

**CHAPTER 601a. GENERAL TABLE GAMES PROVISIONS**

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**Authority**

The provisions of this 601a issued under 4 Pa.C.S. §§ 13A02, 13A27, 1701 and 1702, unless otherwise noted.

**Source**

The provisions of this Chapter 601a adopted May 11, 2012, effective May 12, 2012, 42 Pa.B. 2629, unless otherwise noted.

**§ 601a.1. Definitions.**

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

*Ante*—The wager that a player may be required to make prior to any cards being dealt to participate in the round of play.

*Assistant table games shift manager*—An employee of a certificate holder whose primary function is to supervise all of the table games in a licensed facility and who may be authorized to act as the table games shift manager in his absence.

*Automated card shuffling device*—A software compatible mechanical or electronic contrivance that automatically randomizes playing cards, either continuously or on command, to be utilized for table gaming activity.

*Counter Check*—A form provided to a patron who receives a credit advance which contains the account information for the personal bank account designated in the patron's application for credit under § 609a.3(a)(4) (relating to application and verification procedures for granting credit).

*Cover card*—An opaque card that is a solid color readily distinguishable from the color of the backs and edges of the playing cards.

*Dealer*—An employee of a certificate holder whose primary function is to directly operate and conduct table games.

*Electronic gaming table*—

- (i) An approved gaming table that is a mechanical, electrical or computerized contrivance, terminal, machine or other device which, upon insertion or placement of cash or cash equivalents therein or thereon, or upon a wager or payment of any consideration whatsoever, is available for play or operation by one or more players as a table game.

(ii) The term includes any gaming table where a wager or payment is made using an electronic or computerized wagering or payment system.

(iii) The term does not include a slot machine.

*Floorperson*—An employee of a certificate holder whose primary function is to supervise the conduct of table games at multiple tables on the gaming floor.

*Fully automated electronic gaming table*—An electronic gaming table determined by the Board to be playable or operable as a table game without the assistance or participation of a person acting on behalf of a certificate holder.

*Gaming chip*—A Roulette chip, Poker rake chip, tournament chip or value chip.

*Pit clerk*—An employee of a certificate holder whose primary function is to prepare documentation required for the operation of table games, including requests for fills, requests for credits, Counter Checks or other documents that evidence the exchange of gaming chips.

*Pit manager*—An employee of a certificate holder whose primary function is to supervise all of the table games in one or more gaming pits.

*Plaque*—A rectangular, square or oval marker that can be used instead of value chips.

*Poker rake chip*—A chip used by dealers to facilitate the collection of the rake in the Poker room.

*Poker shift manager*—An employee of a certificate holder whose primary function is to supervise all of the Poker tables in a Poker room.

*Progressive table game system*—The collective hardware, software, communications technology and other ancillary equipment used to collect, monitor, interpret, analyze, report and audit data with regard to activity at fully automated electronic gaming tables, electronic gaming tables or live table games offering a jackpot that increases corresponding to an additional wager on the table.

*Roulette chip*—A nonvalue chip which does not contain a denomination on either face which is used for wagering at the game of Roulette.

*Round of play*—One complete cycle of play during which all wagers have been placed, all cards have been dealt and all wagers have been settled in accordance with the rules of the game.

*Stub*—The remaining portion of a deck or decks after all cards in a round of play have been dealt.

*Suit*—One of the four categories of cards: clubs, diamonds, hearts or spades.

*Table game device*—Gaming tables, cards, dice, chips, shufflers, tiles, wheels, drop boxes or any mechanical, electrical or computerized contrivance, terminal, machine or other device, apparatus, equipment or supplies approved by the Board and used to conduct a table game.

*Table games shift manager*—An employee of a certificate holder whose primary function is to supervise all of the table game operations in a licensed facility during a shift.

*Table inventory container*—The area of a gaming table where a boxman or dealer keeps gaming chips, coins or plaques used for the operation of a table game.

*Tournament chip*—A chip used for wagering in a table game tournament or Poker tournament.

*Value chip*—A chip that contains a denomination on each face.

*Vigorous*—A percentage commission that is taken by a certificate holder from a wager placed by a player or the winnings of a player.

*Washing*—Mixing of a deck or decks of cards or tiles by placing the cards or tiles face down on a table and mixing them around with both hands so that they are in no particular order.

