205 CMR 146.00: GAMING EQUIPMENT

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146.01: Gaming Chips and Plaques (General Rules)

(1) No gaming chip shall be utilized by a gaming licensee in a gaming establishment until:
(a) The design specifications of the proposed gaming chip, prior to the manufacture of the gaming chip, are submitted to and approved by the Bureau, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:
1. Each "face" of the gaming chip, which is the flat surface across which the diameter of the chip can be measured including any indentations or impressions;
2. The "edge" of the gaming chip, which is the surface of the chip across which its thickness can be measured in a perpendicular line from one face to the other; and
3. Any colors, words, designs, graphics or security measures contained on or within the gaming chip;
(b) A sample stack of 20 gaming chips, manufactured in accordance with its approved design specifications, is submitted to and approved by the Bureau; and
(c) The Bureau has confirmed that the identification requirements of 205 CMR 146.01 are visible using the gaming licensee's closed circuit television system.

(2) Each gaming chip issued by a gaming licensee shall be designed and manufactured with sufficient graphics or other security measures including, at a minimum, those features specifically required to appear on the face or edge of a gaming chip pursuant to 205 CMR 146.01 so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

(3) No gaming licensee shall use or redeem in its gaming establishment any gaming chip that it knows, or reasonably should know, is materially different from the approved sample or no longer conforms to the requirements of 205 CMR 146.01.

(4) No gaming licensee or other person licensed by the Commission shall manufacture for, sell to, distribute to, or use in any facility outside of Massachusetts any gaming chips having the same edge spot and design specifications as those approved for use in Massachusetts gaming establishments.

(5) A gaming licensee may issue promotional non-gaming chips that are prohibited from use for gaming in any gaming establishment. The physical characteristics of such chips shall be sufficiently distinguishable from approved design specifications of any gaming chip issued by any gaming licensee so as to reasonably ensure that they will not be confused with authorized gaming chips. At a minimum, such promotional non-gaming chips shall:
(a) Be unique in terms of size or color;
(b) Have no edge designs unique to gaming chips; and
(c) Bear the name of the gaming licensee issuing them and language on both faces stating that they have no redeemable value.

(6) A gaming licensee shall remove a set of gaming chips in use from active play whenever it has reason to believe the gaming establishment has accepted counterfeit chips or whenever any other impropriety or defect in the utilization of that set of chips makes removal of the chips in active use necessary or whenever the Bureau so directs. An approved back-up set of value chips or non-value chips shall be placed into active play whenever an active set is removed.

(7) Whenever chips in active use are removed from play, the gaming licensee shall immediately notify the Bureau of the removal and the reason for removal.

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(8) Each set of gaming chips approved by the Bureau for use by a gaming licensee shall receive a unique and permanent alphabetical designation. This designation shall be assigned by the gaming licensee during the design schematic approval process and shall be used for all inventory procedures required by 205 CMR 146.02. If a gaming licensee elects to commingle gaming chips pursuant to 205 CMR 146.02, in addition to the assigned alphabetical designation for that set of chips, each different sample within the set shall also be assigned an accompanying unique numeric designation.

(9) If a licensee uses RFID chips or plaques they must submit a detailed description of the technology and devices proposed for use at the gaming establishment. Any certifications or testing done by an independent testing lab that is certified by the Commission pursuant to 205 CMR 144.06: *Independent Testing Laboratory Certification and Auditing* must be included in the submission. Policies and procedures describing how the RFID chips and related equipment will be used must be submitted to the Commission.

146.02: Receipt of Gaming Chips or Plaques from Manufacturer or Distributor; Inventory, Security, Storage and Destruction of Chips and Plaques

(1) When gaming chips or plaques are received from the manufacturer or distributor, they shall be opened and inspected by at least three employees, one of whom shall be from the accounting or auditing department of the gaming licensee, one of whom who shall be from the games department, and one from any mandatory department other than the surveillance department of the gaming licensee.

(2) Each gaming licensee shall report to the Bureau promptly after an inspection performed pursuant to 205 CMR 146.02(1) if the inspection discloses any discrepancy between the invoice accompanying the chips and plaques and the actual chips or plaques received or any defects found in such chips or plaques.

(3) After inspecting the gaming chips or plaques received, the gaming licensee shall cause to be recorded in a chip inventory ledger (manual or electronic) the assigned alphabetical designation, the denomination of the value chips and gaming plaques received, the number of each denomination of value chip and gaming plaque received, the number and description of all non-value chips received, the date of such receipt, and the signatures of the employees who inspected such chips and plaques. If the chips or plaques are required to have a unique serial number, the numeric number shall also be recorded. If the gaming chips or plaques are not put into active use, the ledger shall also identify the storage location.

(4) Any gaming chips or plaques not in active use shall be stored in:
(a) An approved vault;
(b) The cashiers' cage; or
(c) A comparable secure area, approved by the Bureau, which is adjacent to and accessible exclusively from the gaming floor.

(5) Whenever any gaming chips or plaques are removed from or returned to an approved storage area, at least two employees shall be present, one of whom shall be a supervisor from the games or security department, and the following information shall be recorded in the chip inventory ledger together with the date and signatures of the employees involved:
(a) The alphabetical designation and, if applicable, any numeric designation;
(b) The number and dollar amount for each denomination of value chip or gaming plaque removed or returned;
(c) The number and description of the non-value chips removed or returned;
(d) The specific storage area being entered; and
(e) The reason for the entry into the storage area.

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(6) At the end of each gaming day, a gaming licensee shall compute and record the unredeemed liability for each denomination of value chips and gaming plaques. At least once every 30 days, at a minimum, each gaming licensee shall inventory all sets of value chips and gaming plaques in its possession and shall record the result of such inventory in the chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory value chips and gaming plaques shall be submitted to the Bureau. A physical inventory of value chips and gaming plaques not in active use shall only be required annually if the inventory procedures incorporate the sealing of the locked compartment. If a gaming licensee elects to commingle gaming chips, a member of the gaming establishment's accounting department shall, at least once every six months, inventory all gaming chips of a particular sample and readjust the starting inventory for those gaming chips which are no longer in the possession of the gaming licensee. The adjusted inventory figure shall be recorded in the chip inventory ledger and shall be the new beginning inventory figure for the next six-month period for purposes of computing the daily outstanding chip liability required by 205 CMR 146.02(6).

(7) The Bureau shall approve the process for the destruction of chips and plaques. Prior to the destruction of gaming chips and plaques, the gaming licensee shall notify the Bureau, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of value chips and plaques to be destroyed, and the description and number of non-value chips to be destroyed. Unless otherwise authorized by the Bureau, the destruction of gaming chips and plaques shall be carried out in the presence of at least two employees of the gaming licensee, one of whom shall be from the accounting department and one of whom shall be from any other mandatory department other than the surveillance department. The denomination, number and amount of value chips and plaques or, in the case of non-value chips, the description and number so destroyed shall be recorded in the chip inventory ledger together with the signatures of the individuals carrying out such destruction, and the date on which the destruction occurred. The gaming licensee shall also maintain a written log of the names and credential numbers of all individuals involved in each such destruction.

(8) A gaming licensee shall ensure that at all times there is adequate security, as approved by the Bureau, for all gaming chips and plaques in its possession.

146.03: Value Gaming Chips

(1) Each gaming chip which contains a denomination on its face shall be known as a "value chip." Value chips shall only be utilized on the gaming floor, unless otherwise authorized by the Bureau.

(a) Each gaming licensee shall be authorized to issue and use value chips in denominations of $1.00, $2.50, $5.00, $10.00, $20.00, $25.00, $100.00, $500.00, $1,000, $5,000, $20,000, and $25,000 and in such quantities as the gaming licensee may deem appropriate to conduct gaming in its gaming establishment.

(b) Each value chip issued by a gaming licensee shall be in the form of a disk. Value chips with a denomination of $1.00, $2.50, $5.00, $10.00, $20.00, $25.00, and $100.00, shall have a uniform diameter of one and $^{9}/_{16}$ inches. Any value chip issued by a gaming licensee in the denomination of $500.00 shall have a uniform diameter of one and $^{9}/_{16}$ inches or one and $^{11}/_{16}$ inches. Any value chip issued in the denomination of $1,000, $5,000, $20,000, or $25,000 shall have a uniform diameter of one and $^{11}/_{16}$ inches.

(c) Each value chip issued in a denomination of $20,000 or $25,000, in addition to satisfying the requirements set forth in this section, shall be impressed with a unique serial number.

(d) A gaming licensee may file a petition for Commission approval requesting a different denomination value chip than listed in 205 CMR 146.03(1)(a) through (c).

(2) Each denomination of value chip issued by a gaming licensee shall contain a predominant color unique to that denomination to be known as the "primary color." A "secondary color" on a value chip is any color, other than that chip's primary color, that the Bureau authorizes a gaming licensee to include on the face or edge of the chip as a contrast to the chip's primary color, except that no primary color shall be used as a secondary color on a value chip of another denomination where such use on the edge is reasonably likely to cause confusion as to the chip's denomination when the edge alone is visible.

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(3) Each licensed gaming chip manufacturer shall submit sample color disks to the Bureau that identify all primary and secondary colors to be used for the manufacturing of gaming chips for gaming licensees in Massachusetts. Once a gaming chip manufacturer has received approval from the Bureau for a primary or secondary color, those colors shall be consistently manufactured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the following colors.

(a) $1.00 - "White;"
(b) $2.50 - "Pink;"
(c) $5.00 - "Red;"
(d) $10.00 - "Blue;"
(e) $20.00 - "Yellow;"
(f) $25.00 - "Green;"
(g) $100.00 - "Black;"
(h) $500.00 - "Purple;"
(i) $1,000 - "Fire Orange;"
(j) $5,000 - "Gray;"
(k) $20,000 - "Mustard Yellow;" and
(l) $25,000 - "Gold."

(4) Each value chip issued by a gaming licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and are applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. These characteristics shall, at a minimum, include:

(a) The denomination of the value chip, expressed in numbers;
(b) The name, trade name, or other approved identification of the gaming licensee issuing the value chip, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system;
(c) For each value chip with a denomination below $25.00 at least one anti-counterfeiting measure and for each value chip with a denomination of $25.00 or more at least two anti-counterfeiting measures in addition to those items specifically required to appear on the face or edge of a value chip by 205 CMR 146.01 and 146.03(1);
(d) The word "Massachusetts" if the gaming licensee has gaming properties in other gaming jurisdictions; and
(e) The primary color of the value chip.

(5) In addition to the characteristics specified in 205 CMR 146.02(4), each value chip in a denomination of $25.00 or more shall contain a third anti-counterfeiting measure and a design or other identifying characteristic that is unique to the gaming chip manufacturer that makes the chip. Upon approval of a particular design or characteristic by the Bureau, the gaming chip manufacturer shall thereafter be precluded from using that same design or characteristic on any other denomination of value chip that it manufactures. The approved unique design or characteristic may only be changed upon a showing by the gaming chip manufacturer that, despite the change, each value chip in a denomination of $25.00 or more shall nonetheless be readily identifiable to the manufacturer.

(6) Each value chip issued by a gaming licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

(a) Be applied in a manner which ensures that the edge spot shall:
    1. Be clearly visible on the edge and, to the extent required by the Bureau, on each face of the value chip; and
    2. Remain a permanent part of the value chip.
(b) Be created by using:
    1. The primary color of the chip; and
    2. One or more secondary colors.

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(c) Include a design, pattern or other feature that a person with adequate training could readily use to identify, when viewed through the closed circuit television system of the gaming licensee, the denomination of the particular value chip when placed in a stack of gaming chips, in the table inventory or in any other location where only the edge of the value chip is visible; provided, however, that the design, pattern or feature created by the primary and secondary colors required by 205 CMR 146.03 shall be sufficient by themselves to satisfy the requirements of 205 CMR 146.03(6)(c) if approved for that purpose by the Bureau.

(7) When determining the secondary colors to be used to make the edge spot on a particular denomination of value chip, a gaming licensee shall, unless otherwise approved by the Bureau, use only those secondary colors that are reasonably likely to differentiate its value chip from the same denomination of value chip issued by any other gaming licensee.

(8) In addition to any other requirement of 205 CMR 146.03, the edge spots on a value chip that has non-identical faces and a denomination of $25.00 or more shall appear uniform in design, pattern, or other feature when viewed from the perspective of the same face on any other value chip in the set. The edge spots on a value chip that has non-identical faces and a denomination below $25.00 may appear uniform in design, pattern or other feature or as an inverted mirror image thereof when viewed from the perspective of either face on any other value chip in the set.

(9) Unless otherwise authorized by the Bureau, for each value gaming chip that a gaming licensee elects to issue pursuant to this section whose denomination is greater than $10.00, or equal to $1,000 or $5,000, it shall also have at least one approved set of gaming chips that may be used as a back-up for the gaming chips in active use. Each set of value chips maintained for use by a gaming licensee shall have different secondary colors. All sets of value gaming chips shall conform to the color and design requirements set forth in 205 CMR 146.03.

(10) A gaming licensee may obtain Bureau approval of two or more different samples within a single set of value chips for a particular denomination with a value of $100.00 or less (commingling), provided that each sample of a particular denomination shall have the same secondary color and edge design. Any approved sample of a particular denomination of value chip within a single set of chips may be placed in or removed from active use by the gaming licensee at any time.

146.04: Non-value Gaming Chips

(1) Each gaming chip which does not contain a denomination on either face thereof shall be known as a "non-value" chip.

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

(3) Each non-value chip issued by a gaming licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. The characteristics required by 205 CMR 146.04 shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system. The identifying characteristics of a non-value chip, at a minimum, shall include:

(a) The name, trade name, or other identification of the gaming licensee issuing the non-value chip;

(b) A design, insert, or symbol that will permit a set of non-value chips being used at a particular gaming table to be distinguished from the non-value chips being used at every other gaming table in the gaming establishment;

(c) The word "Roulette;" and

(d) Such color and/or design combinations as the Bureau may approve so as to readily distinguish the non-value chips of each player at a particular gaming table from the non-value chips of every other player at the same gaming table and the value chips issued by any gaming licensee.

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(4) Each non-value chip issued by a gaming licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

(a) Be applied in a manner which ensures that the edge spot shall:

1. Be clearly visible on the edge and, to the extent required by the Bureau, on each face of the non-value chip; and
2. Remain a permanent part of the non-value chip;

(b) Be created by using the colors approved for the face of the particular non-value chip pursuant to 205 CMR 146.04 in combination with one or more other colors that provide a contrast with the color on the face of the chip and that enable it to be distinguished from the non-value chips issued by any other gaming licensee; and

(c) Include a design, pattern or other feature approved by the Bureau that a person with adequate training could readily use to identify, when viewing the non-value chip through the closed circuit television system of the gaming licensee, the player to whom the non-value chip has been assigned when the non-value chip is placed in a stack of gaming chips or in any other location where only the edge of the non-value chip is visible; provided, however, that the design, pattern or feature created by the colors required by 205 CMR 146.04 shall be sufficient by itself to satisfy the requirements of 205 CMR 146.04(4)(c) if approved for that purpose by the Bureau.

(5) Each gaming licensee shall have a reserve non-value chip for each color utilized in the gaming establishment with a design insert or symbol different from those non-value chips comprising the primary set.

146.05: Non-value Chips; Permitted Uses; Inventory and Impressment

(1) Each non-value chip shall be assigned to a particular gaming table and shall be issued and used for gaming at that table only. All non-value chips utilized at a particular gaming table shall have the same design, insert or symbol as required by 205 CMR 146.04. No gaming licensee or any employee thereof shall allow any patron to remove a non-value chip from the gaming table at which it was issued. If a patron removes a non-value chip from the gaming table at which it was issued, the gaming licensee may redeem such chip at the lowest denomination in use at the table.

(2) No patron at a gaming table shall be issued or permitted to game with non-value chips that are identical in color and design to any non-value chip issued to any other patron at the same table. When a patron purchases non-value chips, a non-value chip of the same color and design shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel or in such other device as approved by the Bureau. At that time, a marker button denoting the value of a stack of 20 non-value chips of the same color and design shall be placed in the slot, receptacle or other device.

(3) An impressment of the non-value chips assigned to each gaming table shall be completed at least once every 30 days. The gaming licensee shall record the results of the impressment in the chip inventory ledger required pursuant to 205 CMR 146.02 and shall perform the impressment as follows:

(a) A gaming department supervisor shall complete a "Non-value Chip Impressment" ledger (electronic or manual) to record missing or excess chips and shall deliver the ledger and any excess chips to the main bank or chip bank;

(b) Upon receipt of the "Non-value Chip Impressment" ledger, a main bank cashier or chip bank cashier shall, if appropriate, immediately prepare any chips needed to impress the table; and

(c) The gaming department supervisor shall then, if applicable, deliver the non-value chips needed to restore the impress to the appropriate gaming table.

(4) The completed "Non-value Chip Impressment" form shall be maintained by the accounting department and shall contain, at a minimum, the following:

(a) The date and time of preparation;

(b) The design schematic of the chip including its primary color and the applicable table number;

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(c) The signature of the gaming department supervisor who completes the "Non-value Chip Impressment" form and the impressment for such table; and
(d) The signature of the main bank cashier or chip bank cashier who reviewed the form and, if necessary, prepared the chips to restore the impressment.

(5) Each gaming licensee shall record in the chip inventory ledger required by 205 CMR 146.02, a monthly summary of the non-value chip inventory for each gaming table. This monthly summary shall include, at a minimum, the following information for each non-value chip color and design:
(a) The balance on hand at the beginning of the month;
(b) The number of non-value chips distributed to the gaming table during the month;
(c) The number of non-value chips returned to inventory during the month; and
(d) The balance on hand at the end of the month.

146.06: Tournament Chips

(1) If a licensee conducts table game tournaments, the tournaments shall be conducted using tournament chips.

(2) The identifying characteristics of a tournament chip must include, at a minimum:
(a) The name, logo or other approved identification of the licensee issuing the tournament chip;
(b) The word "Tournament";
(c) The denomination of the chip;
(d) The phrase "No Cash Value"; and
(e) Color or design combinations so as to readily distinguish the tournament chips from:
1. The roulette non-value chips used for the play of roulette at the licensed facility.
2. The value chips issued by any gaming licensee.
3. Poker room rake chips.

