

# Regulatory Analysis Form

(Completed by Promulgating Agency)



# IRRC

Independent Regulatory Review Commission

## SECTION I: PROFILE

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INDEPENDENT REGULATORY  
REVIEW COMMISSION

(1) Agency:

Pennsylvania Gaming Control Board

(2) Agency Number:

Identification Number: 125-148

IRRC Number: 2895

(3) Short Title:

Accounting and internal controls; Commencement of slot and table game operations

(4) PA Code Cite:

58 Pa.Code §§ 531, 533, 567, 617a., 619a. and 651a.

(5) Agency Contacts (List Telephone Number, Address, Fax Number and Email Address):

Primary Contact:

Susan A. Yocum  
Assistant Chief Counsel  
Pennsylvania Gaming Control Board

P.O. Box 69060  
Harrisburg, PA 69060  
Phone (717) 265-8356 / Fax: (717) 703-2988  
Email: [syocum@state.pa.us](mailto:syocum@state.pa.us)

Secondary Contact:

N/A

(6) Primary Contact for Public Comments (List Telephone Number, Address, Fax Number and Email Address) – Complete if different from #5:

N/A  
(All Comments will appear on IRRC'S website)

## Regulatory Analysis Form

(7) Type of Rulemaking (check applicable box):

- Proposed Regulation
- Final Regulation
- Final Omitted Regulation
- Emergency Certification Regulation;
  - Certification by the Governor
  - Certification by the Attorney General

(8) Briefly explain the regulation in clear and nontechnical language. (100 words or less)

With this rulemaking, the Board is proposing to replace: the temporary regulation in section 531 (relating to Roulette) with the permanent regulation in Chapter 617a; the temporary regulation in section 533 (relating to Bog Six Wheel) with the permanent regulation in Chapter 619a.; and Chapter 567 (relating to War) with a permanent regulation in Chapter 651a. (relating to Casino War).

This rulemaking provides the definitions, inspection procedures, rules of play, payout odds and amounts and permissible wagers for the authorized table games of Roulette, Big Six Wheel and Casino War.

(9) Include a schedule for review of the regulation including:

- |   |                                  |
|---|----------------------------------|
| A. The date by which the agency must receive public comments:                               | <u>30 days after publication</u> |
| B. The date or dates on which public meetings or hearings will be held:                     | <u>N/A</u>                       |
| C. The expected date of promulgation of the proposed regulation as a final-form regulation: | <u>4th Quarter 2011</u>          |
| D. The expected effective date of the final-form regulation:                                | <u>Upon publication</u>          |
| E. The date by which compliance with the final-form regulation will be required:            | <u>Upon publication</u>          |
| F. The date by which required permits, licenses or other approvals must be obtained:        | <u>N/A</u>                       |

(10) Provide the schedule for continual review of the regulation.

No formal review schedule has been established. Instead, the Board is constantly reviewing its regulations and proposing amendments as the need arises.

**Regulatory Analysis Form**

**SECTION II: STATEMENT OF NEED**

(11) State the statutory authority for the regulation. Include specific statutory citation.

Under the general authority in 4 Pa.C.S. § 1202(b)(30)(relating to general and specific powers) and the specific authority in 4 Pa.C.S. §§ 13A02(1) – (4) (relating to regulatory authority).

(12) Is the regulation mandated by any federal or state law or court order, or federal regulation? Are there any relevant state or federal court decisions? If yes, cite the specific law, case or regulation as well as, any deadlines for action.

There are no other applicable federal or state statutes, regulations or court decisions that mandate adoption of these changes contained in this rulemaking.

(13) State why the regulation is needed. Explain the compelling public interest that justifies the regulation. Describe who will benefit from the regulation. Quantify the benefits as completely as possible and approximate the number of people who will benefit.

Pursuant to the Act, the Board was tasked with: establishing standards and rules to govern the conduct of table games; establishing notice requirements pertaining to minimum and maximum wagers; and requiring certificate holders to provide written information or signage regarding the table game rules, payoffs, minimum and maximum wagers. These regulations are necessary to protect the integrity of gaming and ensure the accurate collection of taxes for the Commonwealth on table game revenue.

Table game patrons will benefit from these regulations as they will have notice of the rules of play and permissible wagers at each game offered in the licensed facility. Additionally, with this rulemaking certificate holders will have a clear understanding of layout requirements, dealing procedures and rules of play for the table games.

(14) If scientific data, studies, references are used to justify this regulation, please submit material with the regulatory package. Please provide full citation and/or links to internet source.

There are no studies or research upon which this rulemaking is based.

(15) Describe who and how many will be adversely affected by the regulation. How are they affected?

The Board does not anticipate that anyone will be adversely affected by this regulation.

## Regulatory Analysis Form

(16) List the persons, groups or entities that will be required to comply with the regulation. Approximate the number of people who will be required to comply.

Certificate holders that elect to offer Roulette, Big Six Wheel or Casino War at their licensed facilities will be required to comply with this regulation. If electing to offer these games, an operator will be required to submit for approval the table layouts, will be required to update their gaming guides and submit a rules submission form. The rules submission form is available on the PGCB website, are standardized checklists for each and are relatively simple to fill out.

Currently, all ten certificate holders offer Roulette, six offer Big Six Wheel and two offer Casino War.

### SECTION III: COST AND IMPACT ANALYSIS

(17) Provide a specific estimate of the costs and/or savings to the **regulated community** associated with compliance, including any legal, accounting or consulting procedures which may be required. Explain how the dollar estimates were derived.

Although operators will be required to purchase equipment to conduct the table games they choose to offer, the costs vary depending on the type and quality of equipment purchased and the number of tables installed. These costs will be offset by the revenues generated from the play of table games.

(18) Provide a specific estimate of the costs and/or savings to **local governments** associated with compliance, including any legal, accounting or consulting procedures which may be required. Explain how the dollar estimates were derived.

