind" and the players shall win and all wagers shall be paid at odds of 11 to 1.

(8) If the third card dealt is not identical in value to the initial 2 cards, the dealer shall announce "No 3 of a kind, Tie hand" and all wagers shall be void and the round of play shall be concluded.

(9) If the initial 2 cards dealt are neither consecutive nor a pair, the dealer shall announce "Spread" and place a marker on the corresponding spread of the layout of red dog table.

(10) The spread for each round of play shall be a number from 1 to 11 inclusive and shall be determined by the number of cards whose value can fall between the values of the initial 2 cards dealt.

(11) After all raise wagers have been made and prior to dealing the third card, the dealer shall announce "Raises closed" and the dealer shall then draw a third card, place it face up on the box between the initial 2 cards and announce the value of the third card and the dealer shall then collect all losing wagers and pay all winning wagers as follows—

- (a) the player shall win if the value of the third card dealt is between the value of the initial 2 cards dealt but a third card which has the same value as the first or second card dealt is not deemed to be between the values of the initial 2 cards;
- (b) all winning wagers and raise wagers shall be paid at payout odds determined by the spread for that round of play, as follows—

<u>Spread</u>	<u>Payout Odds</u>
1	5 to 1
2	4 to 1
3	2 to 1
4 through	11 to 1;

- (c) a gaming operator or his or her employees or agents shall not payout winning wagers at the game of red dog at less than or more than the odds listed in paragraph (a) above, without prior approval of the Board of the Gaming Authority.

(12) At the conclusion of each round of play, all cards on the layout of the red dog table shall be picked up by the dealer and placed in the discard rack in order and in such a way that they can be readily arranged to reconstruct the hand in case of a question or dispute.

(13) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed and the dealer shall then reshuffle the cards.

63. Minimum and maximum wagers

Each gaming operator shall submit to the Board of the Gaming Authority for review and approval, the minimum and maximum wagers permitted at each red dog table and the minimum and maximum wagers as approved by the Board of the Gaming Authority shall be an remain conspicuously posted at each red dog table.

64. Rules of game to be displayed

The rules together with the odds and payout schedules applicable to the game red dog shall be displayed at each red dog table or in a conspicuous position immediately opposite thereto so as to be easily accessible to players.

65. Irregularities

(1) A card found face upwards in the dealing 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 dealing shoe.

(3) If a third card is drawn and exposed to the players prior to the dealer announcing "Raises Closed", the card shall be discarded and each player shall be given the option of playing out the round or voiding the round of play and prior to dealing another third card, the dealer shall return the original wager and any raise wager to each player who has chosen to void the round of play.

66. Player wager on more than one betting area

A gaming operator may permit a player to wager on more than one betting area at a red dog table.

PART 8 PAI GOW POKER

67. Interpretation

(1) The terms listed below as used in the game of pai gow poker shall have the following meanings—

"**straight flush**" means 5 cards of the same suit in sequence;

"**Royal flush**" means an ace-high straight flush;

"5 aces" means 4 aces plus one joker;

"4 of a kind" means any 4 cards of the same rank;

"full house" means 3 cards of the same rank and 2 cards of the same rank;

"flush" means 5 cards of the same suit;

"straight" means 5 cards, not of the same suit, in sequence: (A, K, Q, J, 10, Highest Straight; A, 2, 3, 4, 5, Second Highest Straight);

"3 of a kind" means 3 cards of the same rank;

"2 pairs" means 2 cards of the same rank and 2 other cards of the same rank;

"one pair" means 2 cards of the same rank;

"high card" means the highest-ranking card in the hand and if more than one hand is involved, and the hands, when compared, contain no pairs, the hand with the highest card wins and if hands have the same high card, the next highest card is counted;

"low hand" means the 2-card hand of the player or the banker;

"high hand" means the 5-card hand of the Player or the banker;

"player banker" means the player who is acting as banker;

"dice" are as described in of the Gaming Equipment Regulations;

"total" means the sum of the numbers shown on the high or upper most sides of the 3 dice;

"dice cup" means the cup the dealer uses to shake the 3 dice.

68. Cards

(1) Pai gow poker shall be played with a traditional deck of 52 playing cards plus one joker.

(2) The joker can only be used as an ace, or to complete a straight, a flush, or a straight flush.