(3) Tournament chips shall be stored in a secure area approved by the Bureau.

(4) An inventory of all tournament chips shall be conducted by the licensee prior to the start and after the completion of each tournament.

(5) Discrepancies in the inventory shall be immediately reported to the casino compliance representatives. The discrepancy report must include the balance for each denomination of tournament chip on hand at the beginning of the tournament and the balance on hand at the end of each tournament.

(6) Tournament chips shall be assigned only to those tables utilized in a tournament. No casino licensee or any employee thereof shall allow any patron to remove a tournament chip from a tournament.

(7) Whenever tournament chips are taken from or returned to an approved storage area, at least two employees shall be present, one of whom shall be a supervisor from the casino games or security department or other department approved by the Bureau, and the following information shall be recorded in the tournament chip inventory ledger together with the date and signatures of the employees involved:
(a) The alphabetical designation and, if applicable, any numeric designation;
(b) The number and dollar amount for each denomination of tournament chip removed or returned;
(c) The number and description of the tournament chips removed or returned;
(d) The specific storage area being entered; and
(e) The reason for the entry into the storage area.

146.07: Poker Rake Chips

(1) To facilitate the collection of the rake, a licensee may use Poker rake chips in the Poker room.

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(2) Poker rake chips shall only be used by dealers and may only be substituted for value chips that have been collected as part of the rake prior to the rake being placed in the drop box.

(3) Unused poker rake chips shall be kept by the dealer in the table inventory container.

(4) The denominations that may be used for poker rake chips are $2, $3 or $4.

(5) The identifying characteristics of a poker rake chip must include, at a minimum:
(a) The name, logo or other approved identification of the licensee;
(b) The words "Poker Rake Chip";
(c) One of the following denominations: "$2," "$3" or "$4"; and
(d) Color or design combinations to readily distinguish the poker rake chips from:
1. The roulette non-value chips used for the play of roulette at the licensed facility.
2. The tournament chips used for tournament play at the licensed facility.
3. The value chips issued by any gaming licensee.

146.08: Gaming Plaques; Issuance and Use; Denominations; Physical Characteristics

(1) Each gaming plaque issued by a gaming licensee shall be a solid, one-piece object constructed entirely of plastic or other substance approved by the Bureau and shall have no more than six, and at least two, smooth, plane surfaces. At least two of the plane surfaces, each to be known as a "face," shall be opposite and parallel to each other and identical in shape, which shall be a square, rectangle or ellipse. All other surfaces of a gaming plaque shall be known collectively as the "edge."

(2) No gaming plaque shall be issued by a gaming licensee or utilized in a gaming establishment unless and until:
(a) The design specifications of the proposed gaming plaque are, prior to the manufacture of the gaming plaque, submitted to and approved by the Bureau, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:
1. Each face;
2. The edge; and
3. Any colors, words, designs, graphics or security measures contained on the gaming plaque;
(b) A sample gaming plaque, manufactured in accordance with its approved design specifications, is submitted to and approved by the Bureau; and
(c) The gaming licensee has submitted to the Bureau internal control procedures which document the distribution, redemption, receipt and inventory of gaming plaques, by serial number, as required by 205 CMR 146.02.

(3) Each face of a square gaming plaque shall measure no smaller than nine square inches. Each face of a rectangular or elliptical gaming plaque shall measure no smaller than three inches in length by two inches in width. In the case of an elliptical gaming plaque, the length and width of the plaque shall be measured at its axes.

(4) Each gaming plaque issued by a gaming licensee shall be designed and manufactured with sufficient graphics or other security measures so as to prevent, to the greatest extent possible, the counterfeiting of such gaming plaque.

(5) Each gaming licensee shall be authorized to issue and use gaming plaques in denominations of $5,000, $10,000, $25,000, $50,000 and $100,000, and in such quantities as the gaming licensee may deem proper to conduct gaming in its gaming establishment. Each gaming plaque of a specific denomination utilized by a gaming licensee shall be in a shape and of a size, as approved by the Bureau, which is identical to the shape and size of all other gaming plaques of that denomination issued by that gaming licensee. The size and shape of each denomination of gaming plaque issued by a gaming licensee shall be readily distinguishable from the size and shape of every other denomination of gaming plaque issued by that gaming licensee.

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(6) Each gaming plaque issued by a gaming licensee shall contain certain identifying characteristics which shall appear at least once on each face of the gaming plaque and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming plaque. These characteristics shall, at a minimum, include:

(a) The denomination of the gaming plaque, expressed in numbers of no less than $^{3}/_{8}$ of an inch in height;

(b) The name, trade name, or other approved identification of the gaming licensee issuing the gaming plaque, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system; and

(c) A unique serial number.

146.09: Exchange and Redemption of Gaming Chips, Plaques and Coupons

(1) All wagering on authorized games, other than slot machines, in a gaming establishment shall be conducted with gaming chips or plaques; provided, however, that coupons shall be permitted for use in wagering at authorized games in accordance with 205 CMR 146.09. A gaming licensee shall submit to the Bureau a sample of its coupons. Value chips previously issued by a gaming licensee which are not in active use by that gaming licensee shall not be used for wagering at authorized table games and shall not be accepted or exchanged for any purpose. Such chips shall only be redeemed at the cashiers' cage pursuant to 205 CMR 146.09(7).

(2) Gaming chips or plaques shall be issued to a patron only at the request of such patron and shall not be given as change in any other but a gaming transaction. Unless otherwise authorized by 205 CMR 146.09, gaming chips and plaques shall be issued only by dealers to gaming patrons at gaming tables. Gaming chips may be issued by chip persons to patrons seated at a poker table at which a game is in progress or by general cashiers. Gaming plaques and value chips shall be redeemed by gaming patrons only at the cashiers' cage; provided, however, that value chips may be:

(a) Issued to a patron in payment of a manual slot machine jackpot;

(b) Exchanged by a patron at the slot booths or with change persons for currency, coin or slot tokens to play the slot machines;

(c) Exchanged for a gaming check upon a patron request to redeem value chips by mail in any amount. The chips shall be redeemed only by a cage supervisor, in accordance with internal controls which, at a minimum, shall detail procedures for the issuance of the gaming check and the transfer of the surrendered value chips to the chip bank in a transaction fully supported by proper documentation; and

(d) Exchanged by a patron for a pit counter check redemption as permitted by 205 CMR 148.41(1).

(3) Non-value chips shall be presented for redemption only at the gaming table from which they were issued and shall not be redeemed or exchanged at any other location within the gaming establishment. When non-value chips are presented for redemption, the dealer shall accept them in exchange for an equivalent amount of value chips which may then be used by the patron for gaming in the gaming establishment or redeemed in the same manner as any other value chip.

(4) Each gaming licensee may permit, limit or prohibit the use of value chips in gaming at roulette, provided, however, that:

(a) No person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are permitted to be used; and

(b) When value chips are in use, it shall be the responsibility of the gaming licensee and its employees to keep an accurate account of 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 table.

(5) Each gaming chip and plaque is solely evidence of a debt that the issuing gaming licensee owes to the person legally in possession of the gaming chip or plaque, and shall remain the property of the issuing gaming licensee. Each gaming licensee shall have the right at any time to demand that the person in possession of the gaming chip or plaque surrender the item for redemption.

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(6) Each gaming licensee shall redeem promptly its own genuine gaming chips and gaming plaques presented by a patron in person, except when the gaming chips or plaques were obtained or being used unlawfully. A gaming licensee shall redeem its value chips or gaming plaques by accepting them in exchange for an equivalent amount of cash, except that:

(a) Upon request by a patron who surrenders value chips or gaming plaques in any amount over $100.00, a gaming licensee shall exchange them for a gaming check of that gaming licensee in the amount of the value chips or gaming plaques surrendered and dated the day of such redemption; and

(b) A gaming licensee may apply all or any part of the value chips or gaming plaques presented by a patron to the redemption of any Counter Check or Slot Counter Check drawn by the patron, or to the payment of any returned check, provided that the gaming licensee has given that patron prior written notice of such right of setoff and has obtained the patron's written acknowledgment thereof.

(7) Each gaming licensee shall accept, exchange, use or redeem only gaming chips or plaques that it has issued and shall not knowingly accept, exchange, use or redeem gaming chips or plaques, or objects purporting to be gaming chips or plaques, that have been issued by any other person, except that a gaming licensee may accept and redeem:

(a) Gaming chips or plaques issued by another legally operated gaming licensee from a patron upon the patron's representation that such chips or plaques had been purchased or received as payment in a gaming transaction from an employee of such licensee working on the premises; or

(b) Gaming chips issued by any other legally operated gaming licensee from one of its employees who is authorized to receive gratuities, upon the employee's representation that such chips were received as gratuities in the normal course of his or her duties while on the premises of the gaming licensee.

(8) Employees of a gaming licensee who are authorized to receive gaming chips as personal gratuities may redeem the gaming chips at the cashier's cage or at another secure location in the gaming establishment as approved by the Bureau. Gaming chips redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashier's cage in accordance with the gaming licensee's internal control procedures.

(9) Each gaming licensee shall redeem promptly its own genuine value chips and gaming plaques presented to it by any other legally operated gaming licensee upon the representation that such chips and plaques were received or accepted unknowingly, inadvertently or in error or were redeemed in accordance with the provisions of 205 CMR 146.09(8). Each gaming licensee shall submit to the Bureau a system for the exchange, with other legally operated gaming licensees, of value chips and gaming plaques that are in its possession and that have been issued by any other legally operated gaming licensee, or that it has issued and that are presented to it for redemption by any other legally operated gaming licensee.

(10) Each gaming licensee shall cause to be posted and remain posted in a prominent place on the front of the cashiers' cage and any satellite cage a sign that reads as follows: "By law, gaming chips or plaques issued by another gaming licensee may not be exchanged or redeemed in this gaming establishment."

146.10: Roulette Wheel and Table; Physical Characteristics; Double Zero Roulette Wheel Used as a Single Roulette Wheel

(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 opposite end of the table. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

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(2) Each roulette wheel shall be of a single zero variety or a double zero variety.

(a) Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 37 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black. Unless otherwise approved by the Bureau, the numbers shall be arranged clockwise around the wheel in the following order: 0, 32, 15, 19, 4, 21, 2, 25, 17, 34, 6, 27, 13, 36, 11, 30, 8, 23, 10, 5, 24, 16, 33, 1, 20, 14, 31, 9, 22, 18, 29, 7, 28, 12, 35, 3, and 26. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color.

(b) Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 38 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black. Unless otherwise approved by the Bureau, the numbers shall be arranged clockwise around the wheel in the following order: 0, 28, 9, 26, 30, 11, 7, 20, 32, 17, 5, 22, 34, 15, 3, 24, 36, 13, 1, 00, 27, 10, 25, 29, 12, 8, 19, 31, 18, 6, 21, 33, 16, 4, 23, 35, 14, and 2. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color.

(c) If a gaming licensee offers the optional six numbers color wager authorized by the Rules of the Game of Roulette:

1. The areas on the ring of a single zero roulette wheel shall have one marked zero (0) and colored green, and the others marked in the order specified in 205 CMR 146.10(2)(b), but colored as follows: purple - 4, 21, 2, 25, 17, 34; green - 6, 27, 13, 36, 11, 30; black - 8, 23, 10, 5, 24, 16; blue - 33, 1, 20, 14, 31, 9; gold - 22, 18, 29, 7, 28, 12; and red - 35, 3, 26, 32, 15, 19. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Bureau.

2. The areas on the ring of a double zero roulette wheel shall have one marked zero (0) and colored green, one marked double-zero (00) and colored green, and the others marked in the order specified in 205 CMR 146.10(2)(c)(1), but colored as follows: blue - 30, 11, 7, 20, 32, 17; gold - 5, 22, 34, 15, 3, 24; red - 36, 13, 1, 27, 10, 25; purple - 29, 12, 8, 19, 31, 18; green - 6, 21, 33, 16, 4, 23; and black - 35, 14, 2, 28, 9, 26. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color.

(3) A double zero roulette wheel may be used as a single zero roulette wheel, provided that:

(a) The "00" wager area on the layout is obscured with a cover or other approved device which clearly indicates that such a wager is not available; and

(b) Appropriate signage is posted at the roulette table to notify players that:

1. A double zero roulette wheel is being used as a single zero roulette wheel, and that double zero (00) is not an available wager;

2. If the roulette ball comes to rest in a compartment marked double zero (00), the spin will be declared void and the wheel will be spun again; and

3. Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

(4) The layout for a roulette table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee offering the game; and

(b) Specific areas for the placement of the wagers required by the authorized Rules of the Game of Roulette.

(5) If a gaming licensee offers an optional wager pursuant to the authorized Rules of the Game of Roulette, the layout for that roulette table shall also include designated areas for the placement of such wagers.

(6) Each roulette table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.11: Roulette Balls

Balls used in gaming at roulette shall be made completely of a nonmetallic material and not be less than $^{12}/_{16}$ of an inch nor more than $^{14}/_{16}$ of an inch in diameter, unless otherwise approved by the Bureau.

146.12: Roulette; Inspection Procedures; Security Procedures

(1) Prior to opening a roulette table for gaming activity, a casino supervisor or member of the security department 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;

(c) Inspect the roulette wheel to assure that all parts are secure and free from movement;

(d) Inspect the roulette ball by passing it over a magnet or compass to assure its non-magnetic quality; and

(e) Confirm that the layout and signage comply with 205 CMR 146.10(3), if a double zero roulette wheel is being used as a single zero roulette wheel.

(2) If a gaming licensee uses a roulette wheel which has external movable parts, any adjustments to the movable parts shall be made by a gaming establishment supervisor or a member of the gaming establishment maintenance department, in the presence of a security department member. Adjustments to the movable parts of a roulette wheel that is located on the gaming floor shall only be made when the roulette table is not open to the public or if the roulette wheel is moved to a secure location outside the gaming establishment as approved by the Bureau.

(3) All adjustments shall be completed prior to the inspections required pursuant to 205 CMR 146.12(1).

(4) The gaming licensee may replace any of the movable parts at any time; provided, however, if any one or more of the movable parts are external then an inspection must be completed in accordance with 205 CMR 146.12(1) and notification of what was replaced provided to the Bureau, prior to reopening the roulette wheel and table for gaming activity.

(5) A log of adjustments shall be maintained which shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the signature of the person making the adjustment or replacement.

(6) When a roulette table is not open for gaming activity, the roulette wheel shall be secured by placing a cover over the entire wheel and securely locking such cover to the roulette table.

146.13: Blackjack Table; Card Reader Device; Physical Characteristics; Inspections

(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. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a blackjack table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee offering the game; and

(b) Specific areas designated for the placement of wagers, which betting areas shall not exceed seven in number.

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

(a) Blackjack pays 3 to 2 or 6 to 5;

(b) The draw rules of one of the following options:

1. Dealer must draw to 16 and stand on all 17s; or
2. Dealer must hit on soft 17s;

(c) Insurance pays 2 to 1.

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(4) If a gaming licensee offers blackjack rule variations, the blackjack layout shall have imprinted on it the appropriate rules or payout odds observed for the particular version of blackjack being offered, which may include:

(a) Blackjack pays 1 to 1;
(b) Dealer must draw to 16 and stand on all 17s or Dealer must hit on soft 17s;
(c) Dealer's hole card dealt face up; or
(d) Other similar language approved by the Assistant Director of the IEB.

(5) Each blackjack table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table, but on opposite sides of the dealer, or an area approved by the Assistant Director of the IEB.

(6) If a gaming licensee offers one of the permissible additional wagers pursuant to the authorized Rules of the Game of blackjack, the blackjack layout shall have designated areas for the placement of the additional wager and shall have the payout odds for the additional wager imprinted on the layout or a separate sign located at the table containing the payout odds for the additional wager.

(7) A blackjack table may have attached to it an approved card reader device which permits the dealer to read their hole card in order to determine if the dealer has a blackjack in accordance with the authorized Rules of the Game of blackjack. If a blackjack table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day to insure that there has been no tampering with the device and that it is in proper working order. A card reader device may not be used on a blackjack table offering a progressive blackjack wager pursuant to the authorized Rules of the Game of blackjack.

(8) Notwithstanding the requirements of 205 CMR 146.13(2), if a gaming licensee offers multiple action blackjack in accordance with the authorized Rules of the Game of blackjack, the blackjack layout shall contain, at a minimum:

(a) Three separate designated betting areas for each player position at the table with each separate betting area being numbered one through three; provided, however, that the number of player positions at each table shall not exceed six;
(b) A separate designated area on the layout for each player position for the placement of insurance wagers;
(c) A separate designated area on the layout for each player position for the placement of double down wagers;
(d) A separate designated area on the layout for each player position for the placement of split pair wagers; and
(e) Three separate areas designated for the placement of the dealer's original face up card with each separate area being numbered one through three.

(9) In order to collect the cards at the conclusion of a round of play as required by the authorized Rules of the Game of blackjack and at such other times as provided in 205 CMR 146.49, each blackjack table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used to play the game at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used to play the game at that table. Whenever a double shoe is used at a blackjack table, the same number of decks shall be used in each side of the double shoe, and the height and marking requirements for that table's discard rack shall be determined from the number of decks used in one side of the shoe.

(10) If a gaming licensee offers a progressive blackjack wager pursuant to the authorized Rules of the Game of blackjack, the blackjack layout shall have designated areas for the placement of the progressive blackjack wager and shall contain the following equipment:

(a) A separate acceptor device for the placement of a progressive wager. Each acceptor device shall have a light which shall illuminate upon placement and acceptance of a gaming chip;

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(b) A method to ensure that only one progressive blackjack wager is made per spot, per round of play;
(c) A device or method to indicate that a progressive blackjack wager has been won;
(d) A sign describing the winning wagers and the payouts to be awarded on winning progressive blackjack wagers at a location near or on the table;
(e) A table controller panel which shall be equipped with a "lock-out" button which, once activated by the dealer, will prevent any player's gaming chip from being recognized in the acceptor device; and
(f) A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Bureau may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to the Bureau.

