



TURKS AND CAICOS ISLANDS

CHAPTER 15.01
CASINOS ORDINANCE
and Subsidiary Legislation

Revised Edition
showing the law as at 31 December 2014

This is a revised edition of the law, prepared by the Law Revision Commissioner under the authority of the Revised Edition of the Laws Ordinance.

This edition contains a consolidation of the following laws—

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CHAPTER 15.01
CASINOS ORDINANCE

(Ordinances 13 of 1978, 8 of 1987, 8 of 1990, 7 of 1991, 6 of 1999, 8 of 2007, 9 of 2011 and 7 of 2013)

AN ORDINANCE TO PROVIDE FOR THE LICENSING AND CONTROL OF PREMISES USED FOR GAMING, FOR LEVYING TAXES ON GAMING AND FOR OTHER PURPOSES CONNECTED THEREWITH.

Commencement

[24 September 1980]

PART I

PRELIMINARY

Short title

1. This Ordinance may be cited as the Casinos Ordinance.

Interpretation

2. (1) In this Ordinance, unless the context otherwise requires—

“application” means an application for a licence;

“casino” means any gaming house kept and managed for gain by the occupier or any person acting with his authority or consent, and operated under a licence;

“Chief Inspector” means the Chief Inspector of Casinos appointed under section 32, and includes any person for the time being lawfully exercising the functions of the office of Chief Inspector; *(Inserted by Ord. 8 of 1990)*

“chips” means any tokens prescribed for use in a casino to represent sums of money as stakes in gaming;

“Commission” means a commission of inquiry, whether comprising one or more persons, appointed under sections 6 or 7;

“game of chance” does not include any athletic game or sport, but (subject to subsection (4)) includes a game of chance and skill combined and a pretended game of chance or of chance and skill combined;

“gaming” means playing for winnings in money, or for other stakes, any game of chance or betting whether or not any person playing the game or betting is at risk of losing any money or other stakes;

“gaming house” means any house, room or premises, enclosure or place to which any person may resort for the purpose of gaming;

“gaming machine” means a gaming machine as defined in the Gaming Machines Ordinance;

“gross gaming yield” means the difference between—

- (i) the value in money or money’s worth of the stakes staked with the casino, its employees, agents, representatives or other persons authorised by this Ordinance to receive stakes, in gaming; and
- (ii) the value in money or money’s worth of the winnings paid by the casino, its employees, agents, representatives or other persons so authorised as aforesaid, to those taking part in gaming otherwise than on behalf of the casino;

(Inserted by Ord. 8 of 1987)

“inspector” means an inspector appointed under section 33 and includes the Chief Inspector;

“licence” means a licence to operate a casino granted under section 13, and grammatical variations and cognate expressions shall be construed accordingly;

“Minister” means the Minister for the time being charged with responsibility for the administration of this Ordinance;

“tax” means a tax payable under the provisions of sections 34 or 35 or any additional tax payable under section 39, as the context requires.

(2) Notwithstanding the provisions of subsection (1), the keeping of premises for gaming by means only of a gaming machine, when such premises are licensed under the Gaming Machines Ordinance, shall not constitute the keeping of a gaming house for the purposes of this Ordinance and such premises shall not require to be licensed as a casino:

Provided that this exemption shall not apply to any premises upon which the number of gaming machines (either upon the same premises or upon adjacent premises under the same ownership, management or control) exceeds four or such other number as may be prescribed by the Governor by order; and any such premises so excluded from this exemption shall be deemed to be a casino and be licensed accordingly, but shall not be subject to the provisions of the Gaming Machines Ordinance. *(Amended by L.N. 15/1994)*

(3) Where the playing of a game of chance would constitute gaming and also constitute a lottery, then if—

- (a) in so far as it is a lottery which is declared not to be unlawful under any other law for the time being in force relating to gaming and lotteries; and
- (b) each winner of a prize is ascertained by reference to not more than three determining factors, each of those factors being either the result of a draw (or other determination) or the outcome of an event,

the playing of the game shall not constitute gaming for the purposes of this Ordinance.

(4) In determining for the purposes of this Ordinance whether a game which is played otherwise than against one or more other players is a game of chance and skill combined, the possibility of superlative skill eliminating the element of chance shall be disregarded.

