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**LOTTERIES AND GAMING EQUIPMENT  
REGULATIONS  
ARRANGEMENT OF REGULATIONS**

## REGULATION

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**LOTTERIES AND GAMING EQUIPMENT  
REGULATIONS**

*S.I. 44/1993  
S.I. 29/1998  
S.I. 73/1999  
S.I. 106/2004*

(SECTIONS 54 and 66)

*[Commencement 21st July, 1993]*

1. These Regulations may be cited as the Lotteries and Gaming Equipment Regulations, 1993.

Citation.

2. (1) Gaming chips with a value contained thereon shall be known as “Value Chips” and gaming chips without a value contained thereon shall be known as “Non-Value” chips.

Gaming chips:  
Value and non-  
value chips.

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

(3) A Casino may issue gaming chips without a value impressed, engraved or imprinted thereon for the purpose of gaming at Roulette. The design of such chips shall be unique to the casino issuing them.

(4) Value chips may be issued by a Casino Licensee in denominations of \$0.50, \$1.00, \$2.50, \$5.00, \$25.00, \$100.00, \$500.00, \$1,000.00, \$2,500.00, \$5,000.00, \$10,000.00, and any other denomination approved by the Gaming Board. Subject to the approval of the Gaming Board, it shall be within the discretion of the Casino Licensee to determine which of these denominations will be issued in his Casino 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

Subject to the approval of the Gaming Board, the colour of all other denominations may be determined by the Casino Licensee.

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

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

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

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

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

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

(12) Non-Value Chips missing from a Roulette Table shall be replenished from the reserve Non Value Chip inventory at least weekly.

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

Primary and secondary sets of gaming chips.

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

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

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

4. (1) Gaming plaques may be issued by a Casino Licensee in denominations of \$5, \$20, \$50, \$100, \$500, \$1,000, \$5,000, \$10,000, and any other denomination approved by the Gaming Board, for use for gaming at Baccarat and other gaming tables. Subject to the approval of the Gaming Board, it shall be within the discretion of the Casino Licensee to determine which of these denominations will be used in his casino and what amount of each denomination will be necessary for the conduct of gaming.

Gaming plaques: Physical characteristics.

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

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

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

Tokens: Physical characteristics.

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

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

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

Submission of  
Gaming Chips,  
Plaques and  
Tokens for  
Review and  
Approval.

6. (1) Each Licensee shall submit to the Board a sample of each denomination of gaming plaque or token and a sample of each value and non-value chip in its primary and secondary sets, and shall not utilize such chips, plaques or tokens for gaming purposes until approved by the Board.

Nature and  
Exchange of  
Gaming Chips,  
Plaques and  
Tokens.

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

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

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

(4) Tokens may only be issued at the Main Slot Bank, Change Booth, or by a Change Person. Tokens may be redeemed for cash by the Main Slot Bank or Coin Redemption Centre.

(5) Gaming chips, plaques or tokens shall be considered solely as evidence of a debt owed to the patron who holds them by the Casino Licensee, and shall be considered at no time the property of anyone other than the Casino Licensee issuing them.

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

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

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

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

Inventory,  
Storage, and  
Destruction of  
Chips.

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

(3) If any of the gaming chips, plaques or tokens received are to be held in reserve and not utilized 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 or coin room and shall be recorded in the chip inventory ledger as reserve chips, plaques or tokens.

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

(5) Whenever any gaming chips, plaques or tokens are taken from or returned to either the reserve inventory or

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the secondary set of chips, this shall be accomplished in the presence of at least two individuals, one from Security and one from Accounting or Cage Operations, and the denominations, quantity and value of chips, plaques, or tokens so taken or returned shall be recorded in the inventory ledger together with the date and signatures of the individuals carrying out this process.

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

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

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

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

Roulette tables.

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

(2) Each Roulette Wheel shall be of a double zero or single zero variety as described below —

- (a) each single zero Roulette Wheel shall have 37 equally spaced compartments, with one marked “O” and coloured green, and the others marked 1-36 and coloured alternately red and black which numbers shall be arranged around the wheel in a manner approved by the Board;
- (b) each double zero Roulette Wheel shall have 38 equally spaced compartments around the wheel with one marked “O” and coloured green and one marked “OO” and coloured green, and the 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 Casino imprinted thereon.

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

Roulette Balls.