(3) The ranking of hands from the highest to the lowest shall be as follows—

- (a) five aces including the joker;
- (b) royal flush
- (c) straight flush
- (d) four of a kind;
- (e) full house;
- (f) flush;
- (g) straight;
- (h) three of a kind;
- (i) two pairs;
- (j) one pair;
- (k) high card.

69. Opening table for gaming

(1) After receiving a single deck of cards at the pai gow poker table, the dealer shall sort and inspect the cards in the presence of a Gaming Supervisor who shall in turn also inspect the cards.

(2) After the cards are inspected, the cards shall be spread out face upwards on the pai gow poker table for visual inspection by the first player or players to arrive at the pai gow poker table.

(3) The cards shall be spread out in a horizontal fan shaped column according to suit and in sequence and the cards in each suit shall be laid out in sequence within the suit.

(4) After the first player or players is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the pai gow poker table, mixed thoroughly by a washing or a chemmy shuffle of the cards and stacked.

70. Shuffle and cut of cards

(1) Immediately prior to commencement of play and after each round of play, 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 or her to the players to be cut.

(3) If the first player offered the cards refuses to cut, the cards shall be offered to each player moving clockwise around the pai gow poker table until a player accepts the cut and if no player accepts the cut, the dealer shall cut the cards after notifying the Gaming Supervisor.

(4) The player cutting the cards under subregulation (3) shall cut the cards by placing the cutting card in the stack at least 10 cards in from either end and the deck shall be cut only once and if the cut is unsatisfactory, the cut card must be returned and offered again for a re-cut after one riffle.

71. Wagers

(1) All wagers at pai gow poker shall be made by placing gaming chips, gaming plaques on the appropriate area of the layout of the pai gow poker table and no call bets shall be allowed.

(2) Once the dice have been exposed, no further bets shall be allowed.

72. Procedures for dealing of cards

(1) Immediately following the shuffle and cut, the dealer holding the deck of cards in his or her left hand, shall deal the cards, face down, into 7 stacks in front of the dealer's tray, starting from left to right, then right to left, back and forth until each stack contains 7 cards and the dealer, after verifying that 4 cards are left over, shall place the 4 cards in the discard rack.

(2) Subject to subregulation (7), the dealer or any player may act as banker.

(3) In order to determine which of the 7 positions shall receive the first hand, the dealer shall shake the dice cup, containing 3 dice, and after totalling the dice and counting from the banker's position which is always 1,8 or 15, he or she shall place the first hand to the player's position indicated by the total of the dice.

(4) The remaining stacks of cards shall be placed by the dealer in a counter-clockwise manner, from the starting point indicated by the dice, in front of each player, regardless of whether or not a player is playing at the particular position, including the dealer.

(5) The stacks of cards may be passed-out in a clockwise rotation if the gaming operator so desires.

(6) The stack of cards to the immediate right of the dealer where he or she is the banker is always considered to be the number one position of the 7 positions.

(7) With respect to which of 7 stacks of cards will be determined the first hand when a player is the banker, the player banker may select which stack he or she wishes to be the first hand dealt, but he or she must do so before the dice are shaken.

(8) The Bank is offered to each player in turn.

(9) If the player refuses the Bank or if any of the positions is not in action, the bank automatically reverts back to the dealer.

(10) A player may act as a banker only once every 7 hands.

73. Arrangement of cards into 2 hands

(1) Each player at the pai gow poker table shall arrange 7 cards dealt to him or her into 2 hands, a 2-card hand and a 5 card hand, and he or she shall place his or her cards on the table face-down.

(2) The 5-card hand must always be of a higher ranking than the 2 card hand.

(3) The player banker, if there is one, will then set his or her hand and place it face down on the table.

(4) The dealer's hand will then be exposed and properly set by the dealer.

(5) The player banker's hand if there is one, will then be exposed by the dealer.

(6) Players shall not touch their cards for any reason after the player banker's cards are shown.

(7) The dealer will then expose, from the player banker's right side or if the dealer is the banker from his or her own right side, the remaining players' hands determining winners, losers, and pushes at this time.

(8) The player banker may assist any player in setting his or her cards into the highest possible potential winner, but the player banker will take no responsibility for winning or losing and would not be responsible for any losses incurred.