(11) If a gaming licensee offers a blackjack bonus wager pursuant to the authorized Rules of the Game of blackjack, the blackjack layout shall have designated areas for the placement of the blackjack bonus wager, and shall contain the following equipment:
(a) A table controller located in an area of the table or the pit which area shall be secured by dual locking mechanisms, which are unique from one another. One locking mechanism shall be maintained and controlled by a gaming establishment security supervisor, and the second locking mechanism shall be maintained and controlled by a table games supervisor;
1. One table controller shall control no more than four blackjack tables. Procedures for the operation, security and control of the table controller shall be submitted to the Bureau prior to implementation;
2. Whenever it is required that a table controller or any device connected thereto which may affect the operation of the blackjack bonus system be accessed or opened, certain information shall be recorded on a form entitled "Controller Access Authorization Log", which shall include, at a minimum, the date, time, purpose of accessing or opening the controller or device, and the signature of the authorized employee accessing or opening the machine or device. The Controller Access Authorization Log shall be maintained in the same secured location as the table controller, and shall have recorded thereon a sequential number and the manufacturer's serial number or the asset number of the controller;
(b) A blackjack bonus button, which shall be located at the table by the dealer, and used by each player with a winning blackjack bonus wager to generate a bonus amount to be won by that player. The blackjack bonus button shall be attached to the table in a manner that will enable the dealer to place the blackjack bonus button directly in front of each winning player;
(c) A blackjack bonus display, which shall be located at the table and shall display the amount of the winning blackjack bonus on both sides of the device, so that the amount is visible to all players, the dealer and supervisory personnel; and
(d) A sign containing the amount of the blackjack bonus wager, as well as the minimum and maximum possible blackjack bonus amounts to be awarded, pursuant to 205 CMR 147.03: *Notice and Patron Access*.

(12) If a gaming licensee offers a streak wager pursuant to the authorized Rules of the Game of blackjack, the blackjack table shall also contain:
(a) A layout which shall include, at a minimum:
1. Four additional separate designated betting areas for each of the player positions at the table, which areas shall be numbered "2" through "5"; and
2. The inscriptions "Two consecutive wins pays 3 to 1", "Three consecutive wins pays 7 to 1", "Four consecutive wins pays 17 to 1", and "Five consecutive wins pays 37 to 1"; and
(b) The following equipment:
1. Marker buttons ("lammers") with the gaming licensee's name or logo, to indicate how many consecutive blackjack hands a patron has won or another device or method approved by the Bureau; and
2. A sign containing the permissible amount of the streak wager, posted pursuant to 205 CMR 147.03: *Notice and Patron Access*.

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(13) If a gaming licensee offers a Match-the-dealer wager pursuant to the authorized Rules of the Game of blackjack, the blackjack table shall contain:

(a) A layout which shall include, at a minimum, an additional designated betting area bearing the inscription "Match-the-dealer" at each of the player positions at the table; and

(b) A layout inscription or sign posted at the blackjack table indicating the payout odds for the Match-the-dealer wager.

(14) If a gaming licensee offers the 20-point bonus wager pursuant to the authorized Rules of the Game of blackjack, the layout otherwise required by 205 CMR 146.13 shall also include, at a minimum, an additional designated betting area for the 20-point bonus wager at each of the player positions at the table. The blackjack table shall also contain a sign setting forth the payout odds for the 20-point bonus wager.

(15) If a gaming licensee offers the option set forth in the authorized Rules of the Game of blackjack that requires the dealer to draw additional cards on a soft 17, the blackjack layout shall have imprinted on it, at a minimum, the following inscription instead of the inscription set forth in 205 CMR 146.13(3)(b): "Dealer must draw to 16 and soft 17 and stand on hard 17's and above."

(16) If a gaming licensee offers the optional bonus wager pursuant to the authorized Rules of the Game of blackjack, the layout otherwise required by 205 CMR 146.13 shall include, at a minimum, an additional designated betting area for such wager at each of the player positions at the table. In addition, payout odds for the optional bonus wager shall be inscribed on the layout or posted on a sign at each such blackjack table.

(17) If a gaming licensee requires a hand fee, the approved layout otherwise required by 205 CMR 146.13 shall include, at a minimum, an additional designated area at each player position for the placement of the hand fee.

146.14: Three-card Poker Table; Physical Characteristics

(1) Three-card poker shall be played at a table having player positions for no more than nine players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a three-card poker table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee offering the game;

(b) A separate designated betting area at each player position for the placement of “ante” wagers;

(c) A separate designated betting area located immediately in front of each ante wager betting area for the placement of “play” wagers;

(d) A separate designated betting area located immediately behind each ante wager betting area for the placement of “pair plus” wagers;

(e) If the gaming licensee offers the six card bonus wager pursuant to the authorized Rules of the Game of Three Card Poker, a separate designated betting area at each player position for the placement of a six card bonus wager; and

(f) Inscriptions that advise patrons, in accordance with the authorized Rules of the Game of Three Card Poker, of the payout odds for ante and play wagers, pair plus wagers, six card bonus wagers and ante bonuses and that “Dealer Plays with Queen High or Better.”

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(3) Each three-card poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.15: Spanish 21 Table; Physical Characteristics

(1) Spanish 21 shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Spanish 21 table shall have imprinted thereon, at a minimum:

(a) The name or trade name of the gaming licensee offering the game;

(b) A separate designated betting area at each player position for the placement of the following wagers:

1. The required Spanish 21 wager; and
2. An optional match-the-dealer wager;

(c) The following inscriptions:

1. "Blackjack Pays 3 to 2";
2. "Dealer Must Draw to 16 and Stand on All 17s;"
3. "Insurance Pays 2 to 1";

(d) The payout odds for each of the wagers listed in the authorized Rules of the Game of Spanish 21; and

(e) The payout odds for the match-the-dealer wager, unless the odds are included in the sign required by 205 CMR 146.15(3).

(3) A gaming licensee shall post a sign at each Spanish 21 table, which explains:

(a) That doubled down hands and split hands are not eligible for the additional payouts in the authorized Rules of the Game of Spanish 21; and

(b) The payout odds for the match-the-dealer wager, if those payout odds are not imprinted on the layout.

(4) Each Spanish 21 table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(5) In order to collect the cards at the conclusion of a round of play as required by the authorized Rules of the Game of Spanish 21 and at such other times as provided in 205 CMR 146.49, each Spanish 21 table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.

(6) A Spanish 21 table may have attached to it, as approved by the Bureau, a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack pursuant to the definition of "blackjack" in the authorized Rules of the Game of Spanish 21. If a Spanish 21 table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day. The purpose of this inspection shall be to insure that there has been no tampering with the device and that it is in proper working order.

146.16: Blackjack Switch Table; Physical Characteristics

(1) Blackjack switch shall be played at a table having player positions for no more than five players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a blackjack switch table shall have imprinted thereon, at a minimum, the following:

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(a) The name or trade name of the gaming licensee offering the game;
(b) Two adjacent designated betting areas at each player position for the placement of the required two initial blackjack switch wagers;
(c) A separate designated area on the layout at each player position for the placement of the optional match wager;
(d) The following inscriptions, unless they are included on the sign required by 205 CMR 146.16(3):
1. "Blackjack pays 1 to 1";
2. "Insurance pays 2 to 1";
3. "Dealer must hit a soft 17"; and
4. "Dealer pushes on 22"; and
(e) The payout odds for the optional match wager, unless they are included on the sign required by 205 CMR 146.16(3).

(3) A gaming licensee shall post a sign at each blackjack switch table, which shall include:
(a) A statement that, if more than one match occurs in a player's initial four cards, the match wager will only be paid once, using the highest payoff that occurs within those cards; and
(b) The payout odds for the optional match wager, if they are not imprinted on the layout.

(4) Each blackjack switch table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(5) Each blackjack switch table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.

(6) A blackjack switch table may have attached to it a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack. If a blackjack switch table has an approved card reader device attached to it, such device shall be inspected at the beginning of each gaming day, to insure that there has been no tampering with the device and that it is in proper working order.

146.17: Craps and Mini-craps Tables; Physical Characteristics

(1) Craps and mini-craps shall be played on an oblong table with rounded corners and high walled sides having player positions for no more than eight players on each side. A craps table shall not be larger than 14 feet in length. A mini-craps table shall be no longer than 9½ feet in length.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a craps or mini-craps table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee offering the game;
(b) Specific areas designated for the placement of wagers described in the authorized Rules of the Game of Craps and Mini Craps; and
(c) The words "No call bets".

(3) Each craps and mini-craps table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) In addition to the requirements of 205 CMR 146.17(2), if the fire bet in the game of craps is offered by a gaming licensee, the craps table shall include, at a minimum:
(a) No more than 16 designated areas for the placement of fire bets, which areas shall be located around the perimeter of the layout, correspond to player positions at the table, and be sequentially numbered in a clockwise direction, with the area numbered "1" being located immediately to the left of the game personnel;

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(b) A designated area of the layout for the relocation and identification of all fire bets placed by players prior to the come out roll of a shooter, which area shall be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in 205 CMR 146.17(4)(a); and

(c) The following information on the inside wall of the table, which information shall be visible to all player positions:

1. The payout odds for four, five and six different (unique) points made;
2. That fire bets shall only be accepted prior to a shooter's initial come out roll; and
3. The wager limitations applicable to the fire bet.

146.18: Baccarat, Midi-baccarat, Mini-baccarat, and Baccarat-chemin de Fer Tables; Physical Characteristics

(1) Baccarat shall be played on a table having numbered player positions for no more than 14 players.

(2) Baccarat-chemin de fer shall be played on a table having numbered player positions for no more than 14 players.

(3) Both midi-baccarat and mini-baccarat shall be played at a table having player positions for no more than nine players on one side of the table and a place for the dealer on the opposite side; provided however, that unless the cards are changed after each shoe, a midi-baccarat or mini-baccarat table using the dealing procedure in the authorized Rules of the Game of Midi-baccarat or Mini-baccarat shall have player positions for no more than six players. The dimensions of a midi-baccacat table and a mini-baccarat table shall be submitted to the Bureau.

(4) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a baccarat, midi-baccarat, mini-baccarat, or baccarat-chemin de fer table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee offering the game;

(b) For baccarat, midi-baccarat and mini-baccarat layouts, specific areas designated for the placement of wagers on the "Banker's Hand", "Players Hand", and "Tie Hand";

(c) For baccarat-chemin de fer layouts, specific areas for the placement of the wagers authorized by the authorized Rules of the Game of Baccarat - Chemin de Fer;

(d) For baccarat, midi-baccarat and mini-baccarat layouts, the phrase "Tie Bets pay 8 to 1";

(e) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish; provided, however, that the numbered areas are not required if:

1. For baccarat, the gaming licensee offers a no vigorish variation of the game in accordance with the authorized Rules of the Game of Baccarat;
2. For midi-baccarat or mini-baccarat, the gaming licensee only charges vigorish in accordance with the provisions of the authorized Rules of the Game of Midi-baccarat or Mini-baccarat or offers a no vigorish variation of the game in accordance with the provisions of the authorized Rules of the Game of Midi-baccarat or Mini-baccarat;

(f) An area designated for the placement of cards for the "Player's" and "Banker's" hands;

(g) one or more additional wagers or a no vigorish version of baccarat, midi-baccarat, or mini-baccarat that permits additional wagers pursuant to the authorized Rules of the Game of Baccarat, Midi-baccarat or Mini-baccarat:

1. Areas at each player position designated for the placement of the additional wager or wagers in accordance with the authorized Rules of the Game of Baccarat, Midi-baccarat or Mini-baccarat; and
2. An inscription identifying the payout odds for the additional wager or wagers unless the gaming licensee chooses to comply with 205 CMR 146.18(7).

146.18: continued

(5) If marker buttons are used for the purpose of marking vigorish, these marker buttons shall be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons and such rack shall be placed in front of the table inventory float container during gaming activity.

(6) Each baccarat, midi-baccarat and mini-baccarat table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(7) If the payout odds are not inscribed on the layout as required by 205 CMR 146.18(4)(g)2., a sign shall be posted at each baccarat, midi-baccarat and mini-baccarat table which offers an additional wager or wagers authorized by the authorized Rules of the Game of Baccarat, Midi-baccarat or Mini-baccarat listing the payout odds for the wager or wagers.

146.19: Big Six Wheel and Layout; Physical Characteristics

(1) Gaming at Big Six shall be conducted at a wheel circular in shape and no less than five feet in diameter. The rim of the wheel shall be divided into 54 equally spaced sections with 23 sections containing a $1.00 bill, 15 sections containing a $2.00 bill, eight sections containing a $5.00 bill, four sections containing a $10.00 bill, two sections containing a $20.00 bill, one section containing a picture of a flag or the name or logo of the gaming licensee, and one section containing a picture of a joker, each of which sections shall be covered with transparent protective cover.

(2) The sections required by 205 CMR 146.19(1) shall be arranged clockwise around the rim of the wheel in the following order: joker, $1, $2, $1, $5, $2, $1, $10, $1, $5, $1, $2, $1, $20, $1, $2, $1, $5, $2, $1, $10, $1, $2, $5, $1, $2, $1, flag, $2, $5, $2, $1, $2, $1, $10, $1, $5, $1, $2, $1, $20, $1, $2, $1, $5, $2, $1, $10, $1, $2, $5, $1, $2, and $1.

(3) Each section of the Big Six Wheel shall also display the payout odds for the wager contained therein, pursuant to the authorized Rules of the Game of Big Six Wheel.

(4) Each Big Six Wheel table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

(5) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Big Six Wheel table shall have imprinted thereon, at a minimum:

(a) The name or trade name of the gaming licensee offering the game;

(b) Spaces which shall be used by patrons to place their wagers, and which shall contain:

1. Depictions of a $1.00 bill, $2.00 bill, $5.00 bill, $10.00 bill, and $20.00 bill, or numbers representing those monetary denominations;

2. A flag or the name or logo of the gaming licensee, as it appears on the Big Six Wheel; and

3. A joker; and

(c) The payout odds for each of the permitted wagers.

146.20: Sic Bo Table; Sic Bo Shaker; Physical Characteristics

(1) Each sic bo table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(2) Each sic bo table shall have an electrical device which, when the numeric value of each die has been entered, shall cause the winning combinations to be illuminated. The sic bo table shall have an area, which depicts all permissible wagers pursuant to the authorized Rules of the Game of Sic Bo. Each combination shall have the capability to be illuminated, if it is a winning combination, after the numeric value of each die has been entered into the electrical device by the dealer.

(3) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a sic bo table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee; and

(b) Specific areas designated for the placement of the wagers authorized by the authorized Rules of the Game of Sic Bo; and

(c) The payout odds currently being offered in accordance with the authorized Rules of the Game of Sic Bo.

(4) Sic bo shall be played with a sealed container, to be known as a "sic bo shaker," which shall be used to shake the dice in order to arrive at the winning combinations.

(a) A manual sic bo shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

1. The sic bo shaker shall have a compartment to secure the three dice required by the authorized Rules of the Game of Sic Bo and a separate cover which conceals the dice while the dealer is shaking the sic bo shaker. The compartment to secure the three dice shall be transparent and the cover which conceals the dice shall be opaque;

2. The sic bo shaker shall have the capability of being sealed or locked in order to ensure the integrity of the dice contained therein;

3. The sic bo shaker shall have the name or trade name of the gaming licensee or identifying logo imprinted or impressed thereon; and

4. The sic bo shaker shall be secured to the sic bo table when the table is open for gaming activity.

(b) An automated sic bo shaker may be used in the game of sic bo, provided that:

1. The shaker meets the requirements of 205 CMR 146.20(4)(a), except that a separate opaque cover shall not be used; and

2. The shaker, its location on the sic bo table and the procedures for shaking the dice are submitted to the Bureau.

146.21: Pai Gow Poker Table; Pai Gow Poker Shaker; Physical Characteristics; Computerized Random Number Generator

(1) Pai gow poker shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a pai gow poker table shall contain, at a minimum:

(a) Six separate designated betting areas for the players at the table with each area being numbered one through six;

(b) Two separate areas located below each betting area which shall be designated for the placement of the high and second highest or low hands of that player;

(c) If a gaming licensee offers the optional bonus wager and/or insurance wager authorized by the authorized Rules of the Game of Pai Gow Poker:

1. A separate area for each player, located to the right of the numbered betting areas, designated for the placement of a bonus wager by each player;

2. A separate area for each player, located to the left of the numbered betting areas, designated for the placement of an insurance wager by each player;

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3. Notice of signage for payout odds for the bonus wager and insurance wager and payout amounts for the "envy bonus" as defined at the authorized Rules of the Game of Pai Gow Poker; and

4. The inscription indicating the payout limit per round of play for the bonus wager and the insurance wager established by the gaming licensee pursuant to the authorized Rules of the Game of Pai Gow Poker or a generic inscription indicating the wagers are subject to the posted payout limit;

(d) If the gaming licensee offers the additional wager authorized by the authorized Rules of the Game of Pai Gow Poker, a separate area for each player, designated for the placement of that additional wager by each player, as well as the payout odds for the additional wager;

(e) Two separate areas designated for the placement of the high and second highest or low hands of the dealer;

(f) The name or trade name of the gaming licensee offering the game;

(g) If the gaming licensee offers the optional bonus wagers authorized by the authorized Rules of the Game of Pai Gow Poker, separate areas for each player, designated for the placement of the three-card bonus wager and seven-card bonus wager; and

(h) If the gaming licensee offers the imperial pai gow bonus wager authorized by the authorized Rules of the Game of Pai Gow Poker:

1. A separate area for each player, located to the right of the area for the placement of a player's pai gow wager, designated for the placement of the imperial pai gow bonus wager; and

2. An inscription or notice of signage, as approved by the Bureau, for payout odds for both the "player hand bonus" and "banker hand bonus" as defined in the authorized Rules of the Game of Pai Gow Poker.

(3) If a gaming licensee offers the optional bonus wager and/or the insurance wager authorized by the authorized Rules of the Game of Pai Gow Poker, a sign shall be posted at each pai gow poker table offering any of these wagers that explains the following:

(a) For the optional bonus wager and the insurance wager authorized by the authorized Rules of the Game of Pai Gow Poker, the details of the payout limit established pursuant to the authorized Rules of the Game of Pai Gow Poker and, if a generic inscription is used pursuant to 205 CMR 146.21, established payout limit; or

(b) For the optional wagers authorized by the authorized Rules of the Game of Pai Gow Poker, the payout odds for each bonus wager.