It is not anticipated that this regulation will require expenditures or provide savings to local governments; however, local governments will receive a local share assessment of the operator's revenue.

(19) Provide a specific estimate of the costs and/or savings to **state government** associated with the implementation of the regulation, including any legal, accounting, or consulting procedures which may be required. Explain how the dollar estimates were derived.

It is not anticipated that this regulation will require expenditures or provide savings to state government; however, with the passage of table games, state government will receive 14% of a certificate holder's gross table game revenue for two years following the commencement of table game operations. After the first two years, the state will receive 12% of gross table game revenue.

## Regulatory Analysis Form

(20) In the table below, provide an estimate of the fiscal savings and costs associated with implementation and compliance for the regulated community, local government, and state government for the current year and five subsequent years.

	Current FY Year	FY +1 Year	FY +2 Year	FY +3 Year	FY +4 Year	FY +5 Year
<b>SAVINGS:</b>	\$	\$	\$	\$	\$	\$
<b>Regulated Community</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>Local Government</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>State Government</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>Total Savings</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>COSTS:</b>						
<b>Regulated Community</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>Local Government</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>State Government</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>Total Costs</b>	N/A					
<b>REVENUE LOSSES:</b>						
<b>Regulated Community</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>Local Government</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>State Government</b>	N/A	N/A	N/A	N/A	N/A	N/A
<b>Total Revenue Losses</b>	N/A	N/A	N/A	N/A	N/A	N/A

\*The surveillance equipment was purchased and installed, the internal controls were updated and staff was hired and trained in conformity with the temporary regulations that were promulgated during the 2009-2010 fiscal year.

(20a) Provide the past three year expenditure history for programs affected by the regulation.

Program	FY -3	FY -2	FY -1	Current FY
PGCB Overall Budget	\$29,984,000	\$33,310,000	\$33,744,500 (inclusive of the amount below)	\$35,800,000 (inclusive of the amount below)
PGCB Budget for Table Games			\$1,100,000	\$2,700,000

## Regulatory Analysis Form

(21) Explain how the benefits of the regulation outweigh any cost and adverse effects.

The requirements within these chapters are standard throughout the gaming industry and are necessary to ensure the protection of the public and the integrity of gaming as well as the accurate recording of revenues and taxes. Standardized rules of play ensure that patrons who go to any licensed facility know that the basic rules of play at one facility are the same as the basic rules of play at another licensed facility.

(22) Describe the communications with and input from the public and any advisory council/group in the development and drafting of the regulation. List the specific persons and/or groups who were involved.

When the temporary regulations were promulgated, the Board provided for a 30 day public comment period whereby the industry was invited to provide suggestions for revision to the temporary regulations. Several of the suggestions received were incorporated into subsequent revisions to the temporary regulations while others were incorporated into this proposed rulemaking.

(23) Include a description of any alternative regulatory provisions which have been considered and rejected and a statement that the least burdensome acceptable alternative has been selected.

No other regulatory schemes were considered.

(24) Are there any provisions that are more stringent than federal standards? If yes, identify the specific provisions and the compelling Pennsylvania interest that demands stronger regulations.

There are no corresponding federal requirements.

(25) How does this regulation compare with those of other states? How will this affect Pennsylvania's ability to compete with other states?

The regulations are consistent with the standards throughout the gaming industry and are consistent with the objectives and requirements of the Gaming Act. These regulations should therefore not affect Pennsylvania's ability to compete with other states.

(26) Will the regulation affect any other regulations of the promulgating agency or other state agencies? If yes, explain and provide specific citations.

With this rulemaking, the Board is proposing to replace: the temporary regulation in section 531 (relating to Roulette) with a permanent regulation in Chapter 617a; the temporary regulation in section

## Regulatory Analysis Form

533 (relating to Bog Six Wheel) with a permanent regulation in Chapter 619a.; and Chapter 567 (relating to War) with a permanent regulation in Chapter 651a. (relating to Casino War).

(27) Submit a statement of legal, accounting or consulting procedures and additional reporting, recordkeeping or other paperwork, including copies of forms or reports, which will be required for implementation of the regulation and an explanation of measures which have been taken to minimize these requirements.

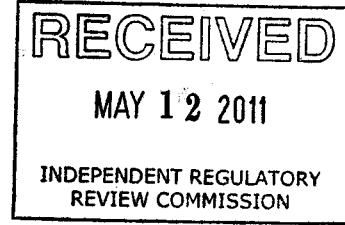
This rulemaking will require certificate holders to: post signs at gaming tables; have complete sets of rules for all the games they offer available for public inspection; produce a gaming guide summarizing the rules of the games they offer; and file Rules Submissions for each table game they elect to offer. The Rules Submissions are standardized checklists for each game, are relatively simple to fill out and are available on the Gaming Board website at <http://www.pgcb.state.pa.us/?p=187>

(28) Please list any special provisions which have been developed to meet the particular needs of affected groups or persons including, but not limited to, minorities, elderly, small businesses, and farmers.

No special provisions have been added.

FACE SHEET  
FOR FILING DOCUMENTS  
WITH THE LEGISLATIVE REFERENCE  
BUREAU

(Pursuant to Commonwealth Documents Law)



DO NOT WRITE IN THIS SPACE

Copy below is hereby approved as to form and legality.  
Attorney General

By: *Angela M. Elliott*  
(Deputy Attorney General)  
**MAY 05 2011**  
DATE OF APPROVAL

Check if applicable  
Copy not approved. Objections attached.

Copy below is hereby certified to be true and correct  
copy of a document issued, prescribed or promulgated  
by:

Pennsylvania Gaming  
Control Board

FISCAL NOTE NO.: 125-148

DATE OF ADOPTION: 4/14/11

By: *Gregory C. Hajt*  
Gregory C. Hajt, CHAIRMAN

Copy below is hereby approved as to form and legality  
Executive or Independent Agencies

By: *R. Douglas Sherman*  
R. Douglas Sherman, Chief Counsel  
4/14/11  
DATE OF APPROVAL

(Deputy General Counsel)  
(Chief Counsel - Independent Agency)  
(Strike inapplicable title)

Check if applicable. No Attorney General Approval or  
objection within 30 days after submission.