(9) The dealer has the right to change an exposed hand until the player banker's hand is exposed afterwards no change will be permitted.

(10) The dealer's bet against the player banker will be an amount equal to that player's bet on the preceding hand when the dealer was the banker.

(11) If a player wishes to Bank when it is his or her turn, but cannot cover all wagers, then the gaming operator may co-bank at 50/50 but, if the player cannot cover 50% of the wagers, he or she cannot be in the co-bank and must pass the deal and if a player and the gaming operator co-bank, it must be on a 50/50 basis and no other percentage will be permitted.

(12) After all the players have arranged their hands in the proper order, the dealer will turn over and arrange his or her cards into a 5-card hand and a 2-card hand and players shall not be allowed to touch their cards for any reason after the player banker's Cards are exposed.

74. Rules governing the arrangement of cards into 2 hands by the dealer

(1) The dealer must arrange his or her cards into a 2-card hand and a 5 card hand in accordance with the approved submissions of each gaming operator.

(2) The dealer shall always play the same in accordance with the rules of the gaming operator and will play the highest potential winner or push hand possible with the 7 cards dealt to him or her.

(3) The dealer when playing a hand wrong, must re-set the hand regardless of when the mistake is discovered.

75. Rules for determining winning, losing and tie hands

(1) The player is the winner when both of his or her hands rank higher than the banker's 2 hands.

(2) The player's 2-card hand must rank higher than the banker's 2-card hand, and the player's 5-card hand must rank higher than the banker's 5-card hand.

(3) Winning cards are left, face up, and spread out so that they can be easily read.

(4) Winning wagers are not paid until losing hands and ties are settled.

(5) It is a tie when the Player and banker have identically ranking hands, and the banker will win all tie hands.

(6) The players will lose when both their front hand and back hand rank lower than the banker's 2 hands.

(7) When the losers' hands are determined, the dealer shall pick up the players' losing wagers immediately.

(8) The dealer shall then pick up the losing hands, low hand first, and place both hands in the discard rack.

(9) The Players winning either front low or back hands pushes.

(10) Push hands are indicated by verbal expressions by the dealer as well as physically patting the pai gow poker table with his or her hand to indicate a push.

(11) Any player surrendering his or her hand as a loser shall permit the dealer to verify that all 7 cards are there.

(12) When the dealer plays against a player banker, and the dealer wins, the hand is placed off to the right, face up, with the wager on top and if—

- (a) the dealer loses, the hand is discarded and the wager is placed to the right and a bit forward; or
- (b) there is a tie, the wager is placed in the rack and the hand is discarded and the dealer shall then place the player banker's hand in front of the rack and the dealer shall then proceed to act on the remainder of the players' hands in a counter clockwise direction, starting to the right of the player banker.

(13) Losing wagers will be placed in a single stack, and winners will be paid from the same stack.

(14) At the end of the hand, the remainder in the stack, if any, will be paid to the player banker and the 5% commission is collected.

(15) The dealer shall handle all wagers, and all winning bets shall be paid at odds of 1 to 1 with a 5% commission being collected at the time of payment and commission fees shall not exceed 5% of all winning wagers.

(16) The dealer shall not collect any commission fee from pushes or from losing wagers.

(17) After all winning hands are paid, the dealer will reshuffle the cards in preparation for the next hand.

76. More than one player wagering on the same hand

(1) A gaming operator may permit from one to 4 players to bet on the same hand, but the pai gow poker table limit will apply, and if the first person making the bet, consents to additional players betting on the same hand, and if the seated player has the final say as to how the hand is to be played.

(2) The gaming operator's betting limit shall apply to the aggregate bet by the players at each position.

77. Minimum and maximum wagers

(1) Each gaming operator shall submit to the Board of the Gaming Authority for review and approval the minimum and maximum wagers permitted at pai gow poker.

(2) The minimum and maximum wagers as approved by the Board of the Gaming Authority under subregulation (1), shall be and remain conspicuously posted at each pai gow poker table.

78. Irregularities

If a player is dealt more or less than 7 cards, his or her hand is dead and that player has no action on that hand and if the dealer has more or less than 7 cards, the entire hand is a misdeal and the cards shall be re-dealt.

