



Mille Lacs Band of Ojibwe Indians  
*Gaming Regulatory Authority*  
*Detailed Gaming Regulations*

**CARD GAMES**

**Document No. DGR – 10a**

**Effective: July 6, 2011**

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**I. GAMES ALLOWED.** The Gaming Enterprise must provide written notification to the Gaming Regulatory Authority a listing of the games and the house rules of each game, thirty (30) days prior to game being able to be played. This will allow the Gaming Regulatory Authority time to review each game, procedures, and potential risks for each game.

**II. SOFTWARE VERIFICATION**

**Section 1.** The Gaming Enterprise shall establish and implement procedures that restrict access to associates for the controlled gaming equipment/components.

**Section 2.** The game software components will be identified in the test laboratory report. When initially received, the software must be verified to be authentic copies, as certified by the independent testing laboratory.

**Section 3.** The GRA shall establish and implement procedures relating to the inspection, shipment, testing, and documentation of gaming equipment/components, including but not limited to:

- A. Software must be authenticated prior to placement into play and semi-annually by an associate independent of Card Games operations by comparing signatures against the test laboratory letter on file with the GRA for that version.
- B. The manufacturer must provide specialized equipment or the services of an independent technical expert to assist with the testing, examination and analysis.

**III. SUPERVISION.** Supervision shall be provided at all times the card room is in operation by associates with authority equal to or greater than those being supervised.

**IV. STANDARDS FOR PLAYING CARDS.**

**Section 1.** New and used playing cards to be issued to a table shall be maintained in a secure location to prevent unauthorized access and to reduce the possibility of tampering.

**Section 2.** Used cards that are not to be reused shall be maintained in a secure location until promptly marked, scored, or destroyed. Promptly is a period not to exceed seven (7) days. This standard shall not apply where playing cards are retained for an investigation.

**Section 3.** A card control log shall be maintained that documents when cards are received on site, distributed to and returned from tables and removed from play by the gaming operation.

**Section 4.** Notwithstanding DGR 10a Part IV Sections 1 – 3, if a gaming operation uses plastic cards (not plastic-coated cards); the cards may be used for up to three (3) months if the plastic cards are routinely inspected at least every seven (7) days of play.

**Section 5.** If the gaming operation is using plastic cards, the cards must be routinely cleaned at least every fourteen (14) days of play.

**V. STANDARDS FOR THE CARD ROOM FUNDS.**

**Section 1.** The amount of the main card room bank shall be counted, recorded, and reconciled once every eight hours or when accountability transfers.

**Section 2.** At least once every eight hours the table banks that were opened during that shift shall be counted, recorded, and reconciled by a dealer or other person, and a supervisor, and shall be attested to by their signatures on the table inventory form.



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**Section 3.** Exchanges between table banks and the main card room bank (or cage, if a main card room bank is not used) shall be authorized by a supervisor. All exchanges shall be evidenced by the use of a lammer unless the exchange of chips, tokens, and/or cash takes place at the table. If table banks are maintained at an imprest level and runners are used for the exchanges at the table, no supervisory authorization is required.

**Section 4.** Exchanges from the main card room bank (or cage, if a main card room bank is not used) to the table banks shall be verified by the card room dealer and the runner.

**Section 5.** If applicable, transfers between the main card room bank and the cage shall be properly authorized and documented.

**Section 6.** A rake collected or ante placed shall be done in accordance with the posted rules.

**VI. STANDARDS FOR DROP AND COUNT.** The procedures for the collection of the card game drop and the count shall comply with DGR 16.

**VII. STANDARDS FOR PROMOTIONAL PROGRESSIVE POTS AND POOLS.**

**Section 1.** All funds contributed by players into the pools shall be returned when won in accordance with the posted rules with no commission or administrative fee withheld.

A. The payout may be in the form of personal property (e.g., car).

B. A combination of a promotion and progressive pool may be offered.

**Section 2.** The conditions for participating in current card game promotional progressive pots, pools, and any related promotions including drawings and giveaway programs shall be prominently displayed or available for customer review at the gaming operation.

**Section 3.** Payouts for card game promotional progressive pots, pools and any other promotion, including related drawings and giveaway programs, that are \$600 or more shall be documented at the time of the payout to include the following:

A. Date and time;

B. Dollar amount of payout or description of personal property (e.g., car);

C. Reason for payout (e.g., promotion name);

D. Signatures of at least two key associates verifying, authorizing, and completing the promotional payout with the customer. The associates need not be card game department associates provided that the required signature is that of the associate completing the payout with the customer; and

E. Customer's name.

**Section 4.** If the cash (or cash equivalent) payout for the card game promotional progressive pot, pool, or related promotion, including a payout resulting from a drawing or giveaway program, is less than \$600, documentation shall be created to support accountability of the bank from which the payout was made. Such documentation may consist of a line item on a card games department or cage accountability document (e.g., 43 (forty-three) \$10 card games giveaway coupons = \$430).