PROPOSED RULEMAKING  
COMMONWEALTH OF PENNSYLVANIA

58 PA. CODE

Subpart K. - Table Games  
Chapters 617a, 619a, 651a



## PROPOSED RULEMAKING

### PENNSYLVANIA GAMING CONTROL BOARD

58 PA.CODE CHS. 531, 533, 567, 617a., 619a. and 651a.

#### Table Game Rules for Roulette, Big Six Wheel and Casino War

The Pennsylvania Gaming Control Board (Board), under the general authority in 4 Pa.C.S. § 1202(b)(30) (relating to general and specific powers) and the specific authority in 4 Pa.C.S. §§ 13A02(1) - (4) (relating to regulatory authority), proposes to add to Subpart K Chapters 617a., 619a. and 651a. to read as set forth in Annex A.

#### *Purpose of the Proposed Rulemaking*

Under 4 Pa.C.S. § 13A03 (relating to temporary regulations), the Board initially adopted temporary regulations in Chapter 531 and 533 at 40 Pa.B. 985 (February 20, 2010), and Chapter 567 at 40 Pa.B. 1911 (April 10, 2010).

With this rulemaking, the Board is proposing to replace the temporary regulation in Chapter 531 with the permanent regulation in Chapter 617a., temporary regulation in Chapter 533 with the permanent regulation in Chapter 619a. and the temporary regulation in Chapter 567 with the permanent regulation in Chapter 651a.

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#### *Explanation of Chapter 617a.*

Chapter 617a (relating to Roulette) contains the rules governing the game of Roulette. Sections 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel) contain the requirements for the Roulette ball, wheel and table layouts.

Section 617a.2 (relating to inspection and security procedures) lists the procedures that shall be followed prior to the opening of a Roulette table to ensure that everything is in proper working condition and that there is no evidence of tampering.

Sections 617a.3 and 617a.4 (relating to placement of wagers; and payout odds) list all of the permissible bets

for the game of Roulette, specifies how the bets are to be placed on the Roulette table, and the minimum payout odds that must be used.

Sections 617a.5 and 617a.6 (relating to rotation of wheel and ball; and irregularities) address the proper techniques for spinning the Roulette wheel and the Roulette ball, marking the winning number and collection and payment of wagers, and how improper spins and other irregularities must be treated.

#### *Explanation of Chapter 619a.*

Chapter 619a (relating to Big Six Wheel) contains the rules governing the game of Big Six Wheel. Section 619a.1 (relating to Big Six Wheel layout; physical characteristics) contains the physical characteristics of the wheel and the table layout requirements. Operators have the option to use the dollar amounts contained in this section or may submit to the Bureau of Gaming Operations a wheel layout with other symbols or logos.

Section 619a.2 (relating to wagers and rotation of the wheel) address the placement of wagers on the table layout, the spin of the wheel, the collection of losing wagers and the payment of winning wagers. Lastly, section 619a.3 (relating to payout odds) addresses the minimum payout odds certificate holders are required to pay winning wagers.

#### *Explanation of Chapter 651a.*

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Chapter 651a. (relating to Casino War) establishes the rules of play for the game of Casino War. Section 651a.1 (relating to definitions) contains the definitions for terms used in Casino War. Section 651a.2 (relating to Casino War table; physical characteristics) contains all of the requirements pertaining to the Casino War tables and other equipment used in the play of the game.

Section 651a.3 (relating to cards; number of decks; dealing shoe) addresses the number of decks that are used in Casino War and the use of automated card shuffling devices. Sections 651a.4 and 651a.5 (relating to opening of the table for gaming; shuffle and cut of the cards) sets forth the procedures for the inspection of the cards and the procedures for shuffling and cutting of the cards before they are dealt. The procedure for removal of the cards from the dealing shoe and discard rack when there is

no gaming activity were changed from the temporary rulemaking. At their request, operators may now leave the cards face down instead of face up on the table until a player arrives at the table at which time the cards shall be reshuffled for the next round of play.

Sections 651a.6 and 651a.7 (relating to Casino War rankings; wagers) sets forth the rank of the cards for the purpose of determining the winning hand and specifies the permissible wagers. The restriction on the number of adjacent boxes on which a player may place a wager was changed from the temporary rulemaking so operators may specify in their rules submission the number of adjacent boxes on which a player may wager.

Sections 651a.8 and 651a.9 (relating to procedures for dealing the cards; procedures for completion of each round of play; collection and payment of wagers) specifies the procedures for the initial deal of the cards to each patron, the procedure for going to war, the procedure for collecting cards, collecting losing wagers and paying out winning wagers.

Section 651a.10 (relating to payout odds) sets forth the payout odds for winning Initial, Tie and War Wagers. Section 651.11 (relating to irregularities) provides the rules to address unusual circumstances that might arise during the play of the game.

### *Affected Parties*

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Certificate holders that elect to offer the games of Roulette, Big Six Wheel or Casino War will be required to comply with the requirements in this chapter. The requirements for the games are standard throughout the industry, are consistent with the requirements of the Gaming Act and are necessary for the protection of the gaming public and the revenues generated from table games.

The Board has experienced increased regulatory demands resulting from the implementation of table games including the review of rules submissions, table layouts, signage and gaming guides.

### *Fiscal Impact*

*Commonwealth.* The Board will have to review each certificate holder's table games rules submissions, table layouts, signage and gaming guides to ensure compliance with the regulatory requirements contained within this rulemaking. These reviews will be conducted by existing Bureau of Gaming Operations and Casino Compliance staff, so the Board does not project that it will incur any significant cost increases as a result of this rulemaking.