(4) Each pai gow poker table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(5) Pursuant to the authorized Rules of the Game of Pai Gow Poker, pai gow poker may be played with a container, to be known as a "pai gow shaker," which shall be used to shake three dice before each hand of pai gow poker is dealt in order to determine the starting position for the dealing or delivery of the cards. The pai gow shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

(a) The pai gow poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and

(b) The pai gow poker shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(6) As an alternative to using the shaker and dice described in 205 CMR 146.21(5) a gaming licensee may, unless the gaming licensee offers the optional bonus wagers authorized by the authorized Rules of the Game of Pai Gow Poker, determine the starting position for the dealing or delivery of the cards in pai gow poker by utilizing a computerized random number generator that automatically selects and displays a number from one through seven inclusive. Any computerized random number generator proposed for use by a gaming licensee shall be approved by the Bureau.

146.21: continued

(7) If a gaming licensee offers a progressive payout wager pursuant to 205 CMR 138.62: *Payment of Table Game Progressive Payout Wagers; Supplemental Wagers not Paid from the Table Inventory: (Reserved)*, the pai gow poker table shall include the following features:

(a) A separate acceptor device mounted for the placement of the progressive wager, which acceptor device shall have a light that illuminates upon the insertion and acceptance of a gaming chip;

(b) A sign describing each winning progressive payout wager and the payout to be awarded therefore;

(c) A table controller panel located in an area of the table as approved by the Bureau and which shall be equipped with a "lock-out" button that, once activated by the dealer as set forth in 205 CMR 138.62: *Payment of Table Game Progressive Payout Wagers; Supplemental Wagers not Paid from the Table Inventory: (Reserved)*, shall prevent any player from depositing a gaming chip in the acceptor device; and

(d) A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor device referenced in 205 CMR 146.13(7)(a) to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to the Bureau.

(8) If a gaming licensee offers the dragon's eye variation of pai gow poker pursuant to the authorized Rules of the Game of Pai Gow Poker, in addition to the requirements set forth in 205 CMR 146.21, the layout shall include six separate betting areas at each player position for the placement of the following six optional wagers:

(a) An even wager;
(b) An odd wager;
(c) A match wager;
(d) A double wager;
(e) A triple wager; and
(f) A dice bonus wager.

(9) If a gaming licensee offers the "dealer queen's dragon" wager, "dynasty bonus" wager, "protection" wager, and the "red/black" wager authorized by the authorized Rules of the Game of Pai Gow Poker then the following shall apply:

(a) A separate area for each player, located above the numbered betting areas, designated "queen's dragon" for the placement of the "dealer queen's dragon" wager.

(b) A separate area for each player, located to the right of the numbered betting areas, designated "dynasty bonus" for the placement of the "dynasty bonus" wager.

(c) A separate area for each player, located to the left of the numbered betting areas, designated "P" for the placement of the "protection" wager.

(d) Two separate areas for each player, one located to the right of the "queen's dragon" betting area and colored red and the other located to the left of the "queen's dragon" betting area and colored black, for the placement of the "red/black" wager.

(e) Notice of signage, as approved by the Bureau, providing the payout odds for the "dealer queen's dragon" wager, "dynasty bonus" wager, "protection" wager, "red/black" wager, and payout amounts for the "envy bonus" as defined in the authorized Rules of the Game of Pai Gow Poker.

(f) Inscriptions indicating the aggregate payout limit per round of play for the "dealer queen's dragon" wager, the "dynasty bonus" wager, the "protection" wager, and the "red/black" wager established by the gaming licensee pursuant to the authorized Rules of the Game of Pai Gow Poker a generic inscription indicating the wagers are subject to the posted payout limit.

146.22: Pai Gow Table; Pai Gow Shaker; Physical Characteristics

(1) Pai gow shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

146.22: continued

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a pai gow table shall contain, at a minimum:

(a) Six separate designated betting areas for the players at the table with each area being numbered one through six;

(b) A separate area, located to the left of the dealer, for the placement of four tiles which shall be referred to as the "dead hand"; and

(c) The name or trade name of the gaming licensee offering the game.

(3) Each pai gow table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) Pai gow shall be played with a container, to be known as a "pai gow shaker," which shall be used to shake three dice before each hand of pai gow is dealt in order to determine the starting position for the dealing of the pai gow tiles. The pai gow shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

(a) The pai gow shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and

(b) he pai gow shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(5) If a gaming licensee offers the dragon's eye variation of pai gow pursuant to the authorized Rules of the Game of Pai Gow, in addition to the requirements set forth in 205 CMR 146.22 the layout shall include:

(a) Five separate betting areas at each player position for the placement of the following five optional wagers:

1. An even wager;
2. An odd wager;
3. A match wager;
4. A double wager; and
5. A triple wager.

(b) A separate location to the left of dealer's table inventory container with six areas for the dealer's placement of player dice bonus wagers, which areas are designated with the numeric player position at the table.

146.23: Chase the Flush Table; Physical Characteristics

(1) Chase the Flush shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau for approval prior to utilizing the layout design.

(2) The layout for a Chase the Flush table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee;

(b) Four separate designated betting areas at each player position for the placement of ante, x-tra bonus, all in and same suit wagers, configured with the same suit area closest to the dealer, the all in wager area farthest from the dealer, the ante wager area arrayed between the same suit wager area and the all in wager area, and the x-tra bonus wager area to the right of and separated from the ante wager area by an "+" symbol;

(c) A separate designated area for the placement of the four community cards, which area shall be located in the center of the table between the table inventory container and the player betting areas;

(d) A separate designated area for the placement of the dealer's three cards, which area shall be located between the table inventory container and the designated area for the community cards described in 205 CMR 146.23(2)(c);

(e) An inscription indicating that an ante wager shall push if the dealer has less than a 3-card nine high flush; and

146.23: continued

(f) Unless the gaming licensee complies with 205 CMR 146.23(3) an inscription at each player position describing the following:

1. The payout odds for same suit and x-tra bonus wagers;
2. That an x-tra wager shall not be paid unless the player's hand beats the dealer with four or more cards of the same suit. If the player wins with less than a four card flush then the x-tra Bonus bet pushes; and
3. The rules governing the required amount of an all in wager as a multiple of the player's ante wager (three times the ante if made prior to the first two cards cards being exposed; two times the ante if made after the first two cards are dealt but prior to the final two community cards being dealt; or equal to the ante if made after all community cards are dealt but prior to the dealer's cards being revealed).

(3) If the information required by 205 CMR 146.23(2)(f) is not inscribed on the layout, a sign shall be posted at each Chase the Flush table that sets forth such information.

(4) Each Chase the Flush table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

146.24: Poker Table; Physical Characteristics

(1) Poker shall be played on a table which is oval in shape and has player positions for no more than 11 players and a dealer. Each poker table shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a poker table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee offering the game; and

(b) A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the table inventory container.

(3) Each poker table shall have a designated area for the placement of at least one deck of cards. This area may be part of the table inventory container.

(4) Each poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Bureau.

(5) If a gaming licensee offers a bad beat payout at a designated poker table, a transparent locked box or container shall be attached to the table on the same side as the drop box and shall be used to hold the pot contributions that fund the bad beat payout.

NON-TEXT PAGE

146.25: Double Down Stud Table; Physical Characteristics

(1) Double down stud shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a double down stud table contain, at a minimum:
(a) The name or trade name of the gaming licensee offering the game;
(b) Seven separate designated betting areas for the placement of wagers by the players;
(c) A separate designated area located below each betting area for the placement of double down wagers; and
(d) A separate designated area located directly in front of the table inventory container for the placement of the dealer's common cards.

(3) The following inscription shall be conspicuously printed on each double down stud layout: "Payout Limit of $100,000 Per Hand". A gaming licensee shall post a sign at each double down stud table explaining the details and the ramifications of this payout limit.

(4) Each double down stud table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.26: Caribbean Stud Poker Table; Physical Characteristics

(1) Caribbean stud poker shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Caribbean stud poker table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for the placement of "ante" wagers;
(c) A separate designated betting area located immediately behind each ante betting area for the placement of "bet" wagers; and
(d) The inscriptions "Payout Limit of $5,000 per Hand on Bet Wagers" and "Bet Wager Void Unless Dealer has Ace/King or Better".

(3) A sign shall be posted at each Caribbean stud poker table that explains the details of the $5,000 payout limit permitted by the authorized Rules of the Game of Caribbean Stud Poker.

(4) Each Caribbean stud poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

(5) Each Caribbean stud poker table shall also have an approved table game progressive payout wager system for the placement of progressive wagers. A table game progressive payout wager system shall include, without limitation:
(a) A wagering device at each player position that acknowledges or accepts the placement of the progressive wager;
(b) A control device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a "lock-out" button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced "No more bets";
(c) One or more devices that meet the requirements of 205 CMR for progressive wagers and payouts at table games;
(d) Any other equipment or device that contributes to the efficient operation or integrity of the game; and
(e) Written procedures for the operation and use of the system and its components.

146.27: Let It Ride Poker Table; Physical Characteristics

(1) Let it ride poker shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a let it ride poker table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee;

(b) Three separate designated betting areas at each player position for the placement of wagers in accordance with the authorized Rules of the Game of Let it Ride Poker;

(c) A separate designated area at each player position for the placement of the cards of each player;

(d) A separate designated area located directly in front of the table inventory container for the placement of the community cards;

(e) The payout odds for all authorized wagers, including the let it ride bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker and the three-card bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker, if the gaming licensee offers either optional wager;

(f) The inscription indicating the payout limit per hand established by the gaming licensee pursuant to the authorized Rules of the Game of Let it Ride Poker or a generic inscription indicating the game is subject to the posted payout limit; and

(g) If a gaming licensee offers the optional three-card bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker, a separate designated area at each player position for the placement of the three-card bonus wager.

(3) A sign shall be posted at each let it ride poker table that explains the details of the payout limit established pursuant to the authorized Rules of the Game of Let it Ride Poker and if a generic inscription is used pursuant to 205 CMR 146.27(2)(f), the sign shall also contain the established payout limit.

(4) Each let it ride poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

(5) If a gaming licensee offers the let it ride bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker, the let it ride poker table shall also include the following equipment or devices, which shall be submitted to and approved by the Bureau, together with the procedures for their operation and use:

(a) A wagering device at each player position that acknowledges or accepts the placement of the let it ride bonus wager;

(b) A control device that controls or monitors the placement of let it ride bonus wagers at the gaming table, including a mechanism that prevents the recognition of any let it ride bonus wager that a player attempts to place after the dealer has announced "No more bets"; and

(c) Any other equipment or device that contributes to the efficient operation or integrity of the game.

146.28: Pontoon 21 Table; Physical Characteristics

(1) Pontoon 21 shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Pontoon 21 table shall have imprinted thereon, at a minimum:

(a) The name or trade name of the gaming licensee offering the game;

(b) A separate designated betting area at each player position for the placement of the following wagers:

1. The required Pontoon 21 wager; and
2. An optional *match super bonus* wager;

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(c) The following inscriptions:
1. "Blackjack Pays 3 to 2";
2. "Dealer Must Draw to 16 and Stand on All 17s" or "Dealer must stand on any 17";
3. "Insurance Pays 2 to 1";

(d) The payout odds for each of the wagers listed in the authorized Rules of the Game of Pontoon 21; and

(e) The payout odds for the *match super bonus* wager, unless the odds are included in the sign required by 205 CMR 146.28(3).

(3) A gaming licensee shall post a sign at each Pontoon 21 table, which explains:

(a) That doubled down hands and split hands are not eligible for the additional payouts in the authorized Rules of the Game of Pontoon 21; and

(b) The payout odds for the *match super bonus* wager, if those payout odds are not imprinted on the layout.

(4) Each Pontoon 21 table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer or an area approved by the Assistant Director of the IEB or their designee.

(5) In order to collect the cards at the conclusion of a round of play as required by the authorized Rules of the Game of Pontoon 21 and at such other times as provided in 205 CMR 146.49, each Pontoon 21 table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.

(6) A Pontoon 21 table may have attached to it, as approved by the Bureau, a card reader device which permits the dealer to read their hole card in order to determine if the dealer has a blackjack pursuant to the definition of "blackjack" in the authorized Rules of the Game of Pontoon 21. If a Pontoon 21 table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day. The purpose of this inspection shall be to ensure that there has been no tampering with the device and that it is in proper working order.

(7) Each Pontoon 21 table shall also have an approved table game progressive payout wager system for the placement of progressive wagers. A table game progressive payout wager system shall include, without limitation:

(a) A wagering device at each player position that acknowledges or accepts the placement of the progressive wager;

(b) A control device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a "lock-out" button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced "No more bets";

(c) One or more devices that meet the requirements of 205 CMR for progressive wagers and payouts at table games;

(d) Any other equipment or device that contributes to the efficient operation or integrity of the game; and

(e) Written procedures for the operation and use of the system and its components.

146.29: Fast Action Hold’em Table; Physical Characteristics

(1) Fast action hold 'em shall be played at a table having player positions for no more than nine players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for the fast action Hold’em table (the layout) shall include, at a minimum:

(a) The name or trade name of the gaming licensee;

(b) A separate designated betting area at each player position;

(c) A separate area located immediately to the right of each betting area designated for the placement of cards to be discarded by a player pursuant to the authorized Rules of the Game of Fast Action Hold’em;

(d) Five separate areas aligned in a row in the center of the layout for placement of the five community cards; and

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(e) An inscription indicating that a "natural" pays five to one.

(3) Each fast action Hold'em table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposites sides of, the dealer.

146.30: Casino War Table; Physical Characteristics

(1) Casino war shall be played at a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Casino war table shall include, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for the placement of initial and war wagers;
(c) A separate designated betting area for the placement of tie wagers; and
(d) The payout odds for a tie wager and war wager.

(3) Each Casino war table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposites sides of, the dealer.

146.31: Colorado Hold'em Poker Table; Physical Characteristics

(1) Colorado Hold'em poker shall be played at a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for the Colorado Hold'em poker table (the layout) shall include, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for ante and bet wagers, and if a gaming licensee offers a bonus wager pursuant to the authorized Rules of the Game of Colorado Hold'em Poker, a separate designated betting area for the bonus wager;
(c) A separate area located immediately to the left of each betting area designated for the placement of the card to be discarded by a player pursuant to the authorized Rules of the Game of Colorado Hold'em Poker or;
(d) Three separate areas aligned in a row in the center of the layout for placement of the three community cards; and
(e) The payout odds for all winning authorized wagers, including an "immediate winner" as defined at the authorized Rules of the Game of Colorado Hold'em Poker.

(3) Each Colorado Hold'em poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposites sides of, the dealer.

146.32: Boston 5 Stud Poker Table; Physical Characteristics

(1) Boston 5 stud poker shall be played on a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Boston 5 stud poker table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for the placement of ante wagers;
(c) A separate designated area shall be located immediately to the right of each ante betting area for the placement of first wagers;
(d) A separate designated area shall be located immediately to the right of each first wager betting area for the placement of second wagers;

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(e) A separate designated area shall be located immediately above each ante betting area for the placement of optional bonus wagers; and
(f) Notice of signage for payout odds for all authorized wagers.

(3) A sign shall be posted at each Boston 5 stud poker table that lists the payout odds for all authorized wagers.

(4) Each Boston 5 stud poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.33: Double Cross Poker Table; Physical Characteristics

(1) Double cross poker shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a double cross poker table shall contain at a minimum:
(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for the placement of the ante wager;
(c) Four separate designated betting areas at each player position for the placement of raise wagers, with one raise wager area located to the left of the ante betting area, one raise wager area located to the right of the ante betting area, one raise wager area located above the ante betting area and one raise wager area located below the ante betting area, so that the ante betting area and the four raise wager areas, when viewed from above, form the shape of a cross;
(d) A separate designated area at each player position for the placement of a three-card wager, located to the right of the designated areas for the placement of ante and raise wagers;
(e) A separate designated area, located between the table inventory container and the player betting areas on the right hand side of the dealer, for the placement of the five community cards in the same type of cross formation created by the five wager areas described in 205 CMR 146.33(2)(b) and (c);
(f) A separate designated area, located between the table inventory container and the player betting areas on the left hand side of the dealer, for the placement of the dealer's two cards; and
(g) An inscription identifying the payout odds for all authorized wagers or a sign identifying the payout odds for all authorized wagers posted at each double cross poker table.

(4) Each double cross poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.34: Double Attack Blackjack Table; Physical Characteristics

(1) Double attack blackjack shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a double attack blackjack table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee; and
(b) Separate designated betting areas at each player position for the placement of the initial wager, the double attack wager, and the optional bonus wager.

(3) The following inscriptions shall appear on the double attack blackjack layout:
(a) Blackjack pays 1 to 1;
(b) Dealer must draw to 16, and stand on all 17s; and
(c) Insurance pays 5 to 2.

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(4) Payout odds for the optional bonus wager authorized by the authorized Rules of the Game of Double Attack Blackjack shall be inscribed on the layout or posted on a sign at each double attack blackjack table.

(5) Each double attack blackjack table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.35: Four-card Poker Table; Physical Characteristics

(1) Four-card poker shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a four-card poker table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) Separate designated betting areas at each player position for the placement of the ante wager and the play wager;
(c) Separate designated betting areas at each player position for the placement of the aces up wager; and
(d) An inscription identifying the payout odds for all authorized wagers or a sign identifying the payout odds for all authorized wagers posted at each four-card poker table.

(4) Each four-card poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.36: Texas Hold'em Bonus Poker Table; Physical Characteristics

(1) Texas Hold'em bonus poker shall be played on a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Texas Hold'em bonus poker table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for the placement of ante wagers;
(c) Three separate designated areas at each player position for the placement of flop, turn and river wagers, which areas shall be located immediately above the ante betting area as viewed by a player;
(d) A separate designated area at each player position for the placement of an optional bonus wager, which area shall be located immediately above and to the right of the flop wager betting area as viewed by a player;
(e) A separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the table inventory container and the player betting areas;
(f) A separate designated area for the placement of the dealer's two cards, which area shall be located between the table inventory container and the designated area for the community cards described in 205 CMR 146.36(2)(e); and
(g) An inscription indicating that an ante wager shall receive a payout if a winning hand has a qualifying rank, as elected by the gaming licensee, of straight or higher or flush or higher.