Illegality of unlicensed gaming

3. Subject to the provisions of this Ordinance and of the Gaming Machines Ordinance, and of any other law for the time being in force relating to gaming or lotteries, all gaming is illegal unless conducted on premises licensed under this Ordinance and in conformity with the provisions of this Ordinance.

PART II

LICENSING OF CASINOS

Application for licence

4. (1) An application for a licence shall be made in writing to the Minister in such form and containing such particulars as may be prescribed or as the Minister may direct, and shall be accompanied by a non-refundable deposit of \$50,000, which may be used by the Government to defray any expenses that may be incurred in making any enquiries which the Minister or the Chief Inspector considers to be desirable for the purpose of establishing the circumstances and suitability or otherwise of the applicant or, if the applicant is a company, of the persons having the control or management thereof, and of any other person likely to be involved or employed in connection with any casino proposed to be operated if the application is granted. (*Amended by Ord. 8 of 1990*)

(2) If, while enquiries are being made for any of the purposes mentioned in subsection (1), the deposit referred to in that subsection proves to be insufficient to defray the expenses being incurred by the Government in making such enquiries, the Minister may, upon the application of the Chief Inspector, from time to time require the applicant to pay to the Government such further sum or sums as may be reasonably necessary to defray such expenses.

(3) If the applicant at any time within the period set out in subsection (8) or within such further period as the Minister may allow under the proviso thereto refuses to pay any such further sum or sums, the enquiries may be discontinued forthwith and, if so discontinued, the Chief Inspector shall advise the Minister under subsection (8) that he objects to the grant of the licence.

(4) The Chief Inspector shall keep such accounts of the expenses being incurred in making the enquiries and of the manner in which the further sum or sums referred to in subsection (2) are being used to defray those expenses as the Minister may determine and such accounts shall, to such extent as the Minister may determine, be furnished to the applicant upon completion or discontinuance of the enquiries.

(5) If upon completion or discontinuance of the enquiries, the further sum or sums paid to the Government under subsection (2) have not been completely expended, the remaining balance shall be refunded to the applicant.

(6) No application for a licence shall be entertained in respect of the Island of Providenciales if there are, at the time of such application, two operating casinos on that Island, but this subsection shall cease to have effect when the number of bedletting rooms on the Island of Providenciales exceed 5,000, or on the 1st day of December 2001, whichever shall occur the earlier.

(7) For the purposes of subsection (6) “bedletting rooms” means any bedroom contained in a building to which the Hotel and Restaurant (Taxation) Ordinance applies by virtue of section 3(1) of that Ordinance.

(8) Not later than seven days after the date on which the application is made, the applicant shall send a copy of the application to the Chief Inspector, who shall within three months of the date of receipt of the application advise the Minister in writing if he has any objection to the grant of the licence, and the grounds therefor, or of any other recommendation which he desires to make in respect of the application:

Provided that the Minister may, upon application being made to him by the Chief Inspector certifying that an extension is required to permit the completion of any enquiries—

- (a) extend the period of three months mentioned in subsection (8) for such further period as he considers necessary in the circumstances of the case; or
- (b) extend such further period for such further period as he considers necessary in the circumstances of the case.

(Amended by Ords. 8 of 1987 and 8 of 1990)

Advertisement of application

5. (1) Not later than fourteen days after the date on which the application is made, the applicant shall cause a notice of the making of the application to be published by means of an advertisement in the *Gazette* which shall be published and broadcast in the Islands.

(2) A notice published under subsection (1) shall specify the name of the applicant and the location of the premises in respect of which the application is made, and shall state that any person who desires to object to the grant of the licence shall send to the Minister before such date (not being earlier than fourteen days after the publication of the advertisement) as may be specified in the notice, two copies of a brief statement in writing of the grounds of his objection.

(3) Such notice as aforesaid shall not include any matter which is not required by subsection (1) or (2) to be included in it.

(4) Not later than seven days after the publication of the advertisement required by this section, the applicant shall send to the Minister a copy of the *Gazette* containing the advertisement; and no action shall be taken for the

consideration of the application earlier than fourteen days after the date specified in the advertisement.

