



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

CARD GAMES

Document No. DGR – 10a

Effective: October 23, 2014

I. SCOPE. This document includes the Detailed Gaming Regulations for Card Games to be regulated and played in compliance with Title 15 of the Mille Lacs Band Statutes Annotated.

II. GAME REGULATIONS APPLICABLE TO CARD GAMES. A Gaming Enterprise shall comply with all requirements set forth in the Tribal-State Compact, applicable Federal Regulations and Mille Lacs Band Detailed Gaming Regulations.

Section 1. The Gaming Enterprise shall implement a System of Internal Control Standards (SICS), as approved by the Gaming Regulatory Authority (GRA) Board.

Section 2. Subsequent revisions to the SICS must be provided to the GRA 30 days prior to implementation.

Section 3. The GRA reserves the right to require changes to any internal control or procedure to ensure compliance with applicable laws and regulations.

III. GAMES ALLOWED. The Gaming Enterprise shall provide written notification to the GRA a listing of the games, the number and base amount of progressive or other pools, and the house rules of each game, at least thirty (30) days prior to the game being able to be played. This will allow the GRA time to review each game, procedures and potential risks for each game.

Section 1. Class III card games, as defined by the Indian Gaming Regulatory Act, are prohibited unless approved by a compact between the Band and the State of Minnesota.

A. A house banked game is any game of chance that is played with the house as a participant in the game, where the house takes on all players, collects from all losers, and pays all winners, and the house can win. House banked card games are Class III games.

B. A player banked game is any game of chance that is played with the player as a participant in the game, where the player takes on all other players, collects from all losers, and pays all winners, and the player can win. Player banked card games are Class III games.

C. A player pooled game is any game where wagers lost in a number of card games may be accumulated into a pool for purposes of enhancing the total amount paid back to players in any other card game. In such instances, the sponsor or house only serves as custodian of the player pool and does not have an active interest in any card game. Player pooled card games are Class II games if they also meet the criteria in Section 2 below.

Section 2. Class II card games are permissible with GRA approval and must be:

A. Explicitly authorized by the laws of Minnesota, or

B. not explicitly prohibited by the laws of Minnesota and are played in Minnesota, but only if such card games are played in conformity with those laws and regulations (if any) of Minnesota regarding hours or periods of operation of such card games or limitations on wagers or pot sizes in such card games.

IV. SYSTEM CONTROLS.

Section 1. The GRA must approve all Class II Gaming System components and modifications before they are offered for play.

Section 2. The Gaming Enterprise shall establish and comply with procedures that address:

A. Restricted access to associates for the controlled gaming equipment/components;

B. Removal or retirement of Class II Gaming System components;



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

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- C. Disposal or destruction of Class II Gaming System components; and
- D. Investigation, documentation and resolution of malfunctions.

Section 3. The game software components will be identified in the test laboratory report. When initially received, the software must be verified to be authentic copies, as certified by the independent testing laboratory.

Section 4. The GRA shall establish procedures relating to the inspection, shipment, testing and documentation of gaming equipment/components, including but not limited to:

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

V. STANDARDS FOR PLAYING CARDS.

Section 1. New and used playing cards must be maintained in a secure location, with appropriate surveillance coverage, and accessible only to authorized associates.

Section 2. Used cards that are not to be reused must be maintained in a secure location until promptly marked, scored or destroyed in less than seven (7) days.

Section 3. Playing cards associated with an investigation must be retained intact and outside of the established removal and cancellation procedure.

Section 4. A card control log must be maintained that documents when cards are received on site, distributed to and returned from tables and removed from play by the Gaming Enterprise.

Section 5. Notwithstanding the above sections, if a Gaming Enterprise uses plastic cards (not plastic-coated cards); the cards may be used for up to ninety (90) days if the plastic cards are routinely inspected at least every seven (7) days of actual play.

Section 6. If the Gaming Enterprise is using plastic cards, the cards must be routinely cleaned at least every fourteen (14) days of actual play. A log evidencing the cleaning must be maintained.

