



Mille Lacs Band of Ojibwe

*Gaming Regulatory Authority
Detailed Gaming Regulations*

Card Games

Document No. DGR - 10 A

Effective: August 26, 2004

Card Games

Section 1. Scope. This section includes the Detailed Gaming Regulations for Card Games, to be regulated and played in Compliance with IGRA, 15 MLBSA and Minnesota Statutes 240.30, subdivision 8 (2)(3).

Section 2. Computer applications. For any computer applications utilized, alternate documentation and/or procedures that provide at least the level of control described by the standards in this section, as approved by the Gaming Regulatory Authority, will be acceptable.

Section 3. Standards for drop and count. The procedures for the collection of the card game drop and the count thereof shall comply with DGR 16.

Section 4. Definitions applicable to this part.

- a) Card game means a game in which the gaming operation is not party to wagers and from which the gaming operation receives compensation in the form of a rake, a time buy-in, or other fee or payment from a player for the privilege of playing.
- b) Card room bank means the operating fund assigned to the card room or main card room bank.
- c) Lammer means a chip-like implement that represents a numerical value. The lammer is a chip marker that a chip runner (or

other floorperson) leaves in the tray of the game when taking cash out of the dealer's tray, for which the runner will return with chips.

- d) Main card room bank means a fund of cash, coin, and chips used primarily for poker and pan card game areas. Used to make even cash transfers between various games as needed. May be used similarly in other areas of the gaming operation.
- e) Promotional progressive pots and/or pools means funds contributed to a table game by and for the benefit of players. Funds are distributed to players based on a predetermined event.
- f) Rake means a commission charged by the house for maintaining or dealing a game such as poker.
- g) Rake circle means the area of a table where rake is placed.
- h) Take means the same as earned and unearned take.

Section 5. Game Play Standard. When played at any Band Gaming Enterprise, card games shall be played according to the following game play standards.

- a) **Supervision**
 - 1) 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.
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- 2) Exchanges between table banks and the main card room bank (or cage, if a main card room bank is not used) in excess of \$100.00 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.
 - 3) 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.
 - 4) If applicable, transfers between the main card room bank and the cage shall be properly authorized and documented.
 - 5) A rake collected or ante placed shall be done in accordance with the posted rules.
- b) Standards for playing cards.**
- 1) Playing cards shall be maintained in a secure location to prevent unauthorized access and to reduce the possibility of tampering.
 - 2) Used cards shall be maintained in a secure location until marked, scored, or destroyed, in a manner approved by the Gaming Regulatory Authority, to prevent unauthorized access and reduce the possibility of tampering.
 - 3) The Gaming Regulatory Authority, or the gaming operation as approved by the Gaming Regulatory Authority, shall establish and the gaming operation shall comply with a reasonable time period, which shall not exceed seven (7) days, within which to mark, cancel, or destroy cards from play.
 - 4) Standard 3 of this section shall not apply where playing cards are retained for an investigation.
 - 5) 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.
 - 6) Notwithstanding standards 1-5 of this section, 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 in a manner and time frame approved by the Gaming Regulatory Authority.
 - 7) If the gaming operation is using plastic cards, the cards must be routinely cleaned at least every 14 days of play, and in accordance to a practice
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approved by the Gaming
Regulatory Authority.

**(c) Standards for reconciliation of
card room bank.**

- 1) The amount of the main card room bank shall be counted, recorded, and reconciled on at least a per shift basis.
- 2) At least once per shift, 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.

**(d) Standards for promotional
progressive pots and pools.**

- 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.
- 2) Rules governing promotional pools shall be conspicuously posted and designate:
 - i. The amount of funds to be contributed from each pot;
 - ii. What type of hand it takes to win the pool (e.g., what constitutes a "bad beat");
 - iii. How the promotional funds will be paid out;
 - iv. How/when the contributed funds are added to the jackpots; and

v. Amount/percentage of funds allocated to primary and secondary jackpots, if applicable.

- vi. 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.
 - 3) The amount of the jackpot shall be conspicuously displayed in the card room.
 - 4) At least once a day, the posted pool amount shall be updated to reflect the current pool amount.
 - 5) At least once a day, increases to the posted pool amount shall be reconciled to the cash previously counted or received by the cage by Associates independent of the card room.
 - 6) All decreases to the pool must be properly documented, including a reason for the decrease.
- (e) Promotional progressive pots
and pools where funds are
displayed in the card room.**
- 1) Promotional funds displayed in the card room shall be placed in a locked container in plain view of the public.