Procedure if no objection to application

6. If no objection to the grant of a licence is received from the Chief Inspector or any other person, within the times respectively provided by sections 4 and 5, the Minister shall refer the application to the Governor who shall appoint a suitable person or persons to be a Commission to hold an inquiry into the application and to report thereon to the Governor.

Procedure if objection made

7. (1) If any objection is made to the grant of a licence, a copy of such objection shall be sent to the applicant who, within fourteen days of the receipt of the same, may in writing to the Minister reply to the objection or submit any proposal for the amendment of his application for the purpose of meeting the objection and shall send a copy of such reply or proposal to the objector who (if he so desires) may withdraw his objection by notice in writing to the Minister.

(2) After any objection made to an applicant has been dealt with as provided by subsection (1), the application and all documents relating to any such objection, whether or not such objection has been withdrawn by the objector, shall be referred by the Minister to the Governor who shall appoint a Commission to inquire into the application as provided by section 6.

Proceedings at an enquiry

8. (1) A Commission shall have the same powers to summon and enforce the attendance of witnesses, to compel the production of documents, to administer oaths and to examine witnesses on oath and to make orders for the payment of witnesses' expenses, as are conferred upon a Commissioner appointed under the Commissions of Enquiry Ordinance, and may make such order as it thinks fit for the payment of costs—

(a) by the applicant to any person who made an objection which was not withdrawn before the date when the application was referred to the Governor under section 7(2); or

(b) by any such person to the applicant.

(2) On the holding of an inquiry, the applicant and any person who has made an objection, which has not been withdrawn, shall be entitled to be heard, either in person or by an attorney; and the Commission shall also hear any representations made by or on behalf of the Chief Inspector. Any person who is entitled to be heard by the Commission shall also be entitled to call evidence in support of his case, and to cross-examine any witness called by any other party:

Provided that—

(a) neither the Chief Inspector nor any police officer or any person called as a witness by or on behalf of the Chief Inspector shall be required—

- (i) to disclose the identity of any person who is not called as a witness at the inquiry, whose information has assisted the Chief Inspector in carrying out enquiries for the purposes of this Ordinance; or
 - (ii) to answer any question at the inquiry if the answer thereto would lead, or would tend to lead to the discovery of the identity of any such person; and
- (b) where any document which is in evidence or liable to inspection at the inquiry contains any entry in which any such person is named or described or which might lead to the discovery of his identity, the Commission shall cause all such entries to be concealed from view or to be obliterated so far as may be necessary to protect the identity of any such person from discovery.

(Amended by Ord. 8 of 1990)

(3) No proceedings of any kind shall be instituted against any person mentioned in the proviso to subsection (2), whose information has assisted the Chief Inspector in carrying out enquiries for the purposes of this Ordinance, either in respect of or in consequence of the provision of that information to the Chief Inspector. *(Inserted by Ord. 8 of 1990)*

(4) A Commission shall hold the inquiry in public, and may from time to time adjourn the proceedings as it considers necessary:

Provided that a Commission, on the application of the applicant for a licence, or of any objector or any person called to give evidence at an inquiry, may direct that evidence of any particular matter or the evidence of any particular person shall be heard in camera, and shall so direct, upon such application being made, in respect of evidence to be given of the results of enquiries conducted for the purposes of this Ordinance as to character of individuals, unless the individual whose character is at issue consents to such evidence being given in public. *(Amended by Ord. 8 of 1990)*

(5) Notwithstanding any rule of evidence or law to the contrary, a Commission may admit in evidence reports of investigations made by a person ordinarily resident outside the Islands, without the person making such a report being called as a witness, if, after hearing any argument on the matter by the applicant and any objector or their attorneys, the Commission is satisfied that in the circumstances it is reasonable so to do.

Commission to submit report to the Governor

9. (1) Upon the conclusion of an enquiry the Commission shall report in writing to the Governor through the Minister, and shall make a recommendation as to whether or not the application should be granted:

Provided that the Commission shall not recommend that the application be granted unless it is satisfied that—

- (a) a substantial demand already exists on the part of prospective players for gaming facilities of the kind proposed to be provided by the applicant; and

(b) having regard to all the circumstances surrounding gaming in the Islands, it is in the public interest that the application should be granted.