(3) A sign that lists the payout odds for all authorized wagers shall be posted at each Texas Hold'em bonus poker table.

(4) Each Texas Hold'em bonus poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.37: Flop Poker Table; Physical Characteristics

(1) Flop poker shall be played on a table having player positions for no more than nine players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a flop poker table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) Three separate designated betting areas at each player position for the placement of ante, pot and flop wagers, with the pot wager area closer to the dealer than the ante and flop wager areas;
(c) An arc extending across all player positions with the areas designated for players' pot wagers on the side of the arc closer to the dealer and with the areas designated for players' ante and flop wagers on the side of the arc farther from the dealer;
(d) A designated area at each player position for the placement of player cards located between the designated areas for the placement of the ante wager and the flop wager;
(e) A designated area at the center of the gaming table for the placement of the three community cards;
(f) A designated area at the center of the gaming table for the placement of collected pot wagers, which area shall be located farther from the dealer than the designated area described in 205 CMR 146.37(2)(b); and
(g) Unless the gaming licensee complies with 205 CMR 146.37(3), an inscription listing the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(3) If the information required by 205 CMR 146.37(2)(g) is not inscribed on the layout, a sign shall be posted at each flop poker table that lists the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(4) Each flop poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

(5) In addition to the requirements of 205 CMR 146.37(2), if a gaming licensee offers the three-card bonus wager, the flop poker table shall include a designated betting area at each player position for the placement of the three-card bonus wager. The flop poker table shall also contain a sign setting forth the payout odds for the three-card bonus wager.

146.38: Two-card Joker Poker Table; Physical Characteristics

(1) Two-card joker poker shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a two-card joker poker table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) Four separate designated betting areas at each player position for the placement of the ante wager, call wager, pair up wager and super flush bonus wager;
(c) An inscription identifying the payout odds for all authorized wagers unless the gaming licensee chooses to comply with 205 CMR 146.38(3); and
(d) An inscription indicating that a joker may only be used to complete a pair unless the gaming licensee chooses to comply with 205 CMR 146.38(4).

(3) If the payout odds are not inscribed on the layout as provided in 205 CMR 146.38(2)(c) a sign identifying the payout odds for all authorized wagers shall be posted at each two-card joker poker table.

(4) If the layout is not inscribed with the information described in 205 CMR 146.38(2)(d) a sign shall be posted at each two-card joker poker table indicating that a joker may only be used to complete a pair.

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(5) Each two-card joker poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.39: Asia Poker Table; Asia Poker Shaker; Physical Characteristics; Computerized Random Number Generator

(1) Asia poker shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for an Asia poker table shall contain, at a minimum, the following:
(a) The name or trade name of the gaming licensee;
(b) Six separate designated betting areas for the players at the table with each area being numbered one through six;
(c) Three separate areas located below each betting area, which shall be designated for the placement of the high, medium and low hands of that player and configured with the high hand area farthest from the betting area, the low hand area closest to the betting area, and the medium hand area arrayed between the high hand area and the low hand area; and
(d) Three separate areas located in front of the table inventory container designated for the placement of the high, medium and low hands of the dealer and configured with the dealer's high hand area closest to the dealer, the dealer's low hand area farthest from the dealer, and the dealer's medium hand area arrayed between the dealer's high hand area and the dealer's low hand area.

(3) Each Asia poker table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of the dealer.

(4) Pursuant to the authorized Rules of the Game of Asia Poker, Asia poker may be played with a container, to be known as an "Asia poker shaker", which shall be used to shake three dice before each hand of Asia poker is dealt in order to determine the starting position for the dealing or delivery of the cards. The Asia poker shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:
(a) The Asia poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
(b) The Asia poker shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(5) As an alternative to using the shaker and dice described 205 CMR 146.39(4), a gaming licensee may determine the starting position for the dealing or delivery of the cards in Asia poker by utilizing a computerized random number generator that automatically selects and displays a number from one through seven. Any computerized random number generator proposed for use by a gaming licensee shall be approved by the Bureau.

146.40: Ultimate Texas Hold'em Table; Physical Characteristics

(1) Ultimate Texas Hold'em shall be played on a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for an ultimate Texas Hold'em table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) Four separate designated betting areas at each player position for the placement of ante, blind, play and trips wagers, configured with the trips wager area closest to the dealer, the play wager area farthest from the dealer, the ante wager area arrayed between the trips wager area and the play wager area, and the blind wager area to the right of and separated from the ante wager area by an "=" symbol;

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(c) A separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the table inventory container and the player betting areas;
(d) A separate designated area for the placement of the dealer's two cards, which area shall be located between the table inventory container and the designated area for the community cards described in 205 CMR 146.40(2)(c);
(e) An inscription indicating that an ante wager shall push if the dealer has less than a pair; and
(f) Unless the gaming licensee complies 205 CMR 146.40(3) an inscription at each player position describing the following:
1. The payout odds for blind and trips wagers;
2. That a blind wager shall not be paid unless the player's hand ranks higher than the dealer's hand; and
3. The rules governing the required amount of a play wager as a multiple of the player's ante wager (three or four times the ante if made prior to any community cards being dealt; two times the ante if made after the flop is dealt but prior to the final two community cards being dealt; or equal to the ante if made after all community cards are dealt but prior to the dealer's cards being revealed).

(3) If the information required by 205 CMR 146.40(2)(f) is not inscribed on the layout, a sign shall be posted at each ultimate Texas Hold'em table that sets forth such information.

(4) Each ultimate Texas Hold'em table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.41: Winner's Pot Poker Table; Physical Characteristics

(1) Winner's pot poker shall be played on a table having player positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a winner's pot poker table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) Four separate designated betting areas at each player position for the placement of ante, bet, double and jacks plus bonus wagers, configured in an array so that the jacks plus bonus wager area is closest to the dealer, the double wager area is second closest to the dealer, the bet wager area is third closest to the dealer, and the ante wager area is farthest from the dealer;
(c) Three separate designated betting areas for the placement of the ante, bet and double wagers of the dealer, configured in an array in front of the dealer so that the double wager area is closest to the dealer, the bet wager area is the second closest to the dealer, and the ante wager area is farthest from the dealer;
(d) A designated area at each player position for the placement of the face up cards of the player, which area shall be located to the left of and adjacent to the wagering areas of the player;
(e) A designated area at the center of the gaming table for the placement of the face up cards of the dealer;
(f) A designated area at the center of the gaming table for the placement of the collected wagers comprising the winner's pot; and
(g) Unless the gaming licensee complies with 205 CMR 146.41(3), inscriptions:
1. Listing the payout odds for the jacks plus bonus wager; and
2. Indicating that the winner's pot shall be awarded to the highest ranking hand of a player or the dealer.

(3) If the information required by 205 CMR 146.41(2)(g) is not inscribed on the layout, a sign shall be posted at each winner's pot poker table that lists the payout odds for the jacks plus bonus wager and indicates that the winner's pot shall be awarded to the highest ranking hand of a player or the dealer. In addition, a sign shall be posted at each winner's pot poker table indicating that:

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(a) The ante wager of a player who folds after the first three cards are dealt does not increment the winner's pot and is placed in the table inventory container;
(b) The percentage or, if applicable, the dollar amount of the commission that shall be deducted from the winner's pot and placed in the table inventory container; and
(c) The outcome of a jacks plus bonus wager of a player who has folded his or her hand shall be determined on the cards dealt to the player prior to folding.

(4) Each winner's pot poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.42: Supreme Pai Gow Table; Pai Gow Poker Shaker; Physical Characteristics; Computerized Random Number Generator

(1) Supreme pai gow shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a supreme pai gow table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) Six separate designated betting areas for the players at the table for placement of the supreme pai gow wager with each area being numbered one through six;
(c) Two separate areas located below each betting area which shall be designated for the placement of the high and low hands of that player and configured with the high hand area farther from the betting area;
(d) Two separate areas located in front of the table inventory container designated for the placement of the high and low hands of the dealer and configured with the dealer's high hand closer to the dealer; and
(e) A separate designated area at each player position for placement of the bonus wager, which area shall be located immediately above and to the right of the supreme pai gow wagering area as viewed by the player.

(3) Each supreme pai gow table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) Pursuant to the authorized Rules of the Game of Supreme Pai Gow, supreme pai gow may be played with a container, to be known as a "pai gow shaker", which shall be used to shake three dice before each hand of supreme pai gow is dealt in order to determine the starting position for the dealing or delivery of the cards. The pai gow shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:
(a) The pai gow shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
(b) The pai gow shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(5) As an alternative to using the shaker and dice described in 205 CMR 146.42(4), a gaming licensee may determine the starting position for the dealing or delivery of the cards in supreme pai gow by utilizing a computerized random number generator that automatically selects and displays a number from one through seven. Any computerized random number generator proposed for use by a gaming licensee shall be approved by the Bureau.

146.43: Mississippi Stud; Physical Characteristics

(1) Mississippi stud shall be played on a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

146.43: continued

(2) The layout for a Mississippi stud table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for the placement of the ante wager;
(c) Three separate designated betting areas at each player position for the placement of the 3rd street, 4th street and 5th street wagers, which areas shall be located closer to the player than the ante wager betting area and, when viewed by the player, arrayed from left to right;
(d) Inscriptions at each player position providing that:
1. All bet wagers shall be in an amount equal to one, two or three times the amount of the player's ante; and
2. The payout odds for all authorized wagers; and
3. Three separate designated areas in front of the dealer for the placement of the community cards, with one area inscribed "3rd street", a second area inscribed "4th street", and a third area inscribed "5th street".

(3) Each Mississippi stud table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

146.44: Red Dog Table; Physical Characteristics

(1) Red dog shall be played at a table having player positions for no more than seven players on one side of the table and on the opposite side a place for the dealer. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a red dog table shall contain, at a minimum:
(a) The name or trade name of the gaming licensee offering the game;
(b) Two separate designated betting areas for each player, clearly marked to distinguish between the original wager and the raise wager, and situated so that the betting area for the raise wager is closer to the player than the betting area for the original wager;
(c) An area designated for the placement of the first, second and third card; and
(d) The payout odds currently being offered in accordance with the authorized Rules of the Game of Red Dog.

(3) Each red dog table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table but on opposite sides of the dealer.

146.45: Dice: Physical Characteristics

(1) Except as otherwise provided in 205 CMR 146.45(2), each die used in gaming shall:
(a) Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
(b) Be transparent and made exclusively of cellulose except for the spots, name or trade name of the gaming licensee and serial number or letters 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 and forming perfect 90° 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 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) Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; 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 which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch; and

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(i) Have imprinted or impressed thereon the name or trade name of the gaming licensee in which the die is being used.

(2) Each die used in gaming at pai gow, pai gow poker, supreme pai gow or Asia poker shall comply with the requirements 205 CMR 146.45(1) except as follows:

(a) Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;

(b) Instead of the name of the gaming licensee, a gaming licensee may, with the approval of the Bureau, have an identifying mark or logo imprinted or impressed on each die; and

(c) The spots on each die do not have to be equal in diameter.

(3) Each die used in gaming at mini-dice shall comply with the requirements of 205 CMR 146.45(1) or (2).

146.46: Dice: Receipt, Storage, Inspections, and Removal From Use

(1) When boxes of dice are received for use by the gaming licensee from the manufacturer or distributor thereof, at least two individuals, one of whom shall be from the games department and the other from the security department or accounting department, shall record on an inventory log as required in 205 CMR 146.46(2) the number of dice received. The individuals shall place boxes of dice in a locked cabinet in the cashiers' cage or within a primary or other secure storage area approved by the Bureau. Secure storage areas shall be used for the storage of surplus dice. Dice maintained in secure storage areas shall not be distributed to gaming pits or tables for use in gaming until the dice have been moved to a primary storage area.

(2) The gaming licensee shall maintain a log for each approved storage area to separately account for dice in accordance with an inventory system. The inventory system shall include the following:

(a) A dice inventory system, which shall include, at a minimum, the recordation of the following:

1. Balance of dice on hand and their location;
2. Dice received from the vendor;
3. Dice removed from storage;
4. Dice returned to storage;
5. Date of:
   a. Receipt from vendor;
   b. Removal from storage;
   c. Return to storage; and
   d. Physical inventory of dice.
6. Signatures of the games department and security and/or accounting department representatives participating in the procedure;
7. A reconciliation, on a daily basis, of the dice distributed, destroyed, and cancelled; returned to the storage area; in use on an open gaming table for more than 24 hours; and in dice reserve, if any; and
8. A physical inventory of the dice at least once every three months. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of dice on hand as required in accordance with 205 CMR 146.46(2). Any discrepancies shall immediately be reported to the Bureau.

(3) All approved storage areas and pit stands used to store dice for more than one gaming day, other than the cashiers' cage, shall have two separate locks. The security department shall maintain one key and the games department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the games department below the table games shift manager in the organization hierarchy shall have access to the games department key. Dice stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or games supervisor thereof.

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(4) When removing dice from the primary storage area, a representative of the games department, in the presence of a security officer, shall remove the appropriate number of dice. The representative of the games department may be the table games shift manager or a games supervisor thereof, or an employee of the games department who reports directly to the shift manager, but shall in any event be licensed as a key gaming employee and shall have no direct supervisory responsibilities over the operation and conduct of the table games in a pit during that gaming day. This individual shall distribute sufficient dice to the table games supervisor. Dice in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the table games supervisor or supervisor thereof. If dice are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department. The security lock on the pit stand shall be used whenever the pit is closed.

(5) All envelopes and containers used in 205 CMR 146.46 for dice pre-inspected at the pit stand or in a primary storage area and for those collected by security shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(6) All dice shall be inspected and distributed to the gaming tables in accordance with one of the following applicable alternatives:

(a) Alternative No. 1. Distribution to and inspection at craps, mini-craps, mini-dice, or sic bo tables shall be as follows:

1. The table games shift manager or games supervisor thereof and the security officer who removed the dice from the primary storage area shall distribute sufficient dice directly to the games supervisor in each pit, or place them in a locked compartment in the pit stand, the keys to which shall be in the possession of the games supervisor or a supervisor thereof;
2. Immediately upon opening a table for gaming, the games supervisor shall distribute a set of dice to the table. At the time of receipt, a boxperson at each craps table and the floorperson at each sic bo, mini-dice, mini-craps table, in order to ensure that the dice are in a condition to assure fair play and otherwise conform to M.G.L. c. 23K and 205 CMR 146.00, shall, in the presence of the dealer, inspect the dice given to him or her with a micrometer or any other approved instrument that performs the same function, a balancing caliper, a steel set square, and a magnet, which instruments shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for inspection and use by the Bureau;
3. Following the inspection in 205 CMR 146.46(2):
   a. For craps, the boxperson shall, in the presence of the dealer, place the 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;
   b. For mini-craps, the floorperson shall, in the presence of the dealer, place the 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; and
   c. For sic bo and mini-dice, the floorperson shall, in the presence of the dealer, place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the dealer who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and
   d. The games supervisor shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, the key to which shall be in the possession of the games supervisor or a supervisor thereof. No dice taken from this reserve shall be used for actual gaming until and unless inspected in accordance with 205 CMR 146.46(2).

(b) Alternative No. 2. Distribution to and inspection at the pit stand shall be as follows:

1. The table games shift manager or supervisor thereof and the security officer who removed the dice from the primary storage area shall distribute the dice directly to the games supervisor identified, who will perform the inspection in each pit.

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2. The inspection of the dice at the pit stand shall be performed by:
   a. For craps and mini-craps, a boxperson or floorperson in the presence of another boxperson or floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of a craps game; and
   b. For sic bo, mini-dice, pai gow, pai gow poker, supreme pai gow, or asia poker, a floorperson, in the presence of another floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of such games.
3. To ensure that the dice are in a condition to assure fair play and otherwise conform to M.G.L. c. 23K and 205 CMR 146.00, the dice shall be inspected with a micrometer or any other approved instrument that performs the same function, a balancing caliper, a steel set square, and a magnet, which instruments shall be kept at the pit stand and shall be at all times readily available for inspection and use by the Bureau. The inspection shall be performed on a flat surface, which allows the dice inspection to be observed through closed circuit television cameras and by any persons in the immediate vicinity of the pit stand.
4. After completion of the inspection, the dice shall be distributed as follows:
   a. For craps and mini-craps, the boxperson or floorperson who inspected the dice shall, in the presence of the other boxperson or floorperson who observed the inspection, distribute such dice to the boxperson assigned at each craps table or to the floorperson assigned at each mini-craps table. The craps boxperson or the mini-craps floorperson shall, in the presence of the dealer, place the 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;
   b. For sic bo and mini-dice, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the other floorperson who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and
   c. For pai gow, pai gow poker, supreme pai gow, or asia poker, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, distribute such dice directly to the dealer at each pai gow, pai gow poker, supreme pai gow, or asia poker table. The dealer shall immediately place the dice in the pai gow, pai gow poker, supreme pai gow, or asia poker shaker.
5. The games supervisor shall place extra sets of dice for dice reserve in the pit stand, as follows:
   a. Dice in the pit stand shall be placed in a locked compartment, the key to which shall be in the possession of the games supervisor or a supervisor thereof.
   b. Except as otherwise provided in 205 CMR 146.46(6), all dice taken from the reserve shall be reinspected by a games supervisor in the presence of another games supervisor in accordance with the inspection procedures set forth in 205 CMR 146.46(6)(a)2., prior to their use for actual gaming.
   c. In accordance with 205 CMR 146.46(6), previously inspected reserve dice may be used for gaming without being reinspected, if they are maintained in a locked compartment in the pit stand, the key for which shall be in the possession of the games supervisor or games supervisor thereof.
   d. In accordance with 205 CMR 146.46(6) and as an additional alternative to 205 CMR 146.46(6)(a) and (b), previously inspected reserve dice may be used for gaming without being reinspected, if they are maintained in a locked compartment in the pit stand in accordance with the following procedures:
      i. For craps and mini-craps, a set of at least five dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.
      ii. For sic bo and mini-dice, the required number of dice, after being inspected, shall be placed in a sealed envelope or container or sealed or locked in a sic bo or mini-dice shaker. A label or seal that identifies the date of inspection and contains the signatures of those responsible for the inspection shall, respectively, be attached to each envelope or container or placed over the area that allows access to open the sic bo or mini-dice shaker.