*Political Subdivisions.* This proposed rulemaking will have no fiscal impact on political subdivisions of the Commonwealth. Most municipalities and counties will benefit from the local share funding mandated by Act 1.

*Private Sector.* This rulemaking will result in additional costs for certificate holders that elect to offer Roulette, Big Six Wheel and Casino War. Certificate holders will be required to purchase the table games they elect to offer and to hire and train employees to operate the games. The costs for table game equipment do vary depending on the type and number of tables purchased. The costs are expected to be offset by the revenues generated from table game operations.

*General Public.* This proposed rulemaking will have no fiscal impact on the general public.

*Paperwork Requirements.*

This rulemaking will require certificate holders to:  

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post signs at gaming tables; have complete sets of rules for all the games they offer available for public inspection; produce a gaming guide summarizing the rules of the games they offer; and file Rules Submissions for each table game they elect to offer. The Rules Submissions are standardized checklists for each game, are relatively simple to fill out and are available on the Gaming Board website.

*Effective Date*

The proposed rulemaking will become effective upon final-form publication in the *Pennsylvania Bulletin*.

*Public Comments*

Interested persons are invited to submit written comments, suggestions or objections regarding the proposed rulemaking, within 30 days after the date of publication in the *Pennsylvania Bulletin* to Susan A. Yocum, Assistant Chief Counsel, Pennsylvania Gaming Control Board, P.O. Box 69060, Harrisburg, PA 17106-9060, Attention; Public Comment on General Provisions, Credit and Training Standards; Regulation # 125-148.

*Contact Person*

The contact person for questions about this proposed rulemaking is Susan Yocum, Assistant Chief Counsel, at (717) 265-8356.

*Regulatory Review*

Under section 5(a) of the Regulatory Review Act (71 P.S. § 745.5(a)), on May 12, 2011, the Board submitted a copy of this proposed rulemaking and a copy of the Regulatory Analysis Form to the Independent Regulatory Review Commission (IRRC) and to the Chairpersons of the House Gaming Oversight Committee and the Senate Community, Economic and Recreational Development Committee. A copy of this material is available to the public upon request and is available on the Board's website at [www.pgcb.state.pa.us](http://www.pgcb.state.pa.us).

Under section 5(g) of the Regulatory Review Act, IRRC may convey any comments, recommendations or objections to the proposed rulemaking within 30 days of the close of the public comment period. The comments, recommendations or objections must specify the regulatory review criteria which have not been met. The Regulatory Review Act specifies detailed procedures for review, prior to final publication of the rulemaking, by the Board, the General Assembly and the Governor of comments, recommendations or objections raised.

GREGORY C. FAJT,  
Chairperson

Annex A

TITLE 58. RECREATION

PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 617a. ROULETTE

Sec.

617a.1. Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel.

617a.2. Inspection and security procedures.

617a.3. Placement of wagers.

617a.4. Payout odds.

617a.5. Rotation of wheel and ball.

617a.6. Irregularities.

§ 617a.1. Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel.

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(a) A ball used in Roulette must be made completely of a non-metallic substance and not be less than 12/16 of an inch nor more than 14/16 of an inch in diameter.

(b) Roulette shall be played on a table having a Roulette wheel of at least 30 inches in diameter at one end

of the table and a Roulette layout imprinted on the opposite end of the table.

(c) A single zero Roulette wheel must have 37 equally spaced compartments around the wheel where the Roulette ball may come to rest. The Roulette wheel must 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. The numbers must 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 must either be a corresponding color to those depicted on the ring or a neutral color approved by the Bureau of Gaming Operations.

(d) A double zero Roulette wheel must have 38 equally spaced compartments around the wheel where the Roulette ball may come to rest. The Roulette wheel must 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. The numbers must 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 must either be a corresponding color to those depicted on the ring or a neutral color approved by the Bureau of Gaming Operations.

(e) A double zero Roulette wheel and double zero table layout may be used as a single zero Roulette wheel and single zero table layout if:

(1) The 00 wager area on the layout is obscured with a cover or other device approved by the Bureau of Gaming Operations which clearly indicates that the 00 wager is not available.

(2) Signage is posted at the Roulette table to notify players of the following:

(i) The double zero Roulette wheel is being used as a single zero Roulette wheel, and that double zero (00) is not an available wager.

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(ii) If the Roulette ball comes to rest in the compartment marked double zero (00), the spin will be declared void and the wheel will be re-spun.

(iii) 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).



(f) The layout for a Roulette table shall be approved by the Bureau of Gaming Operations and shall contain, at a minimum:

(1) The name or logo of the certificate holder.

(2) Specific areas for the placement of the wagers authorized under § 617a.3 (relating to placement of wagers).

(3) Signage indicating the minimum and maximum wagers permitted at that table.

(4) If the certificate holder offers the Five Adjacent Number Wager, a replica of the Roulette wheel.

(g) Each Roulette table shall have a drop box and tip box attached in locations as approved by the Bureau of Casino Compliance.

**§ 617a.2. Inspection and security procedures.**

(a) Prior to opening a Roulette table for gaming activity, a floorperson or member of the certificate holder's security department shall:

(1) Inspect the Roulette ball by passing it over a magnet or compass to assure its nonmagnetic quality.

(2) Inspect the Roulette table and Roulette wheel for any magnet or contrivance that would affect the fair operation of the Roulette wheel.

(3) Inspect the Roulette wheel to assure that the wheel is level and rotating freely and evenly.

(4) Inspect the Roulette wheel to assure that all parts are secure and free from movement.

(5) Confirm that the layout and signage comply with § 617a.1(f) (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel) if a double zero Roulette wheel is being used as a single zero Roulette wheel.