### § 601a.2. Table games Rules Submissions.

(a) Prior to offering any table game authorized under this subpart, which provides a certificate holder with options for the conduct of the table game, the certificate holder shall submit and obtain approval of a Rules Submission which specifies which options the certificate holder will use in the conduct of the table game.

(b) The initial Rules Submission for any table game and any amendment to the Rules Submission shall be submitted electronically to the Bureau of Gaming Operations using the Internal Controls & Table Games Submission Form on the Board's web site at [www.pgcb.pa.gov](http://www.pgcb.pa.gov).

(c) A certificate holder may implement the provisions in a Rules Submission upon receipt of written notice of approval from the Board's Executive Director or on the 15th calendar day following the filing of the Rules Submission unless the certificate holder receives written notice under subsection (d) tolling the Rules Submission or written notice of disapproval from the Board's Executive Director.

(d) If during the 15-day review period in subsection (c), the Bureau of Gaming Operations determines that a provision in the Rules Submission is inconsistent with the regulations for the conduct of that table game, the Bureau of Gaming Operations, by written notice to the certificate holder, will:

(1) Specify the nature of the inconsistency and, when possible, an acceptable alternative procedure.

(2) Direct that the 15 calendar day review period in subsection (c) be tolled and that the Rules Submission not be implemented until approved under subsection (e).

(e) When a Rules Submission has been tolled under subsection (d), the certificate holder may submit a revised Rules Submission within 15 days of receipt of the written notice from the Bureau of Gaming Operations. The certificate holder may implement the revised Rules Submission upon receipt of written notice of approval from the Board's Executive Director or on the 15th calendar day following the filing of the revised Rule Submission unless the certificate holder receives written notice under subsection (d) tolling the revised Rules Submission or written notice of disapproval from the Board's Executive Director.

(f) The current version of each Rules Submission of a certificate holder shall be maintained and made available in electronic form through secure computer

access to the internal audit and surveillance departments of the certificate holder and the Board's casino compliance representatives and other Board employees. Each page of the Rules Submission must indicate the date on which it was approved by the Board's Executive Director.

(g) A certificate holder shall maintain a copy, either in paper or electronic form, of any superseded Rules Submission for a minimum of 5 years.