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iii. For pai gow, pai gow poker, supreme pai gow, and asia poker, a set of three dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

(c) Alternative No. 3. Inspection in primary storage area and distribution to tables shall be as follows:

1. Inspection of dice for all table games in an approved primary storage area shall be performed by a games supervisor and a table games shift manager, in the presence of a security officer.

2. The dice shall be inspected with a micrometer or any other approved instrument that performs the same function, a balancing caliper, a steel set square, and a magnet to ensure that the dice are in a condition to assure fair play and otherwise conform to M.G.L. c. 23K and 205 CMR. These instruments shall be maintained in the storage area and shall be at all times readily available for inspection and use by the Bureau.

3. After completion of the inspection, the person performing the inspection shall seal the dice as follows:

a. For craps and mini-craps, after each set of at least five dice are inspected, they shall be placed in a sealed envelope or container; provided, however, that reserve dice may be placed in individual sealed envelopes or containers. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container;

b. For sic bo and mini-dice, after each set of dice are inspected, they shall be sealed or locked in a manual shaker. A seal that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall then be placed over the area that allows access to open the shaker;

c. For pai gow, pai gow poker, supreme pai gow, or asia poker, after each set of three dice are inspected, they shall be placed in a sealed envelope or container. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container; and

4. At the beginning of each gaming day and at such other times as may be necessary, a table games shift manager or games supervisor thereof and a security officer shall distribute the dice as follows:

a. For craps and mini-craps, the sealed envelopes or containers of dice shall be distributed to a games supervisor in each craps or mini-craps pit or placed in a locked compartment in the pit stand by the games supervisor. When the sealed dice are distributed to the craps or mini-craps table, a boxperson at each craps table or a floorperson at each mini-craps table, after assuring the seals are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in a cup on the table for use in gaming. While dice are on the table, they shall never be left unattended.

b. For sic bo and mini-dice, the sealed manual shakers shall be distributed to the games supervisor supervising the game. For sic bo, the games supervisor shall then secure the manual sic bo shaker to the table. For mini-dice, the games supervisor shall give the sealed mini-dice shaker to the dealer who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table.

c. For pai gow, pai gow poker, supreme pai gow, or asia poker, the sealed envelope or container shall be distributed to a games supervisor in each pai gow, pai gow poker, supreme pai gow, or asia poker pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the pai gow, pai gow poker, supreme pai gow, or asia poker table by the games supervisor, a floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in the pai gow, pai gow poker, supreme pai gow, or asia poker shaker.

d. When the envelope or container or the seal is damaged, broken, or shows indication of tampering, the dice shall not be used for gaming activity unless the dice are reinspected as follows:

i. For craps, mini-craps, mini-dice, and sic bo, in accordance with the procedures in 205 CMR 146.46(6)(a)2.; and

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ii. For pai gow, pai gow poker, supreme pai gow, or asia poker, in accordance with the procedures in 205 CMR 146.46(6)(a)2.

e. The games supervisor shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, the key to which shall be in the possession of the games supervisor or supervisor thereof.

f. A micrometer or any other approved instrument that performs the same function, a balancing caliper, a steel set square, and a magnet shall also be maintained in a locked compartment in each pit stand, and each such instrument shall be at all times readily available for inspection and use by the Bureau.

g. Any primary storage area in which dice are inspected in accordance with 205 CMR 146.46, shall be equipped with closed circuit television camera coverage capable of observing the entire inspection procedure.

5. The gaming licensee shall remove any dice at any time of the gaming day if there is any indication of tampering, flaws, or other defects that might affect the integrity or fairness of the game or at the request of the Bureau.

6. At the end of each gaming day or at such other times as may be necessary, the games supervisor shall visually inspect each die for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the security department and the Bureau. A security department member shall complete a two-part Discrepancy Report (Report) comprised of an original and duplicate, which along with the evidence, shall be retrieved by an agent of Bureau. The original and duplicate shall contain at a minimum:

a. Date and shift of inspection;

b. Name of games supervisor conducting the inspection. The inspection required by 205 CMR 146.46(6)(c)6. shall be performed by a games supervisor other than the one who originally inspected the dice;

c. Pit number, table number, and type of game;

d. Description (for example, shaved corners);

e. Signature of games supervisor conducting the inspection;

f. Signature of security representative taking custody of the die; and

g. The signature of the agent of the Bureau inspecting or accepting the die. The Bureau agent shall retain the original and return the duplicate to the security department. A receipt shall be issued to the agent of the Bureau for any die retained by the Bureau. The receipt shall be signed by the security representative releasing the die to the Bureau and the agent of the Bureau accepting the die. The receipt shall be retained with the security department copy of the Report. Any die not retained by the Bureau shall be destroyed in accordance with the licensee's destruction procedures.

7. Any dice showing evidence of tampering shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container, which shall identify the table number, date, and time and shall be signed by a person assigned to directly operate and conduct the game at that table and a games supervisor assigned the responsibility for supervising the operation and conduct of such game. The security officer taking custody of the dice and delivering the dice to the Bureau shall also sign the label.

8. All other dice not showing evidence of tampering shall be put into envelopes or containers at this time. A label shall be attached to each envelope or container which shall identify the table number, date, and time and shall be signed by the appropriate persons identified in 205 CMR 146.46(4). The envelope or container shall be appropriately sealed and maintained within the pit until collection by a security officer.

9. All extra dice in dice reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container that identifies the date and time and is signed by the games supervisor.

10. At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, and at such other times as may be necessary, a security officer shall collect and sign all envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or cancelled and shall transport them to the security department for cancellation or destruction. No dice that have been placed in a cup or shaker for use in gaming shall remain on a table for more than 24 hours.

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11. At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee and, and at such other times as may be necessary, a table games shift manager or games supervisor thereof may collect all extra dice in dice reserve. If collected, dice shall be returned to the primary storage area; provided, however, that any dice that have not been inspected and sealed pursuant to the requirements in 205 CMR 146.46(6)(c) shall, prior to use for actual gaming, be inspected as follows:

a. For craps, mini-craps, mini-dice, or sic bo, in accordance with the requirements in 205 CMR 146.46(6)(b)4.b.; and

b. For pai gow, pai gow poker, supreme pai gow, or asia poker, in accordance with the requirements in 205 CMR 146.46(6). If not collected, all dice in dice reserve must be reinspected prior to their use for gaming, except for those dice maintained in a locked compartment.

12. Other than dice retained for Bureau inspection, dice shall be cancelled or destroyed within 72 hours of collection by the security department. In addition, once dice retained as evidence by the Bureau are released to the security department, the dice shall immediately be destroyed or cancelled. Destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the Bureau. The adequacy of the destruction and cancellation process shall be approved by the Bureau. Destruction of dice shall be by shredding by the security department or a vendor approved by the Bureau. Cancellation of dice by the security department shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each die.

146.47: Manual and Automated Dice Shakers: Security Procedures

(1) Manual sic bo shakers and mini-dice shakers which have been filled with dice in accordance with 205 CMR 146.46 may only be stored in a locked compartment in the primary storage area. Manual sic bo shakers and mini-dice shakers which have not been filled with dice may be stored in a locked compartment in the pit stand. An automated dice shaker which has been filled with dice must be secured to the gaming table at all times. An automated dice shaker which has not been filled with dice may be stored in a locked compartment in the pit stand.

(2) At the end of each gaming day a pit manager shall inspect all sic bo shakers, mini-dice shakers and automated dice shakers that have been placed in use for gaming for evidence of tampering. Such evidence discovered at this time shall be immediately reported to the Bureau. At a minimum, such reports shall include:

(a) The date and time when the tampering was discovered;
(b) The table number where the shaker was used; and
(c) The name and license number of the individual discovering the tampering.

146.48: Cards: Physical Characteristics

(1) Cards used to play authorized table games shall be in decks of 52 cards, except as otherwise authorized by 205 CMR 146.48(8), with each card identical in size and shape to every other card in such deck.

(2) Each deck shall be composed of four suits: diamonds, spades, clubs and hearts, or as otherwise authorized by 205 CMR 146.48(8).

(3) Each suit shall be composed of 13 cards: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The face of the ace, king, queen, jack, and ten value cards may contain an additional marking, which will permit a dealer, prior to exposing his or her hole card at the game of blackjack, to determine the value of that hole card.

(4) The backs of each card in the deck shall be identical and no card shall contain any marking, 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.

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(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 gaming licensees shall contain the name or trade name of the gaming licensee and shall be submitted to the Bureau prior to use of such cards in gaming activity.

(7) Each deck of cards shall be packaged separately or in a set containing the number of decks authorized by 205 CMR 146.48 and selected by a gaming licensee for use in a particular table game. Each package of cards shall be sealed in a manner so as to provide evidence of any tampering with the package. If multiple decks of cards are packaged and sealed in a set:

(a) The package shall have a label affixed thereto that indicates or contain a window that reveals an adequate description of the contents of the package, including without limitation, the name of the gaming licensee for which the cards were manufactured, the type of cards, the color(s) of the backs of the cards, the date and time that the cards were manufactured, and the total number of cards in the set; and

(b) No deck of cards shall be separated from the set for independent use at a table game.

(8) Nothing in 205 CMR 146.48(8) shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the gaming licensee in the play of any game other than pai gow poker, two-card joker poker, Asia poker or supreme pai gow in accordance with the provisions of the authorized Rules of the Game of Pai Gow Poker, Two Card Joker Poker, Asia Poker, and Supreme Pai Gow.

(9) In addition to satisfying the requirements of 205 CMR 146.48(9), the cards used by a gaming licensee at poker must:

(a) Be visually distinguishable from the cards used by that gaming licensee to play any other table game; and

(b) Be made of plastic.

(10) Each gaming licensee which elects to offer the game of poker shall be required to have and use on a daily basis at least four visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns.

146.49: Cards: Receipt, Storage, Inspections, and Removal From Use

(1) When decks of cards are received for use in the gaming establishment from the manufacturer or distributor thereof, at least two individuals, one of whom shall be from the casino games department and the other from the security department or accounting department, shall record on an inventory log required in 205 CMR 146.46(2), the number of decks received. The individuals shall place the decks of cards in a locked cabinet in the cashiers' cage or within a primary or secondary storage area located in the cashiers' cage or in another secure place approved by the Bureau. Secondary storage areas shall be used for the storage of surplus decks of cards. Decks of cards maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the decks have been moved to a primary storage area. A gaming licensee may have a separate storage area approved by the Bureau for decks of cards to be used at the game of poker.

(2) The gaming licensee shall maintain an inventory log (manual or electronic) for each approved storage area, to separately account for decks of cards packaged individually and in sets of multiple decks in accordance with the gaming licensee's card inventory system, which shall include the recordation of the following:

(a) The decks of cards received from the vendor;

(b) The decks of cards removed from storage;

(c) The decks of cards returned to storage;

(d) The date of receipt of, removal from, return to, or physical inventory;

(e) The signatures of the games, security and/or accounting department personnel participating in the procedure;

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(f) A reconciliation on a daily basis of the decks of cards distributed, destroyed and cancelled, returned to the storage area, in use on an open gaming table for more than 24 hours and, if any, in card reserve; and

(g) A physical inventory of the decks of cards at least once every three months. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of decks of cards on hand as required in accordance with 205 CMR 146.49(1).

(h) Any discrepancies shall immediately be reported to the Bureau.

(3) All primary, secondary, poker storage areas, and pit stands used to store cards for more than one gaming day, other than the cashiers' cage, shall have two separate locks. The security department shall maintain one key and the games department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the games department below the table games shift manager in the organizational hierarchy shall have access to the games department key for the primary and secondary storage areas and no person below the poker shift supervisor in the organizational hierarchy shall have access to the games department key to the poker storage area. Decks of cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or supervisor thereof.

(4) When removing cards from the primary storage area, a representative of the games department, in the presence of a security officer, shall remove the appropriate number of decks of cards. The representative of the games department may be the table games shift manager or a supervisor thereof, or an employee of the games department who reports directly to the shift manager, and shall be licensed as a gaming key employee and shall have no direct supervisory responsibilities over the operation and conduct of the table games in a pit during that gaming day. This individual shall distribute sufficient decks to the table games supervisor and, if applicable, to the poker shift supervisor. Decks of cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the table games supervisor or the poker shift supervisor or supervisor thereof. If decks of cards are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department.

(a) If the decks are to be inspected at open gaming tables pursuant to 205 CMR 146.49(6), the table games supervisor shall distribute the decks to the dealer at each table or the poker shift supervisor shall transport the decks to the poker pit stand for subsequent distribution to the dealer at each poker table either directly or through the floorperson assigned to supervise the dealer.

1. Prior to distributing decks to each poker table, the poker shift supervisor or floorperson shall examine each deck to determine if any replacement cards are necessary pursuant to 205 CMR 146.49(6). If needed, the poker shift supervisor or floorperson shall place the appropriate replacement cards into the deck from the cards held in reserve at the pit stand. Upon insertion of the replacement cards into the deck, the poker shift supervisor or floorperson shall re-examine the front of each card and the back of each card to ensure a consistent shading pattern and to ensure that the condition of the deck with the inclusion of the replacement cards has sufficient quality in order to maintain the integrity of gaming at poker.

2. If the integrity of gaming at poker would in any way be compromised by the use of the deck with the replacement cards, the entire deck of cards shall be placed in a sealed envelope or container, identified with the date and time and shall be signed by the poker shift supervisor. The poker shift supervisor shall maintain the envelope or container in a secure place within the pit stand until collection by a security officer.

(5) When removing cards from the poker storage area, the poker shift supervisor or supervisor thereof and a casino security officer shall, prior to the commencement of each gaming day and at such other times as may be necessary, remove the appropriate number of decks from the poker storage area and distribute the decks in accordance with the provisions of 205 CMR 146.49(4)(a). The number of decks distributed shall include extra decks that shall be placed in the pit stand for card reserve. Decks of cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the poker shift supervisor or supervisor thereof. If decks of cards are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department.

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(6) With the exception of cards which are pre-inspected and pre-shuffled, each deck of cards shall be inspected by a dealer and the inspection verified by a table games supervisor prior to the use of the cards on a gaming table.

(a) Card inspection at an open gaming table shall require each deck of cards to be sorted into sequence and into suit and a visual inspection of the back of each card. If, after inspecting the cards, the dealer finds that a card is unsuitable for use or an extra card is found, the following procedures shall be observed:

1. If a card is unsuitable for use:
   a. A poker shift supervisor or games supervisor shall bring a substitute card from the card reserve in the pit stand;
   b. The unsuitable card shall be placed in a sealed envelope or container, identified by table number, date, and time and shall be signed by the dealer and floorperson assigned to that table; and
   c. The poker shift supervisor or games supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer; or
2. If an extra card is found:
   a. The poker shift supervisor or games supervisor shall place the extra card in a sealed envelope or container, identified by table number, date and time and signed by the dealer and floorperson assigned to that table; and
   b. The poker shift supervisor or games supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(b) The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(7) Any cards which have been opened and placed on a gaming table shall be changed at least every 24 hours. Notwithstanding the foregoing:

(a) Except as otherwise provided in 205 CMR 146.49(7)(e) for baccarat and in 205 CMR 146.18(c) for mini-baccarat, cards opened for use on a baccarat, mini-baccarat, or fast action Hold'em table shall be changed at least once during the gaming day;

(b) Cards opened for use on a pai gow poker, Caribbean stud poker, let it ride poker, Colorado Hold'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas Hold'em bonus poker, ultimate Texas Hold'em poker, two-card joker poker, flop poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker table and dealt from a dealing shoe and cards opened for use on a double down stud table and dealt from the hand shall be changed at least every eight hours;

(c) Cards opened for use on a pai gow poker, Caribbean stud poker, let it ride poker, Colorado Hold'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas Hold'em bonus poker, ultimate Texas Hold'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker table and dealt from the dealer's hand shall be changed at least every four hours;

(d) Cards opened for use on a baccarat table using the alternative dealing procedure shall be changed after each shoe;

(e) Cards opened for use on a poker table shall be changed at least every six hours; and

(f) Cards opened for use on a blackjack, Spanish 21 or double attack blackjack table, or on a mini-baccarat table using the alternative dealing procedures of a continuous shuffling shoe or device as set forth in the authorized Rules of the Game of Mini-baccarat, may be used for no more than 48 hours if the following requirements are satisfied:

1. The gaming table shall remain open for gaming during the entire period of card usage;
2. At least six decks of cards shall be used to play the game; and
3. A table games shift manager shall identify for the surveillance department those gaming tables at which cards are in use for the extended period.

(8) Cards damaged during course of play shall be replaced by the dealer who shall request a floorperson or supervisor thereof for the game of poker or casino supervisor for all other games to bring cards in substitution from the pit stand.

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(a) The damaged cards shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and the individual who brought the replacement card to the table.

(b) The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(9) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, or at the end of the extended period pursuant to 205 CMR 146.49(7)(g), and at such other times as may be necessary, the floorperson or supervisor thereof for the game of poker or casino supervisor for all other games shall collect all used cards required to be removed from play.

(a) These cards shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and floorperson assigned to the table.

(b) The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(10) The gaming licensee shall remove any cards at any time during the day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Bureau.

(11) Except for decks that have been pre-shuffled and pre-inspected in accordance with 205 CMR 146.50, all extra decks or packaged sets of multiple decks in card reserve with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container that contains the number of decks or packaged sets of multiple decks, as applicable, included therein, the date and time and the signature of the floorperson or supervisor thereof for poker and the pit boss for all other games.

(12) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, and at such other times as may be necessary, a security officer shall collect and sign all envelopes or containers with damaged cards, cards required to be removed that gaming day, and all extra decks in card reserve with broken seals, except those that have been pre-shuffled and pre-inspected in accordance with 205 CMR 146.50, and shall return the envelopes or containers to the security department.