(b) If a certificate holder uses a Roulette wheel that has external movable parts, any adjustments to the movable parts shall be made by a floorperson or a member of the certificate holder's table game maintenance department, in the presence of a security department member.

(c) All adjustments shall be completed prior to the  

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required inspections in subsection (a).

(d) The certificate holder may replace any of the movable parts at any time, provided that an inspection as required by subsection (a) must be completed prior to reopening the Roulette wheel and table for play.

(e) An inspection log shall be maintained by the certificate holder which must include the date, the time, the Roulette table number, whether an adjustment or

replacement was completed, a description of the adjustment or replacement, a certification that an inspection, if required, was completed and the signature and Board-issued credential number of the individual making the adjustment or replacement.

(f) When a Roulette table is not open for play, the Roulette wheel shall be secured by placing a cover over the entire wheel and securely locking the cover.

**§ 617a.3. Placement of wagers.**

(a) All wagers at Roulette shall be made by placing Roulette chips on the appropriate areas of the Roulette layout. Verbal wagers accompanied by cash may not be accepted.

(b) A player at a Roulette table may not play with Roulette chips that are identical in color and design to value chips or to Roulette chips being used by another

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player at that same table. Roulette chips must be cashed in for value chips before a player leaves a Roulette table.

(c) Each player shall be responsible for the correct positioning of his wager on the Roulette layout, regardless of whether he is assisted by the dealer. The player shall be responsible for ensuring that the instructions he gives to the dealer regarding the placement of a wager are correctly carried out.

(d) A wager shall be settled in accordance with its position on the layout when the ball falls into a compartment of the wheel.

(e) The wagers in the game of Roulette include:

(1) A Straight Wager that the Roulette ball will come to rest in the compartment of the Roulette wheel that corresponds to a single number selected by the player. The player shall make a Straight Wager by placing a wager within the box on the Roulette layout that contains the selected number.

(i) A certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer the option to make five simultaneous Straight Wagers by selecting five adjacent numbers on the Roulette wheel. A player shall make a Five Adjacent Number Wager by placing Roulette chips on the

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number indicated on the Roulette wheel replica that is the center number of the five adjacent numbers being selected. A player making a Five Adjacent Number Wager shall be deemed to have made a separate Straight Wager of equal value on each of the five numbers selected.

(2) A Split Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to either of two numbers selected by the

player. The player shall select the numbers by placing a wager on the line between the two boxes on the Roulette layout that contain the two selected numbers. A Split Wager on 0 and 00 may also be placed on the line between the 0 and 00 or on the line between the 2nd 12 box and the 3rd 12 box.

(3) A Three Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of three numbers in a single row on the Roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the Roulette layout that contains the first number in the selected row.

(i) A Three Numbers Wager may also include a wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: 0, 1 and 2; 0, 2 and 00; or 00, 2 and 3.

(ii) The player shall select one of the three numbers wagers identified in subparagraph (i) by placing a wager on the common corner of the three boxes containing the selected numbers.

(4) A Four Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel

that corresponds to any one of four numbers in contiguous boxes on the Roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers.

(5) A First Five Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the numbers 0, 00, 1, 2 or 3. The player shall make a First Five Numbers Wager by placing a wager on the common corner of the boxes on the Roulette layout that contain the label 1st 12 and the numbers 0 and 1.

(6) A Six Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to one of six consecutive numbers contained in two contiguous rows of numbers on the Roulette layout selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the Roulette layout that contains the first number in each of the rows being selected.

(7) A Column Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 12 numbers contained in a single

column on the Roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the Roulette layout that is at the bottom of the column being selected.

(8) A Dozen Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 12 consecutive numbers from 1 - 12, 13 - 24 or 25 - 36, selected by the player. The player shall select the 12 numbers by placing a wager in the box on the Roulette layout labeled 1st 12, 2nd 12 or 3rd 12.

(9) A Red Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to a number with a red background on the Roulette wheel. The player shall make a Red Wager by placing a wager within the red box on the Roulette layout.

(10) A Black Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to a number with a black background on the Roulette wheel. The player shall make a Black Wager by placing a wager within the black box on the Roulette layout.

(11) An Odd Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to an odd number. The player shall make an Odd

Wager by placing a wager within the box on the Roulette layout that is labeled Odd.

(12) An Even Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to an even number. The player shall make an Even Wager by placing a wager within the box on the Roulette layout that is labeled Even.

(13) A 1 - 18 Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 18 consecutive numbers from 1 - 18. The player shall make a 1 - 18 Wager by placing a wager within the box on the Roulette layout that is labeled 1 - 18.

(14) A 19 - 36 Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of 18 consecutive numbers from 19 - 36. The player shall make a 19 to 36 Wager by placing a wager within the box on the Roulette layout that is labeled 19 - 36.

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**§ 617a.4. Payout odds.**

(a) A certificate holder shall pay off winning Roulette wagers at no less than the following odds:

<u>Wager</u>	<u>Payout Odds</u>
Straight	35 to 1



Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 - 18	1 to 1
19 - 36	1 to 1

(b) When Roulette is played on a single zero wheel or double zero wheel and the Roulette ball comes to rest in a compartment marked zero (0) or double zero (00), wagers on red, black, odd, even, 1 - 18, and 19 - 36 shall be lost.

(c) When Roulette is played on a double zero wheel being used as a single zero wheel, as provided in § 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel), the following apply:

(1) Notice shall be provided that the double zero wheel is being used as a single zero wheel.

(2) If the Roulette ball comes to rest in a compartment marked double zero (00), the dealer shall announce "no spin," declare the spin void and re-spin the wheel.

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

**§ 617a.5. Rotation of wheel and ball.**

(a) The Roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and must complete at least four revolutions around the track of the wheel to constitute a valid spin.

(b) While the ball is still rotating in the track around the wheel, the dealer shall announce "no more bets," in a manner sufficient to be heard by all players at the table. Once "no more bets" has been announced by the

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dealer, players may not touch any chips that have been placed on the Roulette layout until the dealer has collected all losing wagers and paid off all winning wagers under subsection (e).