79. Posting of rules of the game

Each Gaming operator shall cause to be conspicuously posted on the gaming floor and remain posted a sign stating the rules and payout governing pai gow poker.

PART 9 CARIBBEAN STUD POKER

80. Interpretation

The terms listed below as used in the game of Caribbean Stud Poker shall have the following meanings—

"Royal flush" means an ace-high straight flush;

"straight flush" means 5 cards of the same suit in sequence;

"4 of a kind" means any 4 cards of the same rank;

"full house" means 3 cards of the same rank and 2 cards of the same rank;

"flush" means 5 cards of the same suit;

"straight" means 5 cards, not of the same suit, in sequence;

"3 of a kind" means 3 cards of the same rank;

"2 pairs" means 2 cards of the same rank and 2 other cards of the same rank;

"one pair" means 2 cards of the same rank;

"high card" means the highest ranking card in the hand and if more than one hand is involved, and the hands, when compared, contain no pairs, the hand with the highest card wins and if hands have the same high card, the next highest card is counted;

"ante" means a player's initial wager or predetermined contribution to the pot prior to the dealing of the first hand;

"fold" means a player dropping out of the hand by not calling the bet or raise, thereby forfeiting his or her ante and progressive play.

81. Cards

Caribbean Stud Poker shall be played with a traditional deck of 52 playing cards with no Jokers.

82. Opening table and shuffle and cut of cards

(1) After receiving a single deck of cards at the Caribbean Stud Poker table, the dealer shall sort and inspect the cards in the presence of a Gaming Supervisor who shall in turn inspect the cards.

(2) After the cards are inspected under subregulation (1), the cards shall be spread out face upwards on the Caribbean Stud Poker table for visual inspection by the first player or players to arrive at the table and the cards shall be spread out in a horizontal fan shaped column according to suit and in sequence and the cards in each suit shall be laid out in sequence within the suit.

(3) Immediately prior to commencement of play and after each round of play, the dealer shall shuffle the cards so that they are randomly intermixed.

(4) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from the dealer to the players to be cut.

(5) If the first player offered the cards refuses to cut, the cards shall be offered to each 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 after notifying the Gaming Supervisor.

(6) The player designated by sub-regulation (5) shall cut the cards by placing the cutting card in the stack at least 10 cards in from either end and the deck shall be cut only once and if the cut is unsatisfactory, the cut card must be returned and offered again for a re-cut after one riffle.

83. Wagers and procedures for each round of play

(1) Each player shall make the ante bet by placing gaming chips, or gaming plaques on the appropriate area of the Caribbean Stud Poker table and after making such bet, the player shall also have the option to make a progressive jackpot bet by dropping a coin in the progressive jackpot coin chute and the denomination of coin shall be at the discretion of each gaming operator.

(2) Immediately following the placement of bets by the players, the dealer shall lock out the Progressive Jackpot coin chute indicators, and holding the deck of cards in his or her left hand, shall deal 5 cards to each player and to himself or herself in alternating fashion and the dealer shall then turn one of his or her 5 cards face-up.

(3) The player, on looking at his or her hand, shall have the option of folding, thereby forfeiting his or her ante and progressive play, or calling whereby he or she must make an additional bet of exactly double the amount of his or her ante bet.

(4) After the decisions have been made by the players, the dealer shall collect the ante bets and the cards of the players who chose to fold and the dealer shall then turn over the remaining 4 cards of his or her hand, and if the dealer's hand does not contain at least an ace or king or higher, the hand is over, and the dealer shall pay even money on ante bets only for players who have called and the dealer shall then collect all cards and unlock the Progressive Jackpot coin chute so that play could be repeated.

(5) If the dealer's hand does contain an ace or king or higher, the dealer shall then compare his or her hand with the player's hand.

(6) If the dealer's hand ranks higher than the player's hand, he or she shall collect all antes and bets, and collect all cards and unlock the Progressive Jackpot coin chute so that play could be repeated.

(7) If the players hand ranks higher than the dealer's hand, the dealer shall pay even money on ante bets, and, depending on the ranking of the player's hand, pay a bonus on the bet in accordance with the Bonus Payout Schedule in subparagraph (9).

(8) A tie hand between the player and the dealer constitutes a push and no action is taken.