(13) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, and at such other times as may be necessary, a table games shift manager or games supervisor thereof may collect all extra decks in card reserve. If the gaming licensee maintains a separate storage area for poker cards, a poker shift supervisor or supervisor thereof may collect all extra decks in card reserve for the game of poker. If collected, all sealed decks shall either be cancelled or destroyed or returned to the storage area.

(14) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.

(a) For cards used in blackjack, Spanish 21, double attack blackjack, double cross poker, red dog, casino war, fast action hold'em, or mini-baccarat using the dealing procedures in the authorized Rules of the Game, the gaming licensee shall cause to be inspected either:

1. All decks used during the day; or

2. A sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Bureau. This sample shall be collected, stored and inspected separately from the sample required by 205 CMR 146.49(14)(b), and shall not be commingled with any cards from that sample.

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(b) For cards used in baccarat, or cards used in mini-baccarat using the dealing procedures in the authorized Rules of the Game, the gaming licensee shall cause to be inspected all decks used during the day. Notwithstanding the foregoing, for any decks that are opened for a single use in a shoe (the cards are not reshuffled for a subsequent use and are removed from the table), a gaming licensee may cause to be inspected a sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Bureau.

(c) The gaming licensee shall also inspect:

1. Any cards which the Bureau requests the gaming licensee to remove for the purpose of inspection;
2. Any cards the gaming licensee removed for indication of tampering;
3. All cards used for pai gow poker, Caribbean stud poker, let it ride poker, Colorado Hold'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas Hold'em bonus poker, ultimate Texas Hold'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker; and
4. All cards used for poker.

(d) The procedures for inspecting all decks required to be inspected under 205 CMR 146.49(14)(d) shall, at a minimum, include:

1. The sorting of cards sequentially by suit or utilizing a machine approved by the Bureau capable of reading the cards to determine whether any deck contains missing or additional cards;
2. The inspection of the backs with an ultra-violet light;
3. The inspection of the sides of the cards for crimps, bends, cuts and shaving; and
4. The inspection of the front and back of all plastic cards for consistent shading and coloring.

(e) If, during the inspection procedures required in 205 CMR 146.49 one or more plastic cards in a deck are determined to be unsuitable for continued use, those cards shall be placed in a sealed envelope or container and a two-part Card Discrepancy Report shall be completed in accordance with 205 CMR 146.49(14)(j).

(f) Upon completion of the inspection procedures required by 205 CMR 146.49, each deck of plastic cards which is determined suitable for continued use shall be placed in sequential order, repackaged and returned to the primary or poker storage area for subsequent use. If a deck has any missing cards, the individual who repackages the cards shall indicate the need for the appropriate replacement card(s) in a manner documented in the gaming licensee's internal control procedures.

(g) The gaming licensee shall develop internal control procedures for returning the repackaged cards to the storage area.

(h) The individuals performing said inspection shall complete a work order form which shall detail the procedures performed and list the tables from which the cards were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.

(i) The gaming licensee shall submit the training procedures for those employees performing the inspection to the Bureau.

(j) Evidence of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the Bureau by the completion and delivery of a two-part Card Discrepancy Report.

(k) At the end of each gaming day or at such other times as may be necessary, the gaming supervisor identified in 205 CMR 146.49(13) shall visually inspect each card for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the security department and the Bureau. A security department member shall complete a two-part Discrepancy Report, which Report along with the evidence shall be retrieved by an agent of the Bureau. The original and duplicate Report shall contain, at a minimum:

1. The date and shift of inspection;
2. The name of the supervisor conducting the inspection. The inspection required by 205 CMR 146.49(14)(k) shall be performed by a games supervisor other than the one who originally inspected the cards;

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3. The pit number, table number, and type of game;
4. A description (for example, cut corners);
5. The signature of the supervisor conducting the inspection;
6. The signature of the security representative taking custody of the card; and
7. The signature of the agent of the Bureau inspecting or accepting the card, who shall retain the original and return the duplicate to security. A receipt shall be issued to the agent of the Bureau for any card retained by the Bureau. The receipt shall be signed the by the security representative releasing the card to the Bureau and the agent of the Bureau accepting the card. The receipt shall be retained with the Security copy of the Discrepancy Report. Any card not retained by the Bureau shall be destroyed in accordance with the licensee's destruction procedures. The report shall accompany the cards.

(l) Notwithstanding any provision in 205 CMR 146.49(14)(l) to the contrary, for cards used:
1. In any authorized game or variation thereof which permits a player to touch them, the gaming licensee shall cause to be inspected all decks used during the day; and
2. At any gaming table for more than 24 hours pursuant to 205 CMR 146.49(7)(g), the gaming licensee shall cause to be inspected a sample of decks that is separate from the sample of decks selected pursuant to 205 CMR 146.49(14)(a)2., provided that the procedures for selecting the sample size and for assuring a proper stratification of the sample shall be submitted to and approved by the Bureau.

(15) If a deck of plastic cards has been reused 12 or more times and the deck has been determined to be suitable for reuse by the individual performing the inspection procedures required by 205 CMR 146.49(14)(c), before that deck may be reused at a poker table, the deck must be inspected by a poker shift supervisor or floorperson. A satisfactory inspection shall be documented by the poker shift supervisor or floorperson. If the poker shift supervisor or floorperson determines that the deck may not be reused, the deck shall be placed in a sealed envelope or container, with a label attached which identifies the date and time and shall be signed by the poker shift supervisor or floorperson. At the end of the gaming day or at such other times as may be necessary, said envelope or container shall be collected by a casino security officer and be returned to the casino security department for destruction or cancellation pursuant to 205 CMR 146.49(16).

(16) Where cards in an envelope or container are inspected and found to be without any indication of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play, those cards with the exception of plastic cards used at poker that are of sufficient quality for reuse, shall within 72 hours of collection be destroyed or cancelled. In addition, once cards retained as evidence by the Bureau are released to the security department, the cards shall immediately be destroyed or cancelled.

(a) Destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be approved by the Bureau. The adequacy of the destruction and cancellation process shall be approved by the Bureau.

(b) Destruction of cards shall be by shredding by the security department or a vendor approved by the Bureau.

(c) Cancellation of cards shall be by drilling a circular hole of at least ¼ of an inch in diameter through the center of each card in the deck.

(d) Documentation supporting the actual destruction and/or cancellation of the cards shall be prepared by the casino security department or vendor performing the process. At a minimum, such documentation shall include:
1. The date and time that the cards were destroyed;
2. The name and signature of the individual(s) who performed the destruction/ cancellation process;
3. The amount of cards that were destroyed or cancelled; and
4. The signature of the representative of the games department attesting to the number of cards (decks of cards) destroyed when the procedure is performed at the casino.

146.50: Pre-shuffled and Pre-inspected Cards

(1) In *lieu* of the card shuffling and inspection procedures to be followed at an open gaming table set forth in 205 CMR 146.50, a gaming licensee may elect to:

(a) Pre-inspect and pre-shuffle cards prior to the delivery of the cards to an open gaming table; or

(b) Use a licensed vendor to supply pre-shuffled and pre-inspected cards.

(2) If a gaming licensee elects to pre-inspect and pre-shuffle cards, the process shall occur at a closed gaming table or another location approved by the Bureau and shall be performed by a dealer and verified by a gaming establishment supervisor with no concurrent supervisory responsibility for open gaming tables. The procedures required by 205 CMR 146.50(2)(a) through (g) shall be recorded by the surveillance department and each such recording shall be retained by the gaming licensee for not less than seven days.

(a) Upon receipt of the decks of cards pursuant to 205 CMR 146.50(3)(b), the dealer shall perform the procedures in 205 CMR 146.50(2)(b) through (g) independently for each batch of cards that will be sealed in a container, with the number of decks of cards in each batch being equal to the number of decks of cards required for the table game in which they are intended to be used.

(b) The dealer shall visually inspect the back of each card to assure that it is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game.

(c) The dealer shall then shuffle the cards, manually or using an approved automated shuffling device, in a manner permitted by the applicable regulations governing the table game at which the cards will be utilized.

(d) To ensure that there are no missing or extra cards, the dealer shall inspect the cards utilizing a machine approved by the Bureau. The machine shall issue a receipt that shall, at a minimum, include:

1. The manufacturer, model and serial number of the card inspection machine;
2. The name or identification number of the dealer who operates the machine;
3. The location at which the inspection is performed;
4. The date and time of the inspection;
5. The manufacturer and type of cards, the number of decks, and the table game for which the cards are inspected;
6. The result of the inspection and, if failed, the identification of any missing or extra card(s); and
7. The number of the seal to be used on the clear container in which the cards will be placed pursuant to 205 CMR 146.50(2)(g).

(e) If the inspection fails, the gaming licensee shall follow the procedures set forth in 205 CMR 146.49(6).

(f) Upon completion of the pre-inspection and pre-shuffling of the cards in the batch, the dealer and supervisor shall sign the receipt certifying that the cards were pre-inspected and pre-shuffled in accordance with 205 CMR 146.50(2).

(g) For each batch of pre-inspected and pre-shuffled cards the dealer shall place the cards together with the receipt required 205 CMR 146.50(2)(d) in a clear container that conforms to the requirements of 205 CMR 146.50(5). The container shall be sealed with a pre-numbered label unique to such container. Procedures for the maintenance and security of unused seals, and the distribution, return and reconciliation of seals used on containers holding pre-inspected and pre-shuffled cards shall be detailed in the gaming licensee's internal controls.

(h) The sealed containers of cards shall be transported by a:

1. Table games supervisor to the gaming pit of the gaming tables where they will be utilized and either locked in the pit stand in accordance with 205 CMR 146.50(3) or (4), or placed in a locked cabinet in the gaming pit, the keys to which shall be available only to table games supervisors and subject to sign-out and sign-in procedures; or
2. Table games supervisor or a gaming key employee designated in accordance with the provisions of 205 CMR 146.50(3) and a casino security officer to an approved primary card storage area or poker card storage area where they shall be placed back into card inventory and segregated from cards that have not been pre-inspected and pre-shuffled. A record of the transport of the sealed containers of cards to the card storage area shall be maintained by the casino security department.

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When cards are needed for play, each container of cards shall be delivered by a table games supervisor to an open gaming table. Upon delivery, the table games supervisor shall unseal the container, place the decks of cards on the gaming table in front of the dealer. The supervisor shall record on the receipt contained within the container, the date, time and shift that the container was opened, and the pit and table number where cards are to be used. Once the information has been recorded, the supervisor shall sign the receipt, and retain the receipt and container at the gaming table.

(3) If a gaming licensee elects to use a licensed vendor to supply pre-inspected and pre-shuffled cards, the manufacturer shall:

(a) Obtain approval from the Bureau for the automated shuffling device used to pre-shuffle cards; and

(b) Implement a process for shuffling and packaging cards which shall, at a minimum, include:

1. Visual inspection of the back of each card to assure that it is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game;
2. Verification that each package of cards contains the correct number and is constituted in accordance with the specific rules of the game the cards are intended for use;
3. Inserting the cards in a package with a tamper-proof seal(s) that bears a conspicuous indication if the package has been opened. The exterior of the package shall indicate:
   a. The total number of decks contained within the package; and
   b. The game(s) the cards are intended for use; and
   c. Generation by the automated shuffling device in use, of a receipt to be inserted in the sealed package which shall include the following information:
      i. The total number of cards and decks contained within the package;
      ii. The date and time the cards were shuffled and verified;
      iii. Identification of the manufacturer's employee who performed the process in 205 CMR 146.50(3)(b); and
      iv. The manufacturer, model and serial number of the device used to shuffle the cards.

(4) Cards inspected and shuffled in accordance with 205 CMR 146.50(3) shall be delivered to an open gaming table in the manufacturer's sealed packaging. Prior to using the cards at a gaming table, a games supervisor shall inspect the package for evidence of tampering. If there is evidence of tampering, all cards in the package shall not be used and the gaming licensee shall follow the procedures set forth in 205 CMR 146.49(6). Upon opening the package, the table games supervisor shall record on the receipt contained within the package, the date and time that the package was opened, and the pit and table number where cards are to be used. Once the information has been recorded, the table games supervisor shall sign the receipt, place the cards on the table in front of the dealer, and retain the receipt and original package at the gaming table.

(5) For all pre-inspected and pre-shuffled cards, upon the initial use and patron request the dealer shall perform a strip or riffle shuffle of the cards and then cut the cards in the manner prescribed by the regulations governing the particular table game.

(6) Upon removal from a gaming table, pre-inspected and pre-shuffled cards shall be placed in the original container or package in which they were delivered to the table together with the receipt, and returned to the security department for inspection as required by 205 CMR 146.49(16).

(7) The Bureau may, at any time, require a gaming licensee to provide any container or package of pre-inspected and pre-shuffled cards.

146.51: Dealing Shoes; Automated Shuffling Devices

(1) A gaming licensee and gaming device vendor shall comply with, and the commission adopts and incorporates by reference, Gaming Laboratories International, LLC Standard GLI-29: Card Shufflers and Dealer Shoes, version 1.0, released July 20, 2012, subject to the following amendments:

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(a) Delete section 1.1.1 and replace with the following: "The following sets forth the technical standards for card shufflers and dealer shoes as identified in 205 CMR 146.00. This GLI standard is adopted in whole subject to the modifications described in 205 CMR 146.51. The standard and modifications should at all times be read in conjunction with 205 CMR and the standards referenced in section 1.4.1 so as to create a harmonious regulatory framework".

(b) Delete section 1.2.

(2) The following words and terms, when used in 205 CMR 146.51, have the following meanings:

Base Plate. The interior shelf of the dealing shoe on which the cards rest.

Face Plate. The front wall of the dealing shoe against which the next card to be dealt rests and which typically contains a cutout.

(3) Cards used for blackjack, Spanish 21, double attack blackjack, pai gow poker, mini-baccarat, red dog, Caribbean stud poker, let it ride poker, three-card poker, fast action hold'em, Colorado Hold'em poker, casino war, Boston 5 stud poker, double cross poker, four-card poker, Texas Hold'em bonus poker, ultimate Texas Hold'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and double down stud shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and secured in a locked compartment when the table is not open for gaming activity. Cards used to game at baccarat shall be dealt from a dealing shoe which shall be secured in a locked compartment when the table is not open for gaming activity. Notwithstanding the foregoing, cards used to game at:

(a) Pai gow poker, double down stud, Caribbean stud poker, three-card poker, Colorado Hold'em poker, Boston 5 stud poker, double cross poker, flop poker, four-card poker, Texas Hold'em bonus poker, ultimate Texas Hold'em poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and two-card joker poker may be dealt from the dealer's hand in accordance with the rules for each game authorized pursuant to 205 CMR 147.00: *Uniform Standards of Rules of the Games*; and

(b) Blackjack may be dealt from the dealer's hand in accordance with the authorized Rules of the Game of Blackjack.

(4) A device which automatically shuffles cards may be utilized at the game of blackjack, Spanish 21, double attack blackjack, pai gow poker, mini-baccarat, red dog, poker, Caribbean stud poker, let it ride poker, three-card poker, fast action hold'em, Colorado Hold'em poker, casino war, Boston 5 stud poker, double cross poker, four-card poker, Texas Hold'em bonus poker, ultimate Texas Hold'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and double down stud in addition to a manual or automated dealing shoe, provided that:

(a) The automated card shuffling device approved by the Bureau and the procedures for shuffling and dealing the cards through the use of the device are documented in the internal controls; and

(b) The security of an automated card shuffling device conforms to the security of any dealing shoe used at the gaming table pursuant 205 CMR 146.51.

(5) Each manual or automated dealing shoe shall be designed and constructed with such features as the Bureau may require maintaining the integrity of the game at which such shoe is used. Such features shall include, at a minimum, the following:

(a) At least the first four inches of the base plate shall be white;

(b) The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe; and

(c) A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than ⅛ inch distance.

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(6) A baccarat dealing shoe, in addition to meeting the requirements of 205 CMR 146.51, shall also adhere to the following specifications:

(a) A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;

(b) The sides and back above the base plate shall be opaque; and

(c) A device within the shoe shall, when engaged, prevent the cards from moving backward in the shoe.

(d) A Harrigan plate be used in all baccarat shoes so the backs of the cards cannot be seen until drawn.

(7) A pai gow poker dealing shoe, in addition to meeting the requirements of 205 CMR 146.51, may, in the discretion of the gaming licensee, also contain a device on the front of the face plate so as to preclude the players from viewing the next card to be dealt.

(8) All dealing shoes and shuffling devices in the casino shall be inspected at the beginning of each gaming day by a floorperson assigned to the table prior to cards being placed in them. The purpose of this inspection shall be to assure that there has been no tampering with the shoe or shuffling device.

(9) For gaming tables at which a manual dealing shoe is utilized, the shoe shall be located on the side of the gaming table to the left of the dealer, and the discard rack shall be located on the side of the gaming table to the right of the dealer. For gaming tables at which either an automated card shuffling device or an automated dealing shoe is utilized, the discard rack shall be on the side of the gaming table opposite such device or shoe.

146.52: Pai Gow Tiles; Physical Characteristics

(1) Pai gow shall be played with a set of 32 rectangular blocks to be known as tiles. Each tile in a set shall be identical in size and shading to every other tile in the set.

(2) Each tile used in gaming at pai gow shall:

(a) Be made of a non-transparent black material, formed in the shape of a rectangle, and be of a size no smaller than 2.500 inches in length, 1.000 inch in width and .375 of an inch in thickness;

(b) Have the surface of each of its sides perfectly flat, except that the front side of each tile shall contain spots which shall extend into the tile exactly the same distance as every other spot;

(c) Have on the back of each tile an identifying feature unique to each casino;

(d) Have the texture and finish of each side, with the exception of the front side, exactly identical to the texture and finish of all the other sides;

(e) Have the back and sides of each tile within a set be identical and no tile within a set shall contain any marking, symbol or design that will enable a person to know the identity of any element on the front side of the tile or that will distinguish any tile from any other tile within a set; and

(f) Have identifying spots on the front of the tiles which are either red or white or both.

(3) Each set of tiles shall be composed of 32 tiles as set forth in the authorized Rules of the Game of Pai Gow.