(c) When the ball comes to rest in a compartment, the dealer shall announce the number of the compartment and shall place a point marker on that number on the Roulette layout.

(d) If a certificate holder offers the Five Adjacent Number Wager, the dealer shall then move one-fifth of each winning Five Adjacent Number Wager from the Roulette wheel replica to the box on the main Roulette layout that contains the single number corresponding to the compartment in which the Roulette ball came to rest.

(e) After placing the point marker on the layout and, if applicable, complying with the provisions of (d) above, the dealer shall first collect all losing wagers and then pay off all winning wagers.

**§ 617a.6. Irregularities.**

(a) If the ball is spun in the same direction as the wheel, the dealer shall announce "no spin" and shall attempt to remove the Roulette ball prior to it coming to rest in one of the compartments.

(b) If the Roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "no spin." The dealer shall inspect the ball for any signs of damage and if the ball is damaged, ask the floorperson or above for a new Roulette ball with which to continue gaming at the table.

(c) If the Roulette ball leaves the wheel during the spin, the dealer shall announce "no spin." The dealer shall inspect the ball for any signs of damage and if the ball is

damaged, ask the floorperson or above for a new Roulette ball with which to continue gaming at the table.

(d) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "no spin" and shall attempt to remove the Roulette ball from the wheel prior to it coming to rest in one of the compartments.

\* \* \* \* \*

#### CHAPTER 619a. BIG SIX WHEEL

##### Sec.

619a.1. Big Six Wheel layout; physical characteristics.

619a.2. Wagers and rotation of the wheel.

619a.3. Payout odds.

##### § 619a.1. Big Six Wheel layout; physical characteristics.

(a) Big Six Wheel gaming shall be conducted at a circular wheel at least 5 feet in diameter. Except as provided in subsection (c), The rim of the wheel must be divided into 54 equally spaced sections with 23 sections containing a \$1 symbol, 15 sections containing a \$2 symbol, eight sections containing a \$5 symbol, four sections containing a \$10 symbol, two sections containing a \$20 symbol, one section containing a picture of a flag, the name or logo of the certificate holder or other unique symbol, and one section containing a picture of a joker or

other unique symbol. The sections must be covered with glass.

(b) Except as provided in subsection (c), the sections required by subsection (a) must 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 or logo, \$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.

(c) With prior approval from the Bureau of Gaming Operations, a certificate holder may use symbols that depict fruit or other themed symbols in lieu of the dollar symbols specified in subsections (a) and (b).

(d) Each section of the wheel must also display the payout odds contained in § 619a.3 (relating to payout odds) for the wager.

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(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Big Six Wheel table must have a drop box and a tip box attached on the same side of the gaming table, but on opposite sides of the dealer, as approved by the Bureau of Casino Compliance.

(g) The layout for a Big Six Wheel table must be approved by the Bureau of Gaming Operations and have imprinted thereon, at a minimum, the following:

(1) The name or logo of the certificate holder.

(2) Spaces which may be used by patrons to place their wagers, which contain:

(i) Symbols for \$1, \$2, \$5, \$10, and \$20 or other approved symbols in accordance with subsection (c).

(ii) A flag, the name or logo of the certificate holder or other unique symbol, as it appears on the wheel.

(iii) A joker or other unique symbol as it appears on the wheel.

(3) The payout odds for each of the permissible wagers.

**§ 619a.2. Wagers and rotation of the wheel.**

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(a) Prior to the spin of the wheel, the dealer shall announce "no more bets".

(b) The wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager's position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off all winning wagers.

**§ 619a.3. Payout odds.**

A certificate holder shall pay off winning Big Six Wheel wagers at no less than the following odds:

<u>Wager</u>	<u>Payout Odds</u>
\$1 Symbol or other approved alternate symbol	1 to 1
\$2 Symbol or other approved alternate symbol	2 to 1
\$5 Symbol or other approved alternate symbol	5 to 1
<hr/>	
\$10 Symbol or other approved alternate symbol	10 to 1
\$20 Symbol or other approved alternate symbol	20 to 1
Joker, Flag, Name, Logo or other unique symbol	45 to 1

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**CHAPTER 651a. CASINO WAR**

**Sec.**

651a.1. Definitions.

651a.2. Casino War table; physical characteristics.

651a.3. Cards; number of decks; dealing shoe.

651a.4. Opening of the table for gaming.

651a.5. Shuffle and cut of the cards.

651a.6. Casino War card rankings.

651a.7. Wagers.

651a.8. Procedure for dealing the cards.

651a.9. Procedures for completion of each round of play;  
collection and payment of wagers.

651a.10. Payout odds.

651a.11. Irregularities.

**§ 651a.1. Definitions.**

The following words and terms, when used in this chapter, shall have the following meanings unless the context clearly indicates otherwise:

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*Initial Wager* - The wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.

*Original deal* - The first card that is dealt to each player and the dealer to determine the result for the Initial Wager in a round of play.



*Round of play* - One complete cycle of play during which each player has placed an Initial Wager, has been dealt a card, has surrendered or gone to War, if appropriate, and has had his wagers paid or collected in accordance with this chapter.

*Tie hand* - A hand in the original deal or War deal where the rank of a player's card and the rank of the dealer's card are equal.

*War* - The decision of a player, in accordance with the option offered under § 651a.9(c)(2) (relating to procedures for completion of each round of play; collection and payment of wagers), to place a War Wager when there is a tie hand on the original deal.

*War deal* - The deal of the cards that follows the placement of a War Wager.

*War Wager* - A wager that is required to be made if the player elects to go to War.

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**§ 651a.2. Casino War table; physical characteristics.**

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

(b) The layout for a Casino War table shall be approved by the Bureau of Gaming Operations and shall contain, at a minimum, the following:

(1) The name or logo of the certificate holder.