#### Cross References

This section cited in 58 Pa. Code § 601a.6 (relating to minimum and maximum wagers; additional wagering requirements; payout odds); 58 Pa. Code § 601a.7 (relating to rules of the games; notice); 58 Pa. Code § 603a.10 (relating to permissible wagering; exchange and redemption of gaming chips and plaques); 58 Pa. Code § 605a.7 (relating to progressive table games); 58 Pa. Code § 605a.8 (relating to linked progressive table games); 58 Pa. Code § 617a.3 (relating to placement of wagers); 58 Pa. Code § 621a.5 (relating to wagers); 58 Pa. Code § 621a.7 (relating to alternative dealing procedures); 58 Pa. Code § 621a.9 (relating to player bank; co-banking; selection of bank; procedures for dealing); 58 Pa. Code § 621a.10 (irregularities; invalid roll of the dice); 58 Pa. Code § 623a.3 (relating to wagers); 58 Pa. Code § 623a.5 (relating to payout odds); 58 Pa. Code § 627a.2 (relating to Minibaccarat table physical characteristics); 58 Pa. Code § 627a.8 (relating to hands of player and banker; procedure for dealing initial two cards to each hand); 58 Pa. Code § 627a.12 (relating to payout odds; vigorish); 58 Pa. Code § 627a.13 (relating to irregularities); 58 Pa. Code § 629a.2 (relating to Midibaccarat table physical characteristics); 58 Pa. Code § 629a.8 (relating to hands of player and banker; procedure for dealing initial two cards to each hand); 58 Pa. Code § 629a.12 (relating to payout odds; vigorish); 58 Pa. Code § 629a.13 (relating to irregularities); 58 Pa. Code § 631a.2 (relating to Baccarat table physical characteristics); 58 Pa. Code § 631a.9 (relating to hands of player and banker; procedure for dealing initial two cards to each hand); 58 Pa. Code § 631a.13 (relating to payout odds; vigorish); 58 Pa. Code § 631a.15 (relating to irregularities); 58 Pa. Code § 633a.6 (relating to wagers); 58 Pa. Code § 633a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 633a.11 (relating to splitting pairs); 58 Pa. Code § 633a.12 (relating to Blackjack variations); 58 Pa. Code § 633a.13 (relating to payout odds; payout limitation); 58 Pa. Code § 635a.6 (relating to wagers); 58 Pa. Code § 635a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 635a.11 (relating to splitting pairs); 58 Pa. Code § 637a.1 (relating to definitions); 58 Pa. Code § 637a.8 (relating to placement of bets; minimum and maximum bets); 58 Pa. Code § 637a.10 (relating to Seven-card Stud Poker; procedures for dealing the cards; completion of each round of play); 58 Pa. Code § 637a.11 (relating to Hold'em Poker; procedures for dealing the cards; completion of each round of play); 58 Pa. Code § 637a.12 (relating to Omaha Poker; procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 637a.13 (relating to Five-card Draw Poker; procedures for dealing the cards; completion of each round of play); 58 Pa. Code § 637a.14 (relating to Five-card Stud Poker; procedures for dealing the cards; completion of each round of play); 58 Pa. Code § 637a.15 (relating to Bad Beat payout; posting of rules; contributions; counting and displaying of payout amount; procedures for implementation); 58 Pa. Code § 637a.16 (relating to High Hand Jackpot payout; posting of rules; contributions; counting and displaying of payout amount; procedures for implementation); 58 Pa. Code § 637a.17 (relating to Poker revenue); 58 Pa. Code § 637a.18 (relating to conduct of players; general operating rules for all types of Poker; irregularities); 58 Pa. Code § 637a.19 (relating to Five-card Omaha Poker; procedures for dealing the cards; completion of each round of play); 58 Pa. Code § 637a.20 (relating to Triple Draw Poker; procedures for dealing the cards; completion of each round of play); 58 Pa. Code § 637a.21 (relating to Badugi Poker; procedures for dealing the cards; completion of each round of play); 58 Pa. Code § 639a.7 (relating to wagers); 58 Pa. Code § 639a.12 (relating to payout odds; rate of progression); 58 Pa. Code § 641a.7 (relating to wagers); 58 Pa. Code § 641a.12 (relating to payout odds; Envy Bonus; rate of progression); 58 Pa. Code § 643a.7 (relating to wagers); 58 Pa. Code § 643a.11 (relating to procedures for completion of each round of play); 58 Pa. Code § 643a.12 (relating to payout odds; payout limitation); 58 Pa. Code § 645a.7 (relating to wagers); 58 Pa. Code § 645a.11 (relating to procedures for completion of each round of play); 58 Pa. Code § 645a.12 (relating to player bank; co-banking; selection of bank; procedures for dealing); 58 Pa. Code § 645a.13 (relating to payout odds; Envy Bonus; rate of progression; payout limitation); 58 Pa. Code § 647a.2 (relating to Texas Hold 'Em Bonus Poker table physi-