**Section 5.** Rules governing promotional pools shall be conspicuously posted and designate:

A. The amount of funds to be contributed from each pot;

B. What type of hand it takes to win the pool (e.g., what constitutes a "bad beat");

C. How the promotional funds will be paid out;

D. How/when the contributed funds are added to the pools; and



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E. Amount/percentage of funds allocated to primary and secondary pools, if applicable.

**Section 6.** Promotional pool contributions shall not be placed in or near the rake circle, in the drop box, or commingled with gaming revenue from card games or any other gambling game.

**Section 7.** The amount of the pool shall be conspicuously displayed in the card room.

**Section 8.** At least once a day, the posted pool amount shall be updated to reflect the current pool amount.

**Section 9.** Promotional funds removed from the card game shall be placed in a locked container. (e.g., a separate locked container affixed to a card game table used solely for promotional pool funds).

**VIII. CARD ROOM CONTESTS AND TOURNAMENTS.**

**Section 1.** All contest/tournament entry fees and prize payouts shall be summarized on a cash accountability document on a daily basis.

**Section 2.** When, in accordance with the rules of the contest/tournament as established by the gaming operation, identification of the entrant is required for making the subsequent payout of \$600 or more, (e.g., high hand of the day/week), the entry fee(s) shall be recorded on a document which contains:

- A. Customer's name;
- B. Date of entry;
- C. Dollar amount of entry fee, including re-buys;
- D. Signature of individual completing transaction attesting to the receipt the entry fee with the customer; and
- E. Name of contest/tournament.

**Section 3.** When contest/tournament payouts of \$600 or more are transacted, the transactions shall be recorded on a document which contains:

- A. Customer's name;
- B. Date of payout;
- C. Dollar amount of entry payout and/or nature and dollar value of any noncash payout;
- D. Signature of individual completing transaction attesting to the disbursement of the payout with the customer; and
- E. Name of contest/tournament.

**Section 4.** Contest/tournament prize pools that have the amount of the pool determined through player contributions from card game pots are subject to the requirements of DGR 10a VII Section 5 and DGR 16.

**Section 5.** Current contest/tournament rules shall be included on all entry forms/brochures and prominently displayed or available for customer review at the gaming operation. The rules must include at a minimum:

- A. All conditions customers must meet to qualify for entry into, and advancement through, the contest/tournament;
- B. Specific information pertaining to any single contest/tournament, inclusive of the following:
  - 1. Dollar amount of money placed in to the prize pool;
  - 2. If dollar amount not predetermined, the method by which the dollar contribution will be determined; and
  - 3. Description of merchandise contributed, inclusive a dollar value.



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C. The distribution of funds based on specific outcomes.

**Section 6.** Results of current contests/tournaments shall be recorded and available for participants to review, including the name of the event, date(s) of event, total number of entries, dollar amount of entry fees, total prize pool, and the dollar amount paid for each winning category. The gaming operation shall establish a retention period to maintain the information.

A. For contest/tournament prize pools where the amount of the pool is determined through patron contributions from card game pots, the daily contributions and the total contributions shall be recorded.

B. Two associates, one of whom is independent of the collection of entry fees, shall reconcile the total amount of card game chips issued for the contest/tournament in exchange for entry fees to the final chip count at the end of the contest/tournament. The reconciliation shall be documented and signed by the associates.

**IX. COMPUTERIZED PLAYER TRACKING SYSTEMS.**

**Section 1.** The following standards apply only to computerized player tracking systems that accumulate points that are subsequently redeemed by the customer for cash, merchandise, etc.

**Section 2.** The addition/deletion of points to player tracking accounts other than through an automated process related to actual play must be sufficiently documented (including substantiation of reasons for increases) and authorized or performed by supervisory personnel of the player tracking, promotions, or card games departments.

A. The addition/deletion of points to player tracking accounts authorized by supervisory personnel shall be documented and randomly verified by accounting/audit personnel on at least a quarterly basis.

B. The above requirements do not apply to the deletion of points related to inactive or closed accounts through an automated process.

**Section 3.** Associates who redeem points for patrons shall not have access to inactive or closed accounts without supervisory personnel authorization. Documentation of such access and approval shall be created and maintained.

**Section 4.** Customer identification shall be required when redeeming points for cash or at any time points are being redeemed without a player tracking card.

**Section 5.** Changes to the player tracking system parameters, such as point structures and associate access, must be performed by supervisory personnel independent of the card games department. Alternatively, changes to player tracking system parameters may be performed by card games supervisory personnel if sufficient documentation is generated and the propriety of the changes is randomly verified by personnel independent of the card games department on a quarterly basis.

**Section 6.** Rules and policies for player tracking accounts including the awarding, redeeming and expiration of points shall be prominently displayed or available for customer review at the gaming operation.

**History.** Approved by the Gaming Regulatory Authority Board July 6, 2011. Effective date July 6, 2011.