(2) If the Commission recommends that the application should be granted, it may also recommend what conditions, if any, should be attached to any licence granted in order to meet any points raised by persons who have objected to the granting of the application.

(3) Upon transmitting to the Governor the report and recommendations of a Commission made under this section, the Minister may add any recommendations which he desires to make thereon, but subject to the provisions of section 10.

Matters for consideration by the Minister

10. In making a recommendation to the Governor under section 9(3), the Minister shall not recommend that a licence be granted to the applicant unless he is satisfied—

- (a) that, having regard to the lay-out, character, condition or location of the relevant premises, or any premises proposed to be altered or erected, those premises are suitable, or will be suitable, for the purposes of gaming;
- (b) that the applicant is not disqualified from holding a licence under the provisions of section 11, and is in all respects a fit and proper person and of appropriate financial standing to be the holder of a licence;
- (c) that if the licence is granted, the premises concerned, if not to be managed personally by the applicant, would be managed by a person who would himself be a fit and proper person to be the holder of a licence, and who has given an undertaking to be ordinarily resident in the Islands during such time as he manages such premises;
- (d) that the Chief Inspector and the Commission, have been given all reasonable facilities to inspect any premises referred to in the application or to study the plans prepared for the alteration or erection of any premises concerned.

Persons not qualified to hold a licence

11. (1) A licence shall not be granted—

- (a) to any individual who is under twenty-one years of age; or
- (b) to any individual or company if the Minister is satisfied that the individual or, as the case may be, any director or officer of that company, has ever been convicted, and has not successfully appealed against that conviction, of any offence, whether committed within the Islands or elsewhere, involving fraud, dishonesty or violence, or has been convicted (whether within or without the Islands) of any other criminal offence punishable by

imprisonment for six months or longer without the option of a fine; or

(c) to any company of which more than five *per centum* of the issued share capital is represented by bearer securities transferable by delivery only, unless the Minister is satisfied that such company maintains, or has undertaken to maintain, a record of the identity of the persons to whom payments are made in respect of interest or dividends on such securities, and that such record will be available for inspection by any person appointed for the purpose by the Minister; or

(d) when section 4(8) of this Ordinance would prevent an application for such a licence being entertained. (*Inserted by Ord. 8 of 1987*)

(2) For the purposes of paragraph (b) of subsection (1) the expression “director” includes any person who occupies the position of a director, by whatever name that position is called, and “officer” includes a director, manager or secretary.

(3) A licence shall not be granted to any body corporate which is not a company incorporated in the Islands under the provisions of the Companies Ordinance or a foreign company, as defined in that Ordinance.

Grant of licence to be subject to considerations of public interest

12. (1) Notwithstanding any other provisions of this Ordinance, a decision to grant a licence shall not be made unless it appears to the Governor to be in the public interest.

(2) A licence may be granted subject to such conditions as may appear necessary in the public interest or for the protection of the interests of occupiers of premises in the vicinity or desirable on any other grounds.

(3) A licence shall be granted for such term, not exceeding twenty years, as may be specified therein, but may be extended from time to time by the Governor, for periods not exceeding ten years in respect of each such extension, upon application made by the licensee to the Governor through the Minister:

Provided that the Governor shall not extend the term of a licence unless he is satisfied that the licensee has duly performed all his obligations under this Ordinance and the licence, and that the grant of an extension is in the public interest.

(4) A licence may be expressed to confer on the licensee an exclusive right to operate a casino in such part of the Islands as may be specified therein and in such case, notwithstanding any other provisions of this Ordinance, while such exclusive licence is in force no licence shall be granted to any other person in respect of the same part of the Islands.

Governor may approve or refuse application for licence

13. (1) The Governor, after considering the circumstances relevant to any application for a licence and the recommendations made thereupon under section 9, may approve or refuse the granting of a licence.

(2) No appeal shall lie from any decision to grant or refuse a licence or from any decision to make a licence subject to any conditions or restrictions.

(3) The granting of a licence by the Governor shall be signified under the hand of the Minister but no licence shall be issued to an applicant except upon payment of the fee payable therefor specified in Schedule 1.

(4) Notice of the granting of any licence and of any amendment or cancellation of a licence shall be published in the *Gazette*.