cal characteristics); 58 Pa. Code § 647a.7 (relating to wagers); 58 Pa. Code § 647a.11 (relating to procedure for completion of each round of play); 58 Pa. Code § 647a.12 (relating to payout odds; payout limitation); 58 Pa. Code § 649a.7 (relating to wagers); 58 Pa. Code § 649a.12 (relating to payout odds; Envy Bonus; rate of progression); 58 Pa. Code § 651a.7 (relating to wagers); 58 Pa. Code § 653a.7 (relating to wagers); 58 Pa. Code § 653a.12 (relating to payout odds; Envy Bonus; rate of progression; payout limitation); 58 Pa. Code § 655a.7 (relating to wagers); 58 Pa. Code § 655a.12 (relating to payout odds; Envy Bonus; rate of progression); 58 Pa. Code § 657a.7 (relating to wagers); 58 Pa. Code § 657a.12 (relating to payout odds; Envy Bonus; rate of progression); 58 Pa. Code § 659a.7 (relating to wagers); 58 Pa. Code § 659a.11 (relating to procedures for completion of each round of play); 58 Pa. Code § 659a.12 (relating to payout odds); 58 Pa. Code § 663a.6 (relating to Five Card Hi-Lo rankings); 58 Pa. Code § 663a.7 (relating to wagers); 58 Pa. Code § 663a.12 (relating to payout odds); 58 Pa. Code § 665a.6 (relating to wagers); 58 Pa. Code § 669a.7 (relating to wagers); 58 Pa. Code § 669a.12 (relating to payout odds; Envy Bonus; rate of progression); 58 Pa. Code § 670a.7 (relating to wagers); 58 Pa. Code § 670a.12 (relating to payout odds; Envy Bonus; rate of progression); 58 Pa. Code § 671a.7 (relating to wagers); 58 Pa. Code § 671a.12 (relating to payout odds); 58 Pa. Code § 672a.6 (relating to wagers); 58 Pa. Code § 672a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 672a.8 (relating to Insurance Wager); 58 Pa. Code § 672a.11 (relating to payout odds); 58 Pa. Code § 673a.6 (relating to wagers); 58 Pa. Code § 673a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 674a.7 (relating to wagers); 58 Pa. Code § 674a.12 (relating to payout odds); 58 Pa. Code § 675a.5 (relating to payout odds); 58 Pa. Code § 675a.6 (relating to High Roll Dice variation); 58 Pa. Code § 676a.12 (relating to payout odds); 58 Pa. Code § 677a.7 (relating to wagers); 58 Pa. Code § 677a.12 (relating to payout odds; payout limitation); 58 Pa. Code § 678a.7 (relating to wagers); 58 Pa. Code § 678a.12 (relating to payout odds; payout limitation); 58 Pa. Code § 679a.7 (relating to wagers); 58 Pa. Code § 679a.12 (relating to payout odds; Bad Beat Bonus); 58 Pa. Code § 680a.7 (relating to wagers); 58 Pa. Code § 680a.12 (relating to payout odds; Envy Bonus; rate of progression); 58 Pa. Code § 681a.6 (relating to wagers); and 58 Pa. Code § 681a.8 (relating to payout odds).

**§ 601a.3. Request to offer a new table game or new feature for an existing table game.**

(a) A table game device manufacturer, gaming related gaming service provider or a certificate holder that desires to offer a new table game that is not in this subpart or offer a new wager, payable or feature as part of a table game included in this subpart shall file a written request with the Board's Executive Director. The request must contain, at a minimum:

(1) A detailed description of the table game or feature including the rules of play and wagering that would be used for the new table game or feature. In addition, the table game device manufacturer, gaming related gaming service provider or certificate holder shall:

(i) Indicate whether the game is a variation of an authorized game, a composite of authorized games or a new game.

(ii) Provide the true odds, the payout odds and the house advantage for each wager.

(iii) Provide a sketch or picture of the game layout, if any.

(iv) Provide sketches or pictures of the equipment used to play the game.

(2) The reason why the new table game or feature is being proposed and, if the request is not filed by a certificate holder, the name of the certificate holder that is currently interested in offering the new table game or feature.

(3) A list of other gaming jurisdictions where the new table game or feature is currently being offered.

(4) Whether the game, its name or any of the equipment used to play the game is covered by any copyrights, trademarks or patents, either issued or pending.

(b) In addition to filing a request with the Executive Director, the table game device manufacturer, gaming related gaming service provider or certificate holder shall submit the new table game, new wager or feature to the Bureau of Gaming Laboratory Operations for its review in accordance with § 461a.4 (relating to submission for testing and approval).

(c) Following testing by the Bureau of Gaming Laboratory Operations, the Executive Director will notify the table game device manufacturer, gaming related gaming service provider or certificate holder, in accordance with § 461a.4, that the new table game, new wager or feature has been approved, approved with conditions or rejected.

#### Cross References

This section cited in 613a.7 (relating to requirements for use of a gaming related gaming service provider).

#### § 601a.4. Waiver of existing table game regulations.

(a) A certificate holder that desires to conduct a table game in a manner that is inconsistent with the Board's regulations shall file a petition in accordance with § 493a.4 (relating to petitions generally) seeking approval of the Board. The petition must contain, at a minimum:

- (1) A detailed description of the modification to the table game.
- (2) The reason why the modification to the table game is being requested.
- (3) A list of other gaming jurisdictions where the modification to the table game is currently being used.

(b) Notwithstanding subsection (a), a certificate holder that desires to offer an authorized table game on an electronic gaming table in a manner that is inconsistent with the Board's regulations but does not affect the outcome of play shall file a written request seeking approval of the Board's Executive Director. The request must contain a detailed description of how the authorized table game played on an electronic gaming table varies from the Board's regulations. An approval to conduct the table game in a manner that is inconsistent with the Board's regulations will be limited to only those variations approved by the Board's Executive Director. Any subsequent alterations to the table game that are inconsistent with the Board's regulations will require submission of an additional written request to the Board's Executive Director or a petition to the Board in accordance with subsection (a).