(9) The following bonus payouts are normal Caribbean Stud Poker table payouts, and are in addition to the Progressive Jackpot payouts—

1 pair	even money	
2 pairs	2 to 1	(up to table maximum payout)
3 of a kind	3 to 1	(up to table maximum payout)
Straight	4 to 1	(up to table maximum payout)
Flush	5 to 1	(up to table maximum payout)
Full House	7 to 1	(up to table maximum payout)
4 of a kind	20 to 1	(up to table maximum payout)
Straight Flush	50 to 1	(up to table maximum payout)
Royal Flush	100 to 1	(up to table maximum payout).

(10) With respect to a Progressive Jackpot bet, regardless of the dealer's hand, if a player has a hand that qualifies him or her for the Jackpot, he or she will win the amount appropriate to his or her hand in accordance with the Progressive Jackpot Payouts in subparagraph (12).

(11) Qualifying hands for the Progressive Jackpot on the same deal will be paid lesser Jackpot amount first and if 2 or more players qualify for all or part of the Progressive Jackpot during the same hand, the winners will share the Jackpot as an aggregate.

(12) Progressive Jackpot Payouts are as follows—

Royal Flush 100%

Straight Flush 10%

4 of a kind \$100.00

Full House \$75.00

Flush \$50.00.

(13) Each gaming operator shall submit to the Board of the Gaming Authority for review and approval the procedures governing the Progressive Jackpot Payouts and the type of reports that must be produced by the computer operating the game with respect to the listing of all jackpots affecting the Progressive Meter and any other information required by the Board of the Gaming Authority.

(14) The procedures governing the Progressive Jackpot and progressive meter shall comply with the Gaming (Accounting and Internal Control) Regulations and Gaming Equipment Regulations.

84. Posting of rules of game

Each gaming operator shall cause to be conspicuously posted on the gaming establishment floor and remain posted a sign stating the rules and payouts governing Caribbean Stud Poker.

PART 10 LET IT RIDE POKER

85. Interpretation

The terms listed below as used in the game of Let It Ride Poker shall have the following meanings—

- (a) **"community card"** means any card which is initially dealt face to face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand;
- (b) **"hand"** means the five-card poker hand formed for each player by combining the 3 cards dealt to the player and the 2 community cards;

- (c) **"flush"** means 5 cards of the same suit;
- (d) **"four of a kind"** means any 4 cards of the same rank;
- (e) **"full house"** means 3 cards of the same rank and 2 cards of the same rank;
- (f) **"Let It Ride"** means that a player chooses not to take back a wager that may be withdrawn in accordance with the provisions of these Regulations;
- (g) **"one pair"** means 2 cards of the same rank;
- (h) **"round of play"** means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected by the dealer;
- (i) **"Royal flush"** means an ace-high straight flush;
- (j) **"straight"** means 5 cards not of the same suit, in sequence;
- (k) **"straight flush"** means 5 cards of the same suit, in sequence;
- (l) **"stub"** means the remaining portion of the deck after all cards in the round of play have been dealt or delivered;
- (m) **"suit"** means one of the categories of cards: club, diamond, heart or spade;
- (n) **"three-of-a-kind"** means 3 cards of the same rank;
- (o) **"two pairs"** means 2 cards of the same rank and 2 other cards of the same rank.

(Inserted by S.I.79/2002)

86. Cards

(1) Let It Ride Poker shall be played with one deck of cards with the backs of the same colour and design and one additional coloured cutting card.

(2) The ranking of hands from the highest to the lowest shall be as follows—

- (a) Royal flush;
- (b) straight flush;
- (c) four-of-a-Kind;
- (d) full house;
- (e) flush;
- (f) straight;
- (g) three-of-a-kind;
- (h) two pairs;
- (i) Pair of Tens, Jacks, Queen, Kings or Aces.

(Inserted by S.I.79/2002)

87. Opening of table for gaming

(1) After receiving a single deck of cards at the table, the dealer shall sort and inspect the cards in the presence of a supervisor who shall in turn also inspect the card.

(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.

(3) The cards referred to in subregulation (2) shall be spread out in a horizontal fan shaped column according to suit and in sequence and the cards in each suit shall be laid out in sequence within the suit.

(4) After the first player or players is or are afforded an opportunity to visually inspect the cards, the cards shall be turned faced downwards on the table, mixed thoroughly by a "washing" or a "chemmy shuffle" of the cards and stacked.