VI. STANDARDS FOR PROGRESSIVE POTS AND POOLS.

Section 1. Once a progressive pot or pool is established, funds cannot be shared with any other pool without prior GRA Board approval.

Section 2. All funds contributed by players into the pools must be returned when won in accordance with the posted rules with no commission or administrative fee withheld.

- A. The payout may be in the form of personal property.
- B. A combination of a promotion and progressive pool may be offered.

Section 3. The conditions for participating in current card game progressive pots, pools and any related promotions, including drawings and giveaway programs, must be prominently displayed or available for patron review at the Gaming Enterprise.

Section 4. Individual payouts for card game progressive pots, pools and any other promotion, including related drawings and giveaway programs, that are \$600.00 or more must be documented at the time of the payout to include the following:

- A. Date and time;
- B. Dollar amount of payout or description of personal property;
- C. Reason for payout (e.g., promotion name);



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Detailed Gaming Regulations

CARD GAMES

Document No. DGR – 10a

Effective: October 23, 2014

- D. Signatures of at least two (2) key associates verifying, authorizing and completing the promotional payout with the patron. The associates need not be Table Games associates, provided that the required signatures are those of the associates completing the payout with the patron; and
- E. Patron's name.

Section 5. If the cash (or cash equivalent) payout for the card game progressive pot, pool or related promotion, including a payout resulting from a drawing or giveaway program, is less than \$600.00, documentation must be created to support accountability of the bank from which the payout was made. Such documentation may consist of a line item on a Table Games Department or cage accountability form (e.g., 43 (forty-three) \$10.00 card games giveaway coupons = \$430.00).

Section 6. Rules governing progressive pools must be conspicuously posted or available in writing for patron review and must designate:

- A. The amount of funds to be contributed from each pot;
- B. What type of hand it takes to win the pool (e.g., what constitutes a "bad beat");
- C. How the funds will be paid out;
- D. How/when the contributed funds are added to the pools; and
- E. Amount/percentage of funds allocated to primary and secondary pools (if applicable).

Section 7. Progressive pool contributions must not be placed in or near the rake circle, in the drop box, or commingled with gaming revenue from card games or any other gambling game.

Section 8. The amount of the pool must be conspicuously displayed.

Section 9. At least once each day that the game is offered, the posted pool amount must be updated to reflect the current pool amount.

Section 10. Funds removed from the card game must be placed in a locked container. (e.g., a separate locked container affixed to a card game table used solely for progressive pool funds).

VII. POSTED RULES. The rules must be displayed or available for patron review at the Gaming Enterprise, including, but not limited to, rules governing contests, prize payouts, fees, the rake collected and the placing of antes.

VIII. POKER.

Section 1. Supervision. Supervision must be provided at all times the card room is in operation by associates with authority equal to or greater than those being supervised

Section 2. Standards for the Card Room Funds.

- A. The amount of the main card room bank must be counted, recorded and reconciled once every eight hours or when accountability transfers.
- B. Exchanges between table banks and the main card room bank (or cage, if a main card room bank is not used) must be authorized by a supervisor. All exchanges must be evidenced by the use of a lammer unless the exchange of chips, tokens or cash takes place at the table. If table banks are maintained at an imprest level and runners are used for the exchanges at the table, no supervisory authorization is required.
- C. Exchanges from the main card room bank (or cage, if a main card room bank is not used) to the table banks must be verified by the card room dealer and the runner.



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

CARD GAMES

Document No. DGR – 10a

Effective: October 23, 2014

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- D. Transfers between the main card room bank and the cage must be properly authorized and documented. Documentation must be retained for at least 24 hours.
 - E. Two (2) associates, one of whom must be a supervisory associate, shall independently count the table inventory at the opening and closing of the table and record the following information:
 - 1. Date;
 - 2. Shift;
 - 3. Table number;
 - 4. Amount by denomination;
 - 5. Amount in total; and
 - 6. Signatures of both associates.