#### § 601a.5. Electronic, electrical and mechanical devices prohibited.

A patron or other person acting in concert with a patron may not possess with the intent to use, or actually use, at any table game a calculator, computer or other electronic, electrical or mechanical device to assist in projecting an outcome at any table game or in keeping track of or analyzing the cards having been dealt, the changing probabilities of any table game or the playing strategies to be utilized.

#### § 601a.6. Minimum and maximum wagers; additional wagering requirements; payout odds.

(a) Certificate holders shall establish minimum and maximum wagers for any authorized table game in a licensed facility.



(b) A certificate holder shall provide notice of the minimum and maximum wagers in effect at each gaming table, and any changes thereto, in accordance with § 601a.7 (relating to rules of the games; notice).

(c) Any wager accepted by a dealer that exceeds the current table maximum or is lower than the current table minimum shall be paid or lost in its entirety in accordance with the rules of the game.

(d) Nothing in this section precludes a certificate holder from establishing additional wagering requirements that are consistent with the rules of the game, such as a requirement that wagers be made in specified increments, provided that the wagering requirements are specified in the rules of the game or in the certificate holder's Rule Submission under § 601a.2 (relating to table games Rules Submissions).

(e) The payout odds for wagers printed on any layout, signage, brochure or other publication distributed by the certificate holder shall be stated through the use of the word "to" and may not be stated through use of the word "for" unless otherwise specified in an approved payable.

#### **§ 601a.7. Rules of the games; notice.**

(a) Whenever a certificate holder is required by regulation to provide notice of the rules under which a particular table game will be operated, the certificate holder shall post a sign at the gaming table advising patrons of the rules in effect at that table.

(b) Except as provided in subsection (c), a certificate holder may not change the rules under which a particular table game is being operated unless the certificate holder files and receives approval of an amendment to its Rules Submission under § 601a.2 (relating to table games Rules Submissions).

(c) A certificate holder may increase or decrease the permissible maximum wager or decrease the permissible minimum wager at a table game at any time. A permissible minimum wager may be increased at a table game:

- (1) At any time, if no patrons are playing at the table.
- (2) When patrons are playing the game, if the certificate holder:
  - (i) Provides at least a 30 minute advance notice of the change.
  - (ii) Posts a sign at the gaming table advising patrons of the change and the time that it will go into effect.
  - (iii) Announces the change to patrons who are at the table.

(d) The location, size and language of each sign required by this section shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) prior to its use.

#### **Cross References**

This section cited in 58 Pa. Code § 601a.6 (relating to minimum and maximum wagers; additional wagering requirements; payout odds).

**§ 601a.8. Patron access to the rules of the games; gaming guides.**

(a) Each certificate holder shall maintain, at its security podium or other location approved by the Bureau of Casino Compliance, in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment), a printed copy of the complete text of the rules of all authorized games. This information shall be made available to the public for inspection upon request.

(b) Each certificate holder shall make available to patrons upon request a gaming guide which contains an abridged version of the information required to be made available under subsection (a) in a printed format.

(c) The gaming guide required under subsection (b) may not be issued, displayed or distributed by a certificate holder until a sample of the gaming guide has been submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a).

(d) Prior to issuing, distributing or displaying a gaming guide that is materially different from the approved gaming guide, a certificate holder shall submit to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) a sample of the revised gaming guide which contains the changes.

(e) A certificate holder may display an approved gaming guide at any location in its licensed facility.

(f) Each certificate holder shall make the gaming guide required under subsection (b) available on its web site.

**§ 601a.9. Table game taxes and gross table game revenue.**

(a) The tax on table game revenue shall be payable to the Department on a weekly basis and must be based upon the gross table game revenue derived during the previous week reported on forms and in the manner prescribed by the Department.

(b) Gross table game revenue includes the following:

- (1) The net revenue from all banking table games including electronic gaming tables which are not fully automated electronic gaming tables.
- (2) The net revenue from nonbanking table games.
- (3) The net revenue from fully automated electronic gaming tables.
- (4) The net revenue from contests or tournaments.