(Inserted by S.I.79/2002)

88. Shuffle and cut of cards

(1) Immediately prior to commencement of play and after each round of play, the dealer shall shuffle the cards so that they are randomly intermixed.

(2) With the approval of the Board, the cards may also be shuffled by the automated card shuffle device, which, upon completion of the shuffling of the cards will deal out cards in stacks of 3 cards.

(3) After cards have been shuffled by the dealer, he or she shall cut the cards by placing the cutting card in the stack at least 10 cards in from either side.

(4) Whenever there is no gaming activity at a Let It Ride Poker table, which is open for gaming, the cards shall be spread out on the table face upwards for visual inspection by the first player or players to arrive at the table.

(Inserted by S.I.79/2002)

89. Wager

(1) All wagers at Let It Ride Poker shall be made by placing gaming chips, plaques or tokens on the appropriate betting areas of the table layout and no calls bet shall be allowed.

(2) All wagers shall be placed prior to the dealer announcing, "No more bets".

(3) At the beginning of each round of play each player shall be required to place 3 equal but separate wagers and the wagers shall be identified as bet number one, bet number 2 and bet number 3.

(4) A gaming operator may permit a player to place wagers at 2 betting positions during a round of play provided that the 2 betting positions are adjacent to each other.

(5) The Board and its Inspectors shall have the authority and discretion to prohibit the placing of wagers at 2 betting positions during a round of play during hours when there are insufficient seats in the gaming establishment to accommodate the demand of patrons.

(Inserted by S.I.79/2002)

90. Procedures for dealing the Cards

Immediately following the placement of bets by the players, the dealers shall, starting from the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards in the following order—

- (a) one card face down to each player, who has placed 3 wagers in accordance with these regulations;
- (b) one card face down to the area designated for the placement of the community cards;
- (c) a second card face down to each player;

- (d) a second card face down to the area designated for the placement of the community card;
- (e) a third card face down to each player;
- (f) after 3 cards have been dealt to each player and 2 cards have been dealt to the area designated for the placement of the community cards, the dealer shall place the stub in the discard rack without exposing the cards;
- (g) if the cards are dealt from an automated shuffling device in stacks of 3 cards, the dealer shall deliver the first stack of cards dispensed, face down to the player farthest to his or her left who has placed the required 3 wagers, and moving clockwise around the table he or she shall deliver a stack of cards face down to each of the other players who has placed the required 3 wagers in accordance with these Regulations;
- (h) the dealer shall then deliver a stack of 3 cards face down to the area designated for the placement of community cards and then burn the top card in the stack of 3 cards and the burned card shall be placed on the discard rack face down.

(Inserted by S.I.79/2002)

91. Counting of the stub

- (1) The dealer shall be required to count the stub at least once every 3 rounds of play to determine that the correct number of cards is still present in the deck.
- (2) The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
- (3) The counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present.
- (4) When the count of the stubs indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
- (5) When the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt and if the cards have been misdealt but 52 cards remain in the deck, all hands shall be void but if the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.
- (6) When an automated card-shuffling device is being used and it reveals that an incorrect number of cards are present, the deck shall be removed from the table.

(Inserted by S.I.79/2002)

92. Procedures for each round of play

- (1) After the procedures for dealing the cards have been completed, each player shall examine his or her card.
- (2) After each player has examined his or her cards, the dealer shall, beginning with the player farthest to the dealers left and moving clockwise, ask each player if he or she wishes to withdraw bet number one or let it ride.
- (3) When the player chooses to let bet number one ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
- (4) When the player chooses to withdraw bet number one, the dealer shall move the gaming chips on the betting area designated for bet number one towards the player, who shall then immediately remove the gaming chips from the betting area.
- (5) After each player has made a decision regarding bet number one, the dealer shall then turn one of the cards in the community cards area face up and the exposed card shall become the first community card.

(6) After the community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw bet number 2 or let it ride and this decision shall be made by each player regardless of the decision made concerning bet number one.

(7) When a player chooses to let bet number 2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

(8) When a player chooses to withdraw bet number 2, the dealer shall move the gaming chips on the betting areas designated for bet number 2 towards the player, who shall then immediately remove the gaming chips from the betting area.