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- 2) Persons authorized to transport the locked container shall be precluded from having access to the contents keys.
 - 3) The contents key shall be maintained by Associates independent of the card room.
 - 4) At least once a day, the locked container shall be removed by two persons, one of whom is independent of the card games department, and transported directly to the cage or other secure room to be counted, recorded, and verified.
 - 5) The locked container shall then be returned to the card room where the posted pool amount shall be updated to reflect the current pool amount.
- (f) Promotional progressive pots and pools where funds are maintained in the cage.**
- 1) Promotional funds removed from the card game shall be placed in a locked container.
 - 2) Persons authorized to transport the locked container shall be precluded from having access to the contents keys.
 - 3) The contents key shall be maintained by personnel independent of the card room.
 - 4) At least once a day, the locked container shall be removed by two persons, one of whom is independent of the card games department, and transported directly to the cage or other secure room to be counted, recorded, and verified.
 - 5) The posted pool amount shall then be updated to reflect the current pool amount.
- (g) 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.
- (h) Tournament play**
A Gaming Enterprise may allow the play of card tournaments, where, in addition to the wager, players may win other prizes as provided for in the rules of that particular tournament. The rules of such a tournament must be made readily available to players or potential players on request. The rules of the tournament are the following:
- a. Each tournament will have an established area for players to enter and pay entry fees. The established area has to be one set location and surveillance must be notified prior to any entry fees being excepted for tournaments.
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- b. Each tournament player will receive a set number of chips. Each player will receive the same amount of chips at the start of the tournament.
- c. The entry fee, minimum bet, maximum bet and number of rounds shall be set by the tournament director.
- d. A player may play only one position on the table.
- e. Players must keep all of their chips on the table, in plain sight of the rest of the players at the table and to tournament officials.
- f. No coaching will be allowed.
- g. In the event of an incorrect payoff that is reported by a player or dealer it shall be corrected immediately.
- h. Upon the request of the players, the tournament director will provide all players the number of rounds that the tournament will consist of, and payoff amounts, after the tournament registration has closed.
- i. All finalists must supply the tournament officials with proof of identification. Acceptable identification includes the following:
- (i) Driver's license;
 - (ii) Passport or alien identification card;
or
 - (iii) Other government issued photo identification cards.
- j. All prizes must be signed for upon receipt by all winners.
- k. Any and all disputes settled by the tournament officials are final.
1. The Gaming Enterprise reserves the right to refuse tournament entry to anyone.
- History.** Approved by Gaming Regulatory Authority Board on August 26, 2004.
- Section 2: Change of "tribal gaming regulatory authority" to "Gaming Regulatory Authority"; Section 3: Change of "Sec. 542.21, Sec. 542.31, or Sec. 542.41(as applicable)." to "DGR 16."; Section 4: Addition of c) definition of lammer; Change of Header c) to d), because of addition (above); Change of Header d) to e), because of addition (above); Change of Header e) to f), because of addition (above); Change of Header f) to g), because of addition (above); Deletion of (g) "shill"; Section 5(a)(1): Change of "Personnel" to "Associate"; Section 5(b)(2): Change of "Tribal gaming regulatory authority" to "Gaming Regulatory Authority"; Section 5(b)(3): Change of "Tribal gaming regulatory authority" to "Gaming Regulatory Authority" – 2 places; Section 5(b)(6): Change of "Tribal gaming regulatory authority" to "Gaming Regulatory Authority"; Section 5(b)(6): deleted "and washed or cleaned"; Section 5(b)(7): Addition of new section; Section 5(c): Deletion of "standards of skills" section; Section 5(c): Change of Header "(d)" to "(c)"; Section 5(d): Change of Header "(e)" to "(d)"; Section 5(d)(5): Change of "personnel" to "Associates"; Section 5(e): Change of Header "(f)" to "(e)"; Section 5(e)(3): Change of "personnel" to "Associates"; Section 5(f): Change of Header "(g)" to "(f)"; Section 5(g); Addition of "games allowed" section; and Section 5(h); Addition of "Tournament play" section. **Effective Date for changes September 11, 2008.**
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