(2) A separate designated betting area at each betting position for the placement of Initial and War Wagers.

(3) A separate designated betting area for the placement of Tie Wagers.

(4) The payout odds for a Tie Wager and War Wager. If the payout odds are not inscribed on the layout, a sign identifying the payout odds shall be posted at each Casino War table.

(c) Each Casino War table must have a drop box and a tip box attached on the same side of the gaming table, but on opposite sides of the dealer, as approved by the Bureau of Casino Compliance. The Bureau of Casino Compliance 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.

**§ 651a.3. Cards; number of decks; dealing shoe.**

(a) Casino War shall be played with six or eight decks of cards that are identical in appearance. Each deck of cards must consist of 52 cards and two cover cards.

(b) All cards used in Casino War shall be dealt from a manual dealing shoe. The dealing shoe shall be located on the table to the left of the dealer.

(c) If an automated card shuffling device is utilized, Casino War shall be played with 12 to 16 decks of cards in accordance with the following requirements:

(1) The cards shall be separated into two batches with an equal number of decks included in each batch.

(2) The cards in each batch must be of the same design, but the backs of the cards in one batch must be of a different color than the cards included in the other batch.

(3) One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game.

(4) Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.

(6) The cards from only one batch shall be placed in the discard rack at any given time.

(d) The decks of cards opened for use at a Casino War table shall be changed at least once every 24 hours.

**§ 651a.4. Opening of the table for gaming.**

(a) Except as provided in subsection (e), after receiving six or more decks of cards at the table, the dealer shall inspect the cards for any defects.

(b) After the cards are inspected, they shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence.

(c) After the first player is afforded an opportunity to visually inspect the cards, they shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the first player is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face down on the table and stacked.

(e) If the decks of cards received at the table are preinspected and reshuffled in accordance with § 603a.16

(u) or (v) (relating to cards; receipt, storage, inspection and removal from use), the requirements in subsections (a) - (d) do not apply.

**§ 651a.5. Shuffle and cut of the cards.**

(a) Immediately prior to commencement of play, unless the cards were reshuffled in accordance with § 603a.16 (u) or (v) (relating to cards; receipt, storage, inspection and removal from use), after each dealing shoe of cards is dealt or when directed by a floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.

(b) After the cards have been shuffled and stacked, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to players in the following order:

(1) The first player to the table if the game is just beginning.

(2) The player on whose betting area the cover card appeared during the last round of play.

(3) The player at the farthest point to the right of the dealer if the cover card appeared on the dealer's hand during the last round of play.

(4) The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of a floorperson or above.

(c) If the player designated in subsection (b) refuses the cut, the dealer shall offer the cut to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(d) The player or dealer making the cut shall place a cover card in the stack at least 10 cards in from the top or bottom of the stack.

(e) Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The dealer shall then insert the second cover card in the stack at a position at least approximately one-quarter of the way in from the bottom of the stack.

(f) After the cards have been cut and before the cards have been placed in the dealing shoe, a floorperson or above may require the cards to be recut if the floorperson or above determines that the cut was performed improperly

or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the certificate holder's option, by the player who last cut the cards or by the next player entitled to cut the cards, as determined under subsection (b) (4). The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(g) A reshuffle of the cards in the shoe shall take place after the cover card is reached in the shoe as required under § 651a.8(d) (relating to procedure for dealing the cards) except that a floorperson may determine that the cards should be reshuffled after any round of play.

(h) If there is no gaming activity at the War table which is open for play, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be:

(1) If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing of the cards, stacked, then shuffled and cut in accordance with this section.

(2) If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

(i) The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Bureau of Gaming Operations.

(ii) The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Bureau of Gaming Operations.

**§ 651a.6. Casino War card rankings.**

The rank of the cards used in Casino War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

**§ 651a.7. Wagers.**

(a) Wagers at Casino War shall be made by placing value chips or plaques on the appropriate betting area of



the War layout. Verbal wagers accompanied by cash may not be accepted.

(b) To participate in a round of play, a player shall place an Initial Wager.

(c) At the same time as an Initial Wager or a War Wager is placed, each player shall have the option of placing a Tie Wager which shall win if the deal results in a tie hand.

(d) Except as provided in § 651a.9(e) (relating to procedures for completion of each round of play; collection), all wagers at Casino War shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures in § 651a.8 (relating to procedure for dealing the cards). Once a wager has been placed, a player may not handle, remove or alter any wagers until a decision has been rendered and implemented with respect to that wager.

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(e) A certificate holder shall specify in its Rules Submission, required under § 601a.2 (relating to table games Rules Submissions), the number of adjacent boxes on which a player may place a wager in one round of play.

**§ 651a.8. Procedure for dealing the cards.**

(a) All cards used to play Casino War shall be dealt from a dealing shoe. The dealer shall remove cards from

the dealing shoe with his left hand and place the cards on the appropriate area of the layout with his right hand, except that the dealer shall have the option to deal cards to the first two positions with his left hand.

(b) After the cards have been cut and placed in the dealing shoe as required under § 651a.5 (relating to shuffle and cut of the cards), the dealer shall remove the first card from the dealing shoe face down and, without revealing its rank to anyone, place it in the discard rack. Each new dealer who comes to the table shall also remove the first card from the dealing shoe face down and, without revealing its rank to anyone, place it in the discard rack.

(c) Prior to dealing any cards, the dealer shall announce "no more bets." The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards in the following order:

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(1) One card face up to each player who has placed an Initial Wager in accordance with § 651a.7 (relating to wagers).

(2) One card face up to the dealer.

(d) When the cover card is the first card in the dealing shoe at the beginning of a round of play or is reached during the deal of the cards, the dealer shall continue dealing the cards until that round of play is

completed after which the cards shall be collected and reshuffled.

(e) Players and spectators may not handle, remove or alter any cards used to play Casino War.