**11.** (1) Prior to opening a Roulette Table for daily gaming activity, a Casino Supervisor shall —

Inspection  
Procedures and  
Security of  
Roulette  
Equipment.

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

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

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

Blackjack table:  
Physical  
Characteristics.

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

(3) The following inscriptions shall appear on the layout of the Blackjack Table —



- (a) blackjack pays 3 to 2;
- (b) dealer must draw to 16 and stand on all 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.

*S.I. 106/2004.*

(5) Notwithstanding subparagraph (3), the following inscriptions shall appear on the layout of the Single Deck Blackjack table —

- (a) blackjack pays 6 to 5;
- (b) dealer must hit soft 17; and
- (c) insurance pays 2 to 1.

Craps table:  
Physical  
Characteristics.

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

Baccarat table:  
Physical  
Characteristics.

**14.** Baccarat — Punto Banco shall be played on a Table having numbered places for ten to fourteen seated players. It shall be provided with a Discard Box, a Drop Box, and a Tip Box in locations approved by the Board. The Discard Box shall be used to collect cards discarded in play, and the Drop Box for money exchanged for chips to be used in wagering. The layout of the table shall have imprinted thereon the name of the Casino and shall be marked in a manner approved by the Board.

Big Six Wheel  
and Wheel of  
Fortune: Physical  
Characteristics.

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

(2) The Wheel and layout of each game may be marked as follows —

- (a) in the case of Big Six with three dice in each space, showing different combinations of the numbers one to six, with a corresponding layout that indicates odds according to the number of

correct numbers in a space, — one correct number, 1 to 1; two correct numbers, 2 to 1; three correct numbers; 3 to 1; and

- (b) in the case of Wheel of Fortune with different dollar bills and a joker in the spaces, being \$1, \$2, \$5, \$10, \$20, \$40, with a corresponding layout that indicates odds, according to the denomination of the bills — 1 to 1, 2 to 1, 5 to 1, 10 to 1, 20 to 1, 40 to 1, and joker 40 to 1.

**16.** Each Casino Licensee shall cause to be conspicuously posted and remain posted a sign stating the minimum and maximum wagers permitted at each table.

Maximum and Minimum Wages.

**17.** (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.

Red Dog table: Physical Characteristics.

(2) The layout of the Red Dog table shall have imprinted thereon the name of the casino and shall have two 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 seven in number.

(3) Each Red Dog layout 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) Three 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.

(6) Each Casino Licensee shall cause to be conspicuously posted and remain posted a sign stating the minimum and maximum wagers permitted at each table.

Pai Gow Poker:  
Physical  
Characteristics.

**18.** (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 casino and shall have rectangular, circular or oval areas to indicate boxes for wagers, such boxes not to exceed six (6) in number.

(3) Each Pai Gow Poker layout shall have an area designated for the placement of the players two (2) hands; the low two-card hand (second highest) shall be placed in the front of the player in a designated box marked (L) and the high five-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.

Caribbean Stud  
Poker: Physical  
Characteristics.

**19.** (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. On the side having places for the players 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.

(2) The layout of the Caribbean Stud Poker table shall have imprinted thereon the name of the casino, and shall have areas designated for the players' ante and additional bets, such areas not to exceed six (6) in number.

(3) 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.

Let it Ride  
Poker: Physical  
Characteristics.  
*S.I. 29/1998.*

**20.** (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 casino, and the payout schedule, and shall have rectangular, circular or oval areas to indicate boxes for wagers (such boxes not to exceed seven).

(3) Each Let It Ride Poker table shall have a Drop Box and a Tip Box attached to it at locations approved by the Board.

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

Casino War:  
Physical  
Characteristics.

(2) Each Casino War table shall be equipped with a Drop box, and a tip box in locations approved by the Board.

*S.I. 73/1999.*

(3) The layout of the Casino War table shall have imprinted thereon the name of the casino, 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.

**22.** (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 six players, and on the opposite side, a place for the dealer.

Vegas Shootout:  
Physical  
Characteristics.  
*S.I. 73/1999.*

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

(3) The layout of the Vegas Shootout table shall have imprinted thereon, at a minimum: Vegas Shootout, the name of the casino, three 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.