(4) Each set of tiles shall be packaged separately and completely sealed in such a manner so that any tampering shall be evident.

146.53: Pai Gow Tiles: Receipt; Storage; Inspections, and Removal From Use

(1) When sets of tiles to be used at pai gow are received from the manufacturer or distributor thereof, they shall immediately following receipt be inspected by a member of the security department and a supervisor to assure that the seals on each package are intact, unbroken and free from tampering. Packages that do not satisfy these criteria shall be inspected at this time to assure that the tiles conform to Bureau standards and there is no evidence of tampering. Packages satisfying these criteria, together with packages having unbroken, intact, and untampered seals shall then be placed for storage in a locked cabinet within a primary or secondary storage area. Sets of tiles which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Bureau. Secondary storage areas shall be used for the storage of surplus tiles. Tiles maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the tiles have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Bureau.

(2) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organization hierarchy shall have access to the casino department key. Tiles stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

(3) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the table games shift manager or supervisor thereof, in the presence of a security officer, shall remove the appropriate number of sets of tiles for that gaming day from a primary storage area. Tiles are to be inspected by surveillance prior to the game beginning for the gaming day or when new tiles are being put into play.

(4) All envelopes and containers used to hold or transport tiles shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(5) The table games shift manager or casino supervisor thereof shall distribute sufficient sets of tiles to the pit boss in each pai gow pit. The pit boss shall then distribute the sets to the dealer at each table, and shall place extra sets in reserve at the pit stand. Sets of tiles in reserve shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or casino supervisor thereof.

(6) If during the course of play any damaged tile is detected, the entire set of tiles shall be immediately replaced. The dealer or floorperson shall request that the pit boss bring a substitute set of tiles to the table from the reserve in the pit stand. The set of damaged tiles shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and casino supervisor. The pit boss shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(7) Tiles used at pai gow shall be changed at least every 12 hours. The supervisor shall collect used tiles which shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and casino supervisor. The pit boss shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(8) The gaming licensee shall remove any tiles at any time of the gaming day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Commission or the Bureau.

(9) All extra sets of tiles in reserve which have been opened shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

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(10) At the end of each gaming day or at such other times as may be necessary, a security officer shall collect and sign all envelopes or containers with damaged tiles, tiles used during the gaming day, and all extra tiles in reserve which have been opened, and shall return the envelopes or containers to the security department.

(11) At the end of each gaming day or at such other times as may be necessary, a table games shift manager or supervisor thereof may collect all extra sets of tiles in reserve which have not been opened. If collected, all unopened sets of tiles shall either be cancelled or destroyed or returned to the storage area.

(12) When the envelopes or containers of used tiles and reserve sets of tiles which have been opened are returned to the security department, they shall be inspected for tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play.

(a) The gaming licensee shall cause to be inspected all sets of tiles used during the gaming day.

(b) The procedures for inspecting all sets of tiles shall at least include the following:

1. The sorting of tiles by pairs;
2. The visual inspection of the sides and back of each tile for tampering, markings or alterations;
3. The inspection of the sides and back of each tile with an ultra-violet light; and
4. White light to ensure no light can be seen coming through the tile ensuring that it is not transparent or translucent.

(c) The individual performing the inspection required by 205 CMR 146.53 shall complete a work order form which shall detail the procedures performed and list the tables from which the tiles were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.

(d) Evidence of tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the security department and the Bureau.

A security department member shall complete a two-part Discrepancy Report, which Report along with the evidence shall be retrieved by an agent of the Bureau.

The original and duplicate Report shall contain at a minimum:

1. The date and shift of inspection;
2. The name of the supervisor conducting the inspection. The inspection required by 205 CMR 146.53(12)(a) shall be performed by a supervisor other than the one who originally inspected the tiles;
3. The pit number, table number, and type of game;
4. A description (for example, shaved corners);
5. The signature of the supervisor conducting the inspection;
6. The signature of the security representative taking custody of the tile; and
7. The signature of the agent of the Bureau inspecting or accepting the tile, who shall retain the original and return the duplicate to security. A receipt shall be issued to the agent of the Bureau for any tile retained by the Bureau. The receipt shall be signed the by the security representative releasing the tile to the Bureau and the agent of the Bureau accepting the tile. The receipt shall be retained with the Security copy of the Discrepancy Report. Any tile not retained by the Bureau shall be destroyed in accordance with the licensee's destruction procedures.

(e) If after completing the inspection procedures required in 205 CMR 146.53, it is determined that a complete set of 32 tiles removed from a gaming table is free from tampering, markings, or alterations, that set may be returned to the pai gow storage area for subsequent gaming use in accordance with the gaming licensee's internal control procedures. In no event may individual tiles from different sets be used to make a complete set for subsequent gaming use.

(13) The gaming licensee shall include in their internal control, procedures for:

(a) An inventory system which shall include the recordation of at least the following:

1. The balance of sets of tiles on hand;
2. The sets of tiles removed from storage;
3. The sets of tiles returned to storage or received from the manufacturer;

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4. The date of the transaction; and
5. The signatures of the individuals involved;

(b) A reconciliation on a daily basis of the sets of tiles distributed and the sets of tiles destroyed and cancelled, the sets of tiles returned to the storage area and, if any, the sets of tiles in tile reserve; and

(c) A physical inventory of the sets of tiles at least once every three months. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of the sets of tiles on hand as required 205 CMR 146.53(13)(a)1. Any discrepancies shall immediately be reported to the Bureau.

(14) Other than tiles retained for Bureau inspection, tiles shall be cancelled or destroyed within 72 hours of collection by the security department. In addition, once tiles retained as evidence by the Bureau are released to the security department, the tiles shall immediately be destroyed or cancelled.

(15) Destruction and cancellation of tiles shall take place in a secure place, the location and physical characteristics of which shall be approved by the Bureau. The adequacy of the destruction and cancellation process shall be approved by the Bureau. Destruction of tiles shall be by shredding by the security department or a vendor approved by the Bureau. Cancellation of tiles shall be by drilling a circular hole of at least ¼ of an inch in diameter through the center of each card in the deck.

146.54: Inspection and Approval of Gaming Equipment and Related Devices and Software

(1) No gaming equipment or any related device or software shall be used in a gaming establishment unless it is identical in all mechanical, electrical, electronic or other aspects to a prototype thereof that has been reviewed and approved for use by the independent testing lab certified by the commission.

(2) The following equipment shall be certified by an approved internal or independent testing lab followed by an on-site inspection by the Bureau prior to initial use or following any modification:

(a) Slot machines;
(b) Multiplayer systems;
(c) Electronic table games;
(d) Server supported slot systems;
(e) Slot machine bonus systems;
(f) Progressive equipment;
(g) Kiosks;
(h) Account based wagering systems;
(i) Wireless wagering devices;
(j) Slot monitoring systems;
(k) Gaming voucher systems; and
(l) Devices used in conjunction with a slot monitoring system.

(3) Any evidence that an item of gaming equipment or a related device or software used in a gaming facility has been tampered with or altered in any way which would affect the integrity, fairness, or suitability of the item for use in a casino shall be immediately reported to the Bureau. The Bureau shall ensure that any such item is maintained in a secure manner.

(4) A gaming licensee and gaming device vendor shall comply with, and the commission adopts and incorporates by reference, Gaming Laboratories International, LLC Standard GLI-25: Dealer Controlled Electronic Table Games, version 1.2, released September 6, 2011, subject to the following amendments: Delete section 1.1 and replace with the following: "The following sets forth the technical standards for dealer controlled electronic table games as identified in 205 CMR 146.00. This GLI standard is adopted in whole subject to the modifications described in 205 CMR 146.54(4). The standard and modifications should at all times be read in conjunction with 205 CMR and the standards referenced in section 1.3.1 so as to create a harmonious regulatory framework.

146.55: Approval of Gaming Equipment/Approval of New Gaming Equipment

(1) At the Bureau's request, the manufacturer will supply a sample of suggested equipment for review and testing.

(2) A gaming licensee, in conjunction with other interested parties, may petition the Bureau in writing for the approval of new gaming equipment in accordance with the process set forth in 205 CMR 147.00: *Uniform Standards of Rules of the Games* related to petitions for a new game or game variation. New gaming equipment pending approval shall be permitted to be used during new game or game variation field trials conducted pursuant to 205 CMR 147.04(5).

146.56: Security of Gaming Equipment

(1) Any equipment used for the operation of a gaming table that is stored in inventory shall be secured in a locked area with dedicated closed circuit television system coverage. This shall include, but not be limited to cards, dice, pai gow tiles, shuffle machines, wheels or devices that can affect or determine the outcome of the game. The areas to be secured shall include pit stands, card and dice storage rooms or any other back of house table games equipment storage areas and any other areas so designated by the Commission.

(2) Any gaming equipment that will be sold by a gaming licensee to an outside party shall require a notification to the Bureau office within the gaming establishment with the specific details. Cards and dice may be sold at the gift shop after the licensee has submitted their procedure for the process to the Bureau.

(3) All gaming equipment included in 205 CMR 146.00 shall be imprinted with a unique serial number.

146.58: Crazy 4 Poker Table; Physical Characteristics

(1) Crazy 4 poker shall be played on a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Crazy 4 poker table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee;

(b) Separate designated betting areas at each player position for the placement of the Ante, Play, Super Bonus and Queens Up Wagers for each player. The Super Bonus betting area must be located to the right of the Ante Wager betting area and be separated by an "=" symbol;

(c) If the licensee offers either the Four or Five-Card Progressive Payout Wager pursuant to the authorized Rules of the Game of Crazy 4 Poker, a separate area designated for the placement of the Progressive Payout Wager for each player;

(d) If a licensee offers the Five Card Hand Bonus Wager pursuant to the authorized Rules of the Game of Crazy 4 Poker, each player position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager;

(e) An inscription identifying the payout odds for all authorized wagers or a sign identifying the payout odds or amounts for all permissible wagers posted at each Crazy 4 Poker table;

(f) Inscriptions that advise patrons of the following:

1. The best four-card hand plays.
2. The dealer qualifies with a king or better.
3. A player who has a pair of aces or better may place a Play Wager in an amount up to three times the player's Ante Wager.
4. The player's Super Bonus Wager shall be returned if the player beats or ties the dealer with a hand that is not a straight or better.

(4) Each Crazy 4 poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.58: continued

(5) If the gaming licensee offers either a Four or Five-Card Progressive Payout Wager pursuant to the authorized Rules of the Game of Crazy 4 Poker, the Crazy 4 Poker table must have a progressive table game system, in accordance with 205 CMR 143.02 for the placement of Progressive Payout Wagers. If the gaming licensee is offering a Progressive Payout Wager on multiple linked tables or games in the same gaming establishment, the progressive table game system must comply with 205 CMR 143.02: *Progressive Gaming Devices*. The progressive table game system must include:

(a) A wagering device at each player position that acknowledges or accepts the placement of the Progressive Payout Wager; and

(b) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced "no more bets".

(6) If the gaming licensee offers the Five Card Hand Bonus Wager pursuant to the authorized Rules of the Game of Crazy 4 Poker, the Crazy 4 Poker table must have a table game system, in accordance with 205 CMR 138.62 and an electronic wagering system in accordance with 205 CMR 146.43. Each player position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager. The system must include a mechanism, such as a lockout button, that prevents the placement of any Five Card Hand Bonus Wagers that a player attempts to place after the dealer has begun dealing the cards. If the certificate holder is offering a Five Card Hand Bonus Wager on multiple linked tables or games in the same gaming establishment, the progressive table game must comply with 205 CMR 143.02: *Progressive Gaming Devices*.

146.59: Criss-cross Poker Table Physical Characteristics

(1) Criss-cross Poker shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Criss-cross Poker table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee.

(b) Five separate betting areas for each player designated for the placement of the Ante Across and Ante Down Wagers and the Across, Down and Middle Bets.

(c) Five separate areas designated for the placement of the five community cards. The area for the community cards must form a cross with one box furthest from the table inventory container, three boxes in the center row and one box directly in front of the table inventory container.

(d) If the licensee offers the optional Five Card Bonus Wager, a separate area designated for the placement of the Five Card Bonus Wager for each player.

(e) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the licensee. If payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Criss-cross Poker table.

(f) If the licensee establishes a payout limit per player per round, inscriptions that advise patrons of the payout limit. If the limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each Criss-cross Poker table.

(g) Each Criss-cross Poker table must have a drop box and a tip box attached on the same side of the table as, but on opposite sides of, the dealer as approved by the on-site Bureau office. The Bureau may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer.

(3) Each Criss-cross Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

146.60: Free Bet Blackjack

(1) Free Bet Blackjack shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Free Bet Blackjack table shall contain, at a minimum:

(a) The name or logo of the gaming licensee;

(b) A separate betting area designated for the placement of the Blackjack Wager for each player;

(c) The following inscriptions:

1. Blackjack pays 3 to 2;
2. Insurance pays 2 to 1;
3. Dealer shall draw to 16 and stand on all 17s or other similar language approved by the Bureau;
4. Blackjack Wagers will push if the dealer's hand has a total point count of 22 or other similar language approved by the Bureau; and
5. Surrender is not available on a Free Bet Blackjack table or other similar language approved by the Bureau, unless the gaming licensee posts a sign at each Free Bet Blackjack table specifying that surrender is not available.

(d) If the licensee offers the Push 22 Wager, a separate area designated for the placement of the wager for each player;

(e) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder unless a sign identifying the payout odds or amounts for all permissible wagers is posted at each Free Bet Blackjack table.

(3) Each Free Bet Blackjack table must have a drop box and a tip box attached on the same side of the table as, but on opposite sides of, the dealer.

(4) Each Free Bet Blackjack table must have a card reader device attached to the top of the dealer's side of the table. The floorperson assigned to the Free Bet Blackjack table shall inspect the card reader device at the beginning of each gaming day to ensure that there has been no tampering with the device and that it is in proper working order.

(5) Each Free Bet Blackjack table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must either:

(a) Equal the height of the cards, stacked one on top of the other, in the total number of decks that are to be used in the dealing shoe at that table; or

(b) Be taller than the height of the total number of decks being used if the discard rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards in the number of decks to be used in the dealing shoe at that table.

146.61: Heads Up Hold'em

(1) Heads Up Hold'em shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Heads Up Hold'em table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee;

(b) A separate designated betting area at each player position for the placement of the ante wager;

(c) A separate designated betting area located immediately behind each ante wager betting area for the placement of the raise wager;

(d) The odds wager, trips plus wager and pocket bonus wager permitted pursuant to the authorized Rules of the Game of Heads Up Hold'em, shall be placed in a separate designated betting area at each player position for the placement of each wager as follows:

146.61: continued

1. The odds wager designated betting area shall be to the right of, and aligned with, the ante wager;
2. The trips plus wager designated betting area shall be in front of the ante wager;
3. The pocket bonus wager designated betting area shall be to the right of, and aligned with, the trips plus designated betting area, and in front of the odds wager designated betting area;

(e) Heads Up Hold'em tables shall have inscriptions that advise patrons of the payout odds of the odds wager, bad beat bonus, trips plus wager, and pocket bonus wager as described in the authorized Rules of the Game of Heads Up Hold'em, respectively; and inscriptions that advise patrons of the permissible raise wagers.

(3) Each Heads Up Hold'em table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.62: High Card Flush; Physical Characteristics

(1) High Card Flush shall be played at a table having player positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and color photograph of the layout(s) hall be submitted to the Bureau prior to utilizing the layout design. The layout for a High Card Flush table shall contain, at a minimum:

(a) The name or trade name of the gaming licensee;
(b) A separate designated betting area at each player position for the placement of the ante wager;
(c) A separate designated betting area located immediately in front of each ante wager betting area for the placement of the raise wager;
(d) If a gaming licensee offers the Flush Bonus wager, the Straight Flush Bonus wager, and/or the Progressive payout wager pursuant to the authorized Rules of the Game of High Card Flush, a separate designated betting area at each player position for the placement of each wager, which shall be located behind each ante wager betting area;
(e) If a gaming licensee offers the Flush Bonus wager, the Straight Flush Bonus wager, and/or the Progressive payout wager pursuant to the authorized Rules of the Game of High Card Flush, inscriptions that advise patrons of the payout odds for the Flush Bonus wager, the Straight Flush Bonus wager, and/or the Progressive payout wager, as described in the authorized Rules of the Game of High Card Flush;
(f) Inscriptions that advise patrons of the permissible raise wagers, as described in the authorized Rules of the Game of High Card Flush; and
(g) Inscriptions that advise patrons of the dealer's qualifying hand, as defined in the authorized Rules of the Game of High Card Flush.

(3) Each High Card Flush table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) If a gaming licensee offers the Progressive payout wager pursuant to the authorized Rules of the Game of High Card Flush, each High Card Flush table shall be equipped with an approved table game progressive payout wager system for the placement of Progressive payout wagers, equipped with additional approved features or standards including, but not limited to, those required pursuant to 205 CMR 143.02: *Progressive Gaming Devices*.

146.63: Table Game Progressive Wager Equipment

(1) To the extent not specifically provided for in 205 CMR 146.63 or 205 CMR 143.02: *Progressive Gaming Devices*, if a gaming licensee offers an approved progressive wager for any game authorized pursuant to 205 CMR 147.00: *Uniform Standards of Rules of the Games*, the table layout for such game shall have designated areas for the placement of the progressive wager and may include other equipment as approved by the Bureau including, but not limited to:

146.63: continued

(a) A separate acceptor device for the placement of a progressive wager, each of which shall have a light which shall illuminate upon placement and acceptance of a gaming chip;
(b) A method to ensure that only one progressive wager is made per person, per round of play;
(c) A sign describing the winning wagers and the payouts to be awarded on winning progressive wagers at a location on the table, or within a reasonable distance from the table such that a patron can easily read it;
(d) A table controller panel which shall be equipped with a "lock-out" button which, once activated by the dealer, will prevent any player's gaming chips from being recognized in the acceptor device; and
(e) A mechanical, electrical, or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designated and constructed to contain any feature the IEB may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to the IEB.

REGULATORY AUTHORITY

205 CMR 146.00: M.G.L. c. 23K, §§ 2, 4(37), and 5.