IX. PLAYER POOLED GAMES.

Section 1. Supervision. Supervision must be provided at all times player pooled games are in operation by associates with authority equal to or greater than those being supervised. At least one pit boss or floor supervisor must be provided for every four (4) tables (including tables for other games), or fraction thereof.

Section 2. Standards for the Player Pool Funds.

- A. Player pools may be established by the Gaming Enterprise through a donation only. The Gaming Enterprise shall not loan money to a player pool. The Gaming Enterprise shall not guarantee a minimum balance for a player pool.
- B. If a player pool reaches a \$0.00 balance, the Gaming Enterprise shall shut down all games associated with the pool or make a donation to the pool to continue play. The Gaming Enterprise shall notify the GRA Board of any shut down or donation within ten (10) days of the event.
- C. If the Gaming Enterprise intends to shut down a player pool or progressive pot with a positive balance, prior to shutting down the affected games, it must implement a GRA Board approved plan for redistributing the remaining balance to the gaming public.
- D. The Gaming Enterprise may establish bonuses to be distributed to active players from the player pool. Such bonuses must be approved by the GRA Board prior to implementation. The bonuses must be clearly posted at each applicable game.
- E. The Gaming Enterprise shall not charge any administrative fees to the player pool.
- F. The Gaming Enterprise shall take nothing from the operation of a player pooled game except a fixed rake per hand dealt, that is not dependent on the volume or frequency of the betting.
- G. As part of the SICS for player pooled games, the Gaming Enterprise shall implement procedures to protect the integrity of the games (i.e., protect against theft, cheating, collusion, etc.) Procedures must address, but are not limited to:
 - 1. Circumstances requiring notification of Surveillance;
 - 2. Training of associates on basic gameplay strategy; and
 - 3. Game protections specific to the type of game.

X. CONTESTS AND TOURNAMENTS.

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



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

CARD GAMES

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- Section 2.** Tournament prize pool funds must be separate from poker and player pooled card games pots.
- Section 3.** When, in accordance with the rules of the contest/tournament as established by the Gaming Enterprise, identification of the patron is required for making the subsequent payout of \$600.00 or more, the entry fee(s) must be recorded on a document which contains:
- Patron's name;
 - Date of entry;
 - Dollar amount of entry fee, including re-buys;
 - Signature of associate completing the transaction attesting to the receipt of the entry fee with the patron; and
 - Name of contest/tournament.
- Section 4.** Contest/tournament payout transactions of \$600.00 or more must be recorded on a document which contains:
- Patron's name;
 - Date of payout;
 - Dollar amount of payout or the nature and dollar value of any noncash payout;
 - Signature of associate completing transaction attesting to the disbursement of the payout with the patron; and
 - Name of contest/tournament.
- Section 5.** Current contest/tournament rules must be included on all entry forms/brochures and prominently displayed or available for patron review at the Gaming Enterprise. The rules must include at a minimum:
- All conditions patrons must meet to qualify for entry into, and advancement through, the contest/tournament;
 - Specific information pertaining to any single contest/tournament, including:
 - Dollar amount of money placed into the tournament prize pool;
 - If dollar amount is not predetermined, the method by which the dollar contribution will be determined; and
 - Description of merchandise contributed, including a dollar value.
 - The distribution of funds based on specific outcomes.
- Section 6.** Results of current contests/tournaments must be recorded and available for participants to review, including the name of the event, date(s) of event, total number of entries, dollar amount of entry fees, total tournament prize pool and the dollar amount paid for each winning category. The Gaming Enterprise shall establish a retention period to maintain the information.
- Section 7.** Two (2) associates, one of whom is independent of the collection of entry fees, shall reconcile the total amount of card game chips issued for the contest/tournament in exchange for entry fees to the final chip count at the end of the contest/tournament. The reconciliation must be documented and signed by the associates.

History.

Changes approved by the Gaming Regulatory Authority on October 23, 2014. Effective Date: October 23, 2014.
Changes approved by the Gaming Regulatory Authority on December 17, 2013. Effective Date: October 1, 2014.

Copies of prior versions of the regulation available upon request from the GRA.