(c) Net revenue from banking table games, including electronic gaming tables which are not fully automated electronic gaming tables, must be the sum of the net revenue determined for each banking table game, which is not a fully automated electronic gaming table, individually. The net revenue for an individual banking table game which is not a fully automated electronic gaming table must be equal to the total of paragraphs (1) through (3) minus the total of paragraphs (4) and (5):



(1) The ending inventory of value chips and coins at the gaming table as reported on the Table Inventory Slip prepared in accordance with § 465a.41 (relating to procedures for drops at open table games) for a table game that remained open for gaming activity when the table was being dropped at the end of the gaming day or the Table Inventory Slip prepared in accordance with § 465a.42 (relating to procedures for closing table games) for a table game that was closed prior to the end of the gaming day.

(2) The sum of all Credit Slips for the gaming table for that gaming day.

(3) The total of the currency and Counter Checks collected from the drop box for that gaming table.

(4) The inventory of value chips and coins at the gaming table as reported on the Table Inventory Slip prepared in accordance with § 465a.41 for a table game that remained open for gaming activity when the table was being dropped at the end of the previous gaming day or the Table Inventory Slip prepared in accordance with § 465a.37 (relating to procedures for opening table games) for a table game that was opened during the gaming day.

(5) The sum of all Fill Slips for the gaming table for that gaming day.

(d) Net revenue from nonbanking table games shall be the sum of the net revenue determined for each nonbanking table game individually. The net revenue for an individual nonbanking table game shall be equal to the Poker rake recorded in accordance with § 465a.25 (relating to counting and recording of slot cash storage boxes and table game drop boxes).

(e) Net revenue from fully automated electronic gaming tables shall be determined through the Department's central control computer system.

(f) Net revenue from any contest or tournament must be the sum of the net revenue determined for each contest or tournament individually. The net revenue for an individual contest or tournament must be equal to the sum of all entry fees, buy-ins, re-buy-ins and administrative fees imposed by the certificate holder on the contest or tournament participants, minus:

(1) The cash paid by the certificate holder to the contest or tournament winners as prizes.

(2) The actual cost paid by the certificate holder for noncash prizes awarded to the contest or tournament winners.

(g) If the net revenue from a contest or tournament results in a loss, that loss may not offset the net revenue from another contest or tournament and may not be deducted from the calculation of gross table game revenue.

(h) Gross table game revenue may not include:

(1) Counterfeit cash or counterfeit value chips.

(2) Coins or currency of other countries that is not readily convertible to cash.

(3) Cash taken in a fraudulent act perpetrated against a certificate holder for which the certificate holder is not reimbursed.

**§ 601a.10. Approval of table game layouts, signage and equipment.**

(a) Table game staffing plans, tournament schedules, dealer training programs and schematics of gaming guides, table game layouts, signage and equipment that require the approval of the Board's Executive Director shall be submitted electronically to the Bureau of Gaming Operations using the Internal Controls & Table Games Submission Form on the Board's web site at [www.pgcb.pa.gov](http://www.pgcb.pa.gov).

(b) For purposes of this subpart, schematics of table game equipment that shall be submitted to the Bureau of Gaming Operations for review and Executive Director approval include:

- (1) Cards.
- (2) Dice.
- (3) Pai Gow tiles.
- (4) Gaming chips.
- (5) Plaques.
- (6) Commemorative chips.
- (7) Pai Gow and Sic Bo shakers.
- (8) Big Six and Roulette wheels.
- (9) Envelopes and containers used to hold or transport table game equipment.

(10) Other table game devices that are not otherwise required to be submitted to the Bureau of Gaming Laboratory Operations for approval in accordance with § 461a.4(c)(12) (relating to submission for testing and approval).

(c) Within 15 calendar days following the filing of a table game staffing plan, tournament schedule, dealer training program or a prototype of gaming guides, table game layouts, signage or equipment, the Bureau of Gaming Operations will review the submission and report the results to the Board's Executive Director.

(d) If during the 15-day review period in subsection (c), the Bureau of Gaming Operations determines that the table game staffing plan, tournament schedule, dealer training program, prototype of a gaming guide, table game layout, signage or equipment is deficient or inconsistent with the regulations, the Bureau of Gaming Operations, by written notice to the certificate holder, will specify the nature of the deficiency or inconsistency and, when possible, an acceptable alternative. The certificate holder shall then submit a revised plan, schedule, program or prototype using the Internal Controls & Table Games Submission Form.