(9) The dealer shall then turn the other card in the community cards area face up and this card shall become the second community card.

(10) After the second community card is turned face up, the dealer shall, beginning with the player farthest to his or her right and continuing around the table in a counter clockwise direction, turn the 3 cards of each player face up.

(11) The 2 community cards and the 3 cards dealt to each player shall form the five-card poker hand of each player.

(12) The dealer shall examine the cards of each player to determine if the player's hand qualifies for a payout in accordance with these Regulations.

(13) Any wager on a hand, which has a rank that is lower than a pair of tens, shall be a losing wager and all losing wagers shall be immediately collected by the dealer and placed in the table inventory container, and the 3 cards of any player that has made a losing wager shall be collected and placed in the discard rack.

(14) After all losing wagers have been collected, all winning wagers shall be paid and all winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer.

(15) Each winning wager that remains on the table shall be paid in accordance with the payout odds listed in regulation 93.

(16) The dealer shall pay winning wagers beginning with the player farthest to the right of the dealer and continuing counter clockwise around the table.

(17) After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

(18) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

(Inserted by S.I.79/2002)

93. Payout odds

(1) All odds stated on any layout or in any brochure or other publication distributed by a gaming operator shall be stated through use of the word "to" and odds shall not be stated through use of the word "for".

(2) A gaming operator, his or her employees or agents shall not pay off winning wagers at the game of Let It Ride Poker at less than or more than odds listed below—

Wager	Payout odds
Royal flush	1,000 to 1
straight flush	200 to 1
four-of-a-kind	50 to 1
full house	11 to 1

flush	8 to 1
straight	5 to 1
three-of-a-kind	3 to 1
two pairs	2 to 1
Pair of Tens, Jacks, Queens, Kings or Aces	1 to 1.

(Inserted by S.I.79/2002)

94. Irregularities

(1) A card that is found face up in the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack and if more than one card is found face up in the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(2) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(3) When any player or the area designated for the placement of the community card is dealt and an incorrect number of cards remains, all hands shall be void and the cards shall be reshuffled.

(4) When an automated card-shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(5) Any automated card shuffling device shall be removed from a gaming table before any other method of shuffling may be utilised at that table.

(Inserted by S.I.79/2002)

95. Posting of rules

Each gaming operator shall cause to be conspicuously posted on the gaming establishment floor, and remain posted, a sign stating the rules and payouts governing Let It Ride Poker. *(Inserted by S.I.79/2002)*

Gaming, Racing and Betting (Bond and Security Instrument) Regulations – Section 55

(Statutory Instrument 198/2020)

S.I. 116/2001 .. (Revoked by S.I. 198/2020)

S.I. 198/2020 .. in force 4 December 2020

ARRANGEMENT OF REGULATIONS

1. Citation
2. Interpretation
3. Drawing down or cancellation of bond or security instrument
4. Guarantee and liability
5. Revocation

GAMING, RACING AND BETTING (BOND AND SECURITY INSTRUMENT) REGULATIONS – SECTION 55

Commencement [4 December 2020]

1. Citation

These Regulations may be cited as the Gaming, Racing and Betting (Bond and Security Instrument) Regulations.

2. Interpretation

In these Regulations, “**Act**” means the Gaming, Racing and Betting Act.

3. Drawing down or cancellation of bond or security instrument

(1) A gaming operator shall not draw down or cancel a bond or security instrument under section 28 of the Act unless the gaming operator gives to the Authority 30 days notice in writing prior to the draw down or cancellation.

(2) If a gaming operator contravenes subregulation (1), the Authority shall suspend the gaming operator licence until a new bond or security instrument in the amount specified under section 28 of the Act is filed with the Authority.

(3) If a gaming operator does not file a bond or security instrument within 30 days of the date of suspension under subregulation (2), the Authority shall revoke the gaming operator licence.

4. Guarantee and liability

(1) The total and aggregate liability of a gaming operator in a bond or security instrument under section 28 of the Act is limited to the amount determined under that section.

(2) A bond or security instrument filed under section 28 of the Act may be used to guarantee that the gaming operator makes the payment, keeps books and records, makes reports and conducts games in accordance with the Act.

5. Revocation

The Gaming, Racing and Betting (Bonds) Regulations are revoked.