**22A.** (1) Poker: Seven Card Stud, (High, High-Low Spilt and High-Low Split Eight or Better) Five Card Stud (High), Five-Card Draw (High and Low), Hold ‘Em (High) (Texas Hold ‘Em), and Omaha (High and High-Low Split Eight or Better) shall be played at a table having on one side, betting positions for no more than eleven players, and on the opposite side, a place for the dealer.

Poker: Physical  
Characteristics.  
*S.I. 106/2004.*

(2) Each Poker table shall be equipped with a Drop Box and a tip box in locations approved by the Board.

(3) The layout of the Poker table shall have imprinted thereon the name of the casino and shall be marked in a manner approved by the Board.

(4) Each Casino Licensee shall cause to be conspicuously posted and remain posted, a sign stating the type of Poker being played.

Three Card  
Poker: Physical  
Characteristics.

*S.I. 106/2004.*

**22B.**(1) Three Card 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) Each Three Card Poker table shall be equipped with a Drop Box and a tip box in locations approved by the Board.

(3) The layout of the Three Card Poker table shall have imprinted thereon the name of the casino and shall be marked in a manner approved by the Board.

Dice: Physical  
Characteristics.

**23.** (1) Each die used in gaming at Craps shall be —

- (a) formed in the shape of a perfect cube with faces a minimum of 3/4 inches and a maximum of 7/8 inches square;
- (b) transparent except for the spots, name of the Casino, serial number, or letter contained thereon;
- (c) the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
- (d) all edges and corners perfectly square, that is forming perfect 90 degree angles;
- (e) the texture and finish of each side exactly identical to the texture and finish of all other sides;
- (f) its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
- (g) its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;
- (h) spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing five spots is directly opposite the side containing two spots, and the side containing three spots is directly opposite the side containing four spots; and
- (i) the name of the Casino 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.

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

Receipt, inspection and removal from use of dice.

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

(3) A Pit Boss, or someone above him in the organization of the Casino, accompanied by a member of the Security Department, shall open the cabinet, safe or vault before each shift and shall provide the requested sets of dice for that shift.

(4) Before issuance to a table, a Pit Boss, or someone above him in the organization of the casino, shall in the presence of another Casino Supervisor, inspect the dice to ensure that the dice conform to the standards described in Regulation 18 and are in a condition to ensure fair play. Dice which do not meet these standards shall be put into an envelope, which shall indicate date and time and shall be sealed with tape and signed by the persons who inspected the dice. The Gaming Board shall be informed and the dice shall be retained for seven days thereafter by the Security Department for inspection by the Gaming Board and by the Security Department before destruction or defacement.

(5) When approved for issuance, following the inspection mentioned in paragraph (4), the dice shall be

taken to a table by a Casino Supervisor accompanied by a member of the Security Department.

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

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

(8) The destruction or defacement of dice must be authorised by the Casino Manager, or his equivalent, in writing. Destruction or defacement shall be done by the Security Department on a daily basis at the times approved by the Board.

Cards: Physical  
Characteristics.  
S.I. 29/1998.  
S.I. 73/1999.  
S.I. 106/2004.

**25.** (1) Cards used to play Blackjack, Baccarat, Red Dog, Pai Gow Poker, Caribbean Stud Poker, Let it Ride Poker, Casino War, Vegas Shootout, Poker: Seven Card Stud, (High, High-Low Split and High-Low Split Eight or Better), Five Card Stud (High), Five Card Draw, (High and Low), Hold ‘Em (High) (Texas Hold ‘Em), and Omaha (High and High-Low Split Eight or Better) and Three Card Poker shall be in decks of fifty-two cards each, with each card identical in size and shape to every other card in such deck. However, Pai Gow Poker shall be played with a traditional deck of 52 playing cards plus one joker.

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

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

(4) The back of each card in the deck shall be identical and no card shall contain any markings, symbol or design that will enable a person to know the 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 the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.

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

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

(8) Nothing in this Regulation shall prohibit a manufacturer from manufacturing decks of cards with jokers contained therein provided such jokers are not used by the Casino in the play of the games except that in the game of Pai Gow Poker one joker may be used an ace, or to complete a straight, a flush, or a straight flush.

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

Receipt, and removal from use of cards.

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

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

(4) The two persons referred to in (3) above shall distribute sufficient decks to each pit as may be required for that shift or that day's gaming. The cards so distributed shall then be locked in the appropriate pit stand in the custody of the Pit Boss responsible for that pit.