(e) A certificate holder may implement a table game staffing plan, tournament schedule or dealer training program and may utilize a gaming guide, table game layout, signage or equipment in the licensed facility upon receipt of written approval from the Board's Executive Director.

(f) The Bureau of Casino Compliance will conduct an onsite inspection of equipment storage and destruction areas which may not be utilized by the certificate holder until the location and physical characteristics have been approved by the Director of Casino Compliance.

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(g) A certificate holder shall obtain onsite approval from the casino compliance supervisor at the licensed facility for the following:

(1) Alternative locations for:

(i) Equipment that is required to be on the gaming table, including drop boxes, shakers, shufflers, discard racks and tip boxes, prior to the commencement of operations at that gaming table.

(ii) The complete text of the rules of all authorized games, as required under § 601a.8(a) (relating to patron access to the rules of the games; gaming guides).

(2) Amendments to the licensee's plan for the distribution and collection of slot cash storage boxes, table game drop boxes or bad beat boxes in accordance with § 465a.25(b) (relating to counting and recording of slot cash storage boxes and table game drop boxes).

(3) Sample sets of gaming chips and plaques manufactured in accordance with approved design specifications as required under §§ 603a.2(b)(2) and 603a.9(b)(2) (relating to gaming chips; physical characteristics applicable to all gaming chips, issuance and use, promotional nongaming chips; and plaques; issuance and use, denominations and physical characteristics).

(4) The collection times for dice, cards, tiles and other table game equipment from the gaming floor.

#### Cross References

This section cited in 58 Pa. Code § 465a.9 (relating to surveillance system; surveillance department control; surveillance department restrictions); 58 Pa. Code § 465a.14 (relating to security department minimum staffing); 58 Pa. Code § 465a.18 (relating to transportation of slot cash storage boxes and table game drop boxes to and from the gaming floor; storage); 58 Pa. Code § 465a.25 (relating to counting and recording of slot cash storage boxes and table game drop boxes); 58 Pa. Code § 465a.35 (relating to personnel assigned to the operation and conduct of table games); 58 Pa. Code § 601a.7 (relating to rules of the games; notice); 58 Pa. Code § 601a.8 (relating to patron access to the rules of the games; gaming guides); 58 Pa. Code § 603a.2 (relating to gaming chips; physical characteristics applicable to all gaming chips, issuance and use, promotional nongaming chips); 58 Pa. Code § 603a.3 (relating to value chips; denominations and physical characteristics); 58 Pa. Code § 603a.5 (relating to Roulette chips; permitted uses, inventory and impressments); 58 Pa. Code § 603a.6 (relating to tournament chips); 58 Pa. Code § 603a.9 (relating to plaques; issuance and use, denominations and physical characteristics); 58 Pa. Code § 603a.11 (relating to receipt of gaming chips or plaques from a manufacturer or supplier; inventory, security, storage and destruction of chips and plaques); 58 Pa. Code § 603a.12 (relating to dice; physical characteristics); 58 Pa. Code § 603a.13 (relating to dice; receipt, storage, inspection and removal from use); 58 Pa. Code § 603a.15 (relating to cards; physical characteristics); 58 Pa. Code § 603a.16 (relating to cards; receipt, storage, inspection and removal from use); 58 Pa. Code § 603a.18 (relating to Pai Gow tiles; physical characteristics); 58 Pa. Code § 603a.19 (relating to Pai Gow tiles; receipt, storage, inspection and removal from use); 58 Pa. Code § 603a.20 (relating to Match Play Coupons; physical characteristics and issuance); 58 Pa. Code § 611a.2 (relating to minimum proficiency requirements); 58 Pa. Code § 611a.4 (relating to submission of training programs to the Board); 58 Pa. Code § 617a.1 (relating to Roulette ball; Roulette wheel and table; physical characteristics; double zero Roulette wheel used as a single zero Roulette wheel); 58 Pa. Code § 619a.1 (relating to Big Six Wheel layout; physical characteristics); 58 Pa. Code § 621a.2 (relating to Pai Gow table; Pai Gow shaker; physical characteristics); 58 Pa. Code § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics); 58 Pa. Code § 625a.1 (relating to Sic Bo table; Sic Bo shaker; physical characteristics); 58 Pa. Code § 627a.2 (relating to Minibaccarat table physical characteristics); 58 Pa. Code § 629a.2 (relating to Midibaccarat table physical characteristics); 58 Pa. Code § 631a.2 (relating to Baccarat table physical characteristics); 58 Pa. Code § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections); 58 Pa. Code § 633a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 635a.2 (relating to Spanish 21 table; card reader device; physical characteristics; inspections); 58 Pa. Code § 635a.7 (relating to procedure for