**§ 651a.9. Procedures for completion of each round of play; collection and payment of wagers.**

(a) After the dealing procedures required under § 651a.8 (relating to procedure for dealing the cards) have been completed, the dealer shall, starting from his left and continuing around the table in a clockwise direction, compare the rank of each player's card with that of the dealer's card and settle all Initial and Tie Wagers as follows:

(1) If a player's card is lower in rank than the dealer's card, the player shall lose his Initial Wager and his Tie Wager, if applicable.

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(2) If a player's card is higher in rank than the dealer's card, the player shall win his Initial Wager and lose his Tie Wager, if applicable.

(3) If the player's card and the dealer's card are of equal rank (a tie hand), the player shall select one of the options in subsection (c) as to his Initial Wager and shall win his Tie Wager, if applicable.

(b) Losing Initial and Tie Wagers made on the original deal shall be collected by the dealer and placed in the table inventory container. Winning Initial and Tie Wagers made on the original deal shall be paid by the dealer in accordance with the payout odds provided in § 651.10 (relating to payout odds).

(c) If a player has a tie hand, the player shall select one of the following options:

(1) The player may surrender one-half of his Initial Wager and end his participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's Initial Wager and place it in the table inventory container. The dealer shall then return the remaining one-half of the Initial Wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.

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(2) The player may surrender his entire Initial Wager and place a War Wager in an amount equal to the player's Initial Wager, in accordance with subsection (e).

(d) After settling Initial Wagers and Tie Wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to War. The collected cards

shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

(e) If any player elects to place a War Wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the War Wager and collect the full amount of the player's Initial Wager and place it in the table inventory container. The player's card and the dealer's card from the original deal shall remain exposed during the war deal. The dealer shall offer any player who has elected to go to War the opportunity to also place a Tie Wager on the War deal.

(f) The War deal shall begin with the dealer removing three cards from the shoe face down and, without revealing the rank of the three cards to anyone, placing them in the discard rack and then dealing the next card face up to the player farthest to the dealer's left who has placed a War Wager. The dealer shall place the player's War card on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a War Wager and the dealer.

(g) After the dealing procedures required under subsection (f) have been completed, the dealer shall,

beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's War card to the dealer's War card and settle all War and Tie Wagers as follows:

(1) If the player's War card is lower in rank than the dealer's War card, the player shall lose his War Wager and his Tie Wager, if applicable.

(2) If the player's War card is higher in rank than the dealer's War card, the player shall win his War Wager and lose his Tie Wager, if applicable.

(3) If the player's War card and the dealer's War card are of equal rank, the player shall win his War Wager and his Tie Wager, if applicable.

(h) Losing War and Tie Wagers shall be collected by the dealer and placed in the table inventory container. Winning War and Tie Wagers shall then be paid in accordance with the payout odds set forth in § 651a.10 (relating to payment odds). After the collection of all losing wagers and the payment of all winning wagers from the War deal, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand of the War deal in case of a question or dispute.

§ 651a.10. Payout odds.

(a) The certificate holder shall pay out winning Casino War wagers as follows:

(1) An Initial Wager shall be paid at odds of 1 to 1.

(2) A Tie Wager shall be paid at odds of 10 to 1.

(3) A War Wager shall be paid at odds of 2 to 1, unless the War deal results in a tie hand, in which case a War Wager shall be paid at odds of 3 to 1.

**§ 651a.11. Irregularities.**

(a) A card found face up in the dealing shoe while the cards are being dealt may not be used in the game and shall be placed in the discard rack.

(b) A card drawn in error without being exposed shall be used as though it were the next card from the dealing shoe.

(c) If a card is not dealt to a player's Initial Wager or Tie Wager in the original deal, the wager shall be void and returned to the player. The player shall be included in the next round of play.

(d) If an automated card shuffling device is being used and the device jams, stops shuffling during the shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(e) If an automated card shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe must be covered or have a sign indicating that the automated card shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.



**TRANSMITTAL SHEET FOR REGULATIONS SUBJECT TO THE  
REGULATORY REVIEW ACT**

**I.D. NUMBER:** 125-148

**DATE:** 5/12/11

**SUBJECT:** Subpart K. Table Games; Chapters 617a, 619a, 651a

**AGENCY:** Pennsylvania Gaming Control Board (PGCB)

**TYPE OF REGULATION**

X

Proposed Regulation

\_\_\_\_\_

Final-Form Regulation

\_\_\_\_\_

Final Regulation with Notice of Proposed Rulemaking Omitted

\_\_\_\_\_

120-day Emergency Certification of the Attorney General

\_\_\_\_\_

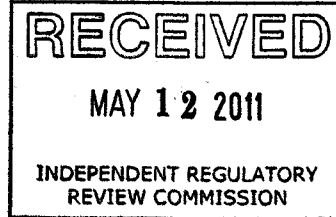
120-day Emergency Certification of the Governor

\_\_\_\_\_

Delivery of Tolled Regulation

a. With Revisions

b. Without Revisions



**FILING OF REGULATION**

<u>DATE</u>	<u>SIGNATURE</u>	<u>DESIGNATION</u>
1. <u>5-12-11</u>	<u>Elyse Salt</u> Senator Jane Earl	Senate Community, Economic & Recreational Development
2. <u>5-12-11</u>	<u>Delvin Mackenzie</u> Senator Wayne Fontana	Senate Community, Economic & Recreational Development
3. <u>5/12/11</u>	<u>Curt Schroder</u> Representative Curt Schroder	House Gaming Oversight
4. _____	<u>Will H. J.</u> Representative Rosita Youngblood	House Gaming Oversight
5. <u>5/12/11</u>	<u>K. Cooper</u>	Independent Regulatory Review Commission
6. _____	_____	Attorney General
7. <u>5/12/11</u>	<u>n. m. nichols</u>	Legislative Reference Bureau