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

(6) Card inspection at the gaming table shall require each pack to be used, to be placed into sequence and into



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suit to ensure that all cards are in the deck. The Croupier shall also check the back of each card to ensure that it is not flawed, scratched or marked in any way. If, after checking the cards, the Croupier finds that certain cards are damaged or otherwise unsuitable, he shall inform a Casino Supervisor. The Casino Supervisor shall obtain substitute cards from the pit stand. The damaged or unsuitable cards shall be put into an envelope, which shall indicate the table number, date, time and shift, and shall be sealed with tape, signed by the Croupier and the Casino 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.

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

(8) If, during the course of play, casino staff suspect that cards have been tampered with in any way that might indicate cheating, they shall at once inform a Member of Management of at least Shift Manager seniority. Both the cards and the shoe will be withdrawn. The cards shall be put into a sealed envelope and the shoe shall be labelled to indicate the table number, date, time and shift and both shall be signed by the staff and management concerned. The Board must be informed immediately and the cards and shoe transferred by a Security Department Member to the Gaming Board office in the casino for inspection by Gaming Board Inspectors, Casino Management and a Security Supervisor.

(9) At the end of the gaming day, the cards shall be inspected by a Croupier and the inspection verified by a Supervisor. The Pit Boss or 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 Supervisor and receiving member of the Security Department who shall retain the envelope.

(10) When an envelope of cards is received by the Security Department, they shall be inspected, at least on a

test basis, or whenever requested by a Gaming Board Inspector for tampering, marks, alterations or anything that might indicate unfair play. Any such evidence must be reported to the Board immediately. The Cards that indicate such evidence shall be transferred by a Security Department Member for inspection in the manner described in paragraph (8) above: Other cards returned to the Security Department shall be destroyed or cancelled.

(11) Destruction or cancellation shall be carried out by the Security Department on a daily basis at times agreed to by the Board. Cancellation shall be by drilling a circular hole of at least one fourth of an inch in diameter through the centre of each card in the deck.

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

Dealing Shoes.

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

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

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

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

**28.** (1) Except as otherwise provided in this Regulation, no person shall have, keep or possess within The Bahamas 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.

Possession of Slot Machines.

(2) Notwithstanding the prohibition in paragraph (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 The Bahamas subject to the following terms and conditions —

- (a) a Casino Licensee, provided that such machines are kept only in a Casino Room or a Licensed Casino and in such other location or locations as

may be specifically approved in writing by the Board and provided further that any machines located outside the Casino Room are not used for actual gaming;

- (b) a common carrier, transporting machines to or from a person authorised to possess such machines provided that an invoice accompanies such machines showing —
  - (i) serial number of each machine being transported;
  - (ii) full name and address of the person or entity 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.

(3) 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.

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

(5) In these Regulations the term “Slot Machine” has the meaning assigned to it in the Lotteries and Gaming (Accounting and Internal Controls) Regulations.

Importation,  
Exportation, and  
Transportation  
of Slot Machines.

**29.** (1) Prior to importing any slot machines into The Bahamas, 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 machine;
- (b) method of shipment and the name of the carrier;
- (c) full name and address of the person to whom the machines are being sent and the destination of the machines if different from such address;

- (d) quantity of machines being shipped and the serial number of each machine;
- (e) expected date and time of arrival of the machines at their destination within The Bahamas;
- (f) port of entry of the machines.

(2) Prior to exporting any slot machines out of The Bahamas, the person causing the 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 machine;
- (b) method of shipment and the name of the carrier;
- (c) full name and address of the person to whom the machines are being sent and the destination of the machines if different from such address;
- (d) port of exportation;
- (e) quantity of machines being shipped, and the serial number of each machine;
- (f) expected date and time of shipment.

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

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

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

Approval of gaming equipment: Retention by the Gaming Board.

chips, 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 equipment or of any other device or item used in a Casino to be placed in its custody and retained by it as a control for comparison purposes.

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

**31.** Any person who, while taking part in gaming on any licensed premises uses or has in his possession —

- (a) any bogus or counterfeit 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,

shall be guilty of an offence.

Offence relating to cheating games and devices.

**32.** Any person who —

- (a) conducts, operates or allows another person to conduct or operate any cheating or fraudulent game or device at any licensed premises; or
- (b) conducts, operates or exposes 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,

shall be guilty of an offence.