dealing the cards; completion of each round of play); 58 Pa. Code § 637a.2 (relating to Poker table physical characteristics); 58 Pa. Code § 639a.2 (relating to Caribbean Stud Poker table physical characteristics); 58 Pa. Code § 639a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 641a.2 (relating to Four Card Poker table physical characteristics); 58 Pa. Code § 641a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 643a.2 (relating to Let It Ride Poker table physical characteristics); 58 Pa. Code § 643a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 645a.2 (relating to Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics); 58 Pa. Code § 645a.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards); 58 Pa. Code § 645a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 647a.1 (relating to definitions); 58 Pa. Code § 647a.2 (relating to Texas Hold 'Em Bonus Poker table physical characteristics); 58 Pa. Code § 647a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 649a.2 (relating to Three Card Poker table physical characteristics); 58 Pa. Code § 649a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 651a.2 (relating to Casino War table; physical characteristics); 58 Pa. Code § 651a.3 (relating to cards; number of decks; dealing shoe); 58 Pa. Code § 653a.2 (relating to Ultimate Texas Hold 'Em Poker table physical characteristics); 58 Pa. Code § 653a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 655a.2 (relating to Mississippi Stud table physical characteristics); 58 Pa. Code § 655a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 657a.2 (relating to Crazy 4 Poker table physical characteristics); 58 Pa. Code § 657a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 659a.2 (relating to Fortune Asia Poker table; shaker; physical characteristics); 58 Pa. Code § 661a.2 (relating to Three Dice Football table; physical characteristics); 58 Pa. Code § 663a.2 (relating to Five Card Hi-Lo table; physical characteristics); 58 Pa. Code § 663a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 665a.2 (relating to Double Attack Blackjack table; card reader device; physical characteristics; inspections); 58 Pa. Code § 665a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 668a.1 (relating to Props & Hops table; physical characteristics); 58 Pa. Code § 668a.3 (relating to dice; shaker; procedure for completion of each round of play); 58 Pa. Code § 669a.2 (relating to Raise It Up Stud Poker table physical characteristics); 58 Pa. Code § 669a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 670a.2 (relating to Six-Card Fortune Pai Gow Poker table; physical characteristics; shaker); 58 Pa. Code § 670a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 671a.2 (relating to Lunar Poker table physical characteristics); 58 Pa. Code § 671a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 672a.2 (relating to Free Bet Blackjack table; card reader device; physical characteristics; inspections); 58 Pa. Code § 672a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 673a.2 (relating to Double Back Jack table; card reader device; physical characteristics; inspections); 58 Pa. Code § 673a.7 (relating to procedure for dealing the cards; completion of each round of play); 58 Pa. Code § 674a.2 (relating to Criss-Cross Poker table physical characteristics); 58 Pa. Code § 674a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 675a.1 (relating to High Roll Dice table; physical characteristics); 58 Pa. Code § 675a.3 (relating to dice; shaker); 58 Pa. Code § 676a.2 (relating to Go Fore It table physical characteristics); 58 Pa. Code § 676a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 677a.2 (relating to World Poker Tour Heads-Up Hold 'Em table physical characteristics); 58 Pa. Code § 677a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 678a.2 (relating to High Card Flush table physical characteristics); 58 Pa. Code § 678a.8 (relating to procedure for dealing the cards from a manual dealing shoe); 58 Pa. Code § 679a.2 (relating to Three Card Prime table physical characteristics); 58 Pa. Code § 679a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 680a.2 (relating to Saigon 5 Card table physical characteristics); 58 Pa. Code § 680a.8 (relating to procedures for dealing the cards from a manual dealing shoe); 58 Pa. Code § 681a.2 (relating to 21 Baccarat table; physical characteristics); and 58 Pa. Code § 681a.7 (relating to procedure for dealing the cards; completion of each round of play).

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