Contents of licence

14. (1) A licence shall—

- (a) state the particulars of the premises to which it relates, the period for which it is to remain in force and, if expressed to confer on the licensee the exclusive right to operate a casino in a particular part of the Islands, shall specify the area to which such exclusive right relates;
- (b) be deemed to include as conditions thereof—
 - (i) that the licensee authorises every bank (whether within the Islands or elsewhere) at which he conducts an account, whether directly or through any nominee and whether or not jointly with any other person, to make available at any time, upon request made by the Minister, to the Minister, or any public officer authorised in writing by the Minister, full particulars of that account;
 - (ii) that every alteration in the ownership or control of the premises to which the licence relates, or any part thereof, and every mortgage or charge of whatsoever kind granted over the said premises or any part thereof; and, in the case of a licensee being a company, every alteration in the control of that company or of a holding of the shares representing five *per centum* or more of the capital of the company, shall be notified to the Minister within thirty days of the making of the alteration or the granting of the mortgage or charge, as the case may be; and
 - (iii) that the approval of the Minister shall be obtained before any change is made with respect to any person appointed to manage the premises to which the licence relates;
- (c) if made subject to any conditions or restrictions (other than those referred to in paragraph (b) of this subsection) state those conditions or restrictions;
- (d) contain such other provisions as may be required for giving effect to the requirements of this Ordinance and shall be in such form as the Minister may approve.

(2) For the purposes of subparagraph (ii) of paragraph (b) of subsection (1), a company shall be deemed to be controlled by a person or persons if that

person, or those persons, by the exercise of some power by him or by them acting together, can without the consent of any other person appoint or remove all or a majority of the directors of that company; and for the purposes of this provision the expression “director” shall have the same meaning as is assigned to it in subsection (2) of section 11.

Amendment or cancellation of licence

15. (1) The Governor may at any time—

(a) amend a licence—

- (i) on the application of the licensee upon such terms and conditions as he thinks fit; or
- (ii) in any other case if he is satisfied that the public interest so requires;

(b) subject to the provisions of subsection (2), cancel any licence, in any case where—

- (i) he is satisfied that the licence was obtained as a result of any misleading, false or fraudulent representation, or in consequence of any incorrect information (whether such information was supplied wilfully or otherwise);
- (ii) there has been a breach of any restrictions or conditions to which the licence is made subject;
- (iii) the licensee, if an individual, or the person responsible for the management of the premises, in a case where the licensee is a company, has ceased to exercise proper supervision of the premises or has been convicted (whether within or without the Islands) of a criminal offence punishable by imprisonment for six months or longer without the option of a fine;
- (iv) the licensee is in default in paying any fee or tax payable under the provisions of the Ordinance; or
- (v) it is deemed to be in the public interest so to do.

(2) Prior to the cancellation of a licence in any particular case under the provisions of subparagraphs (i), (ii), (iii) or (iv) of paragraph (b) of subsection (1), the Minister shall inform the licensee in writing of the grounds upon which it is considered that that licence ought to be cancelled and shall give the licensee the opportunity to show cause, within a specified time, why the licence should not be cancelled, and any representations made by the licensee in this respect shall be transmitted to the Governor by the Minister before the licence is cancelled. If the licensee fails to make representations within the time specified or if the cause shown is considered to be inadequate or the cancellation is made on the grounds of public interest, the Governor may cancel the licence and in such case notice of the fact in addition to publication in the *Gazette*, shall be sent by the Minister to the licensee by registered post at his last known address.

(3) The amendment or cancellation of a licence by the Governor in exercise of the powers conferred by this section shall be signified under the hand

of the Minister and no appeal shall lie from any decision so to do, except upon a point of law or on the grounds of failure to comply with the requirements of this section, in which case an appeal shall lie to the Supreme Court.

Suspension of licence

16. (1) Without prejudice to any other provisions of this Ordinance, where at any time the Minister is satisfied that it is expedient in the public interest to suspend a licence, he may suspend such licence for a period not exceeding fourteen days:

Provided that a licence which has been suspended under the provisions of this section shall not again be suspended within a period of twelve months of an earlier suspension without the prior approval of the Governor.

(2) A licence which has been suspended under subsection (1) shall, during the period of such suspension, be deemed to be no longer in force.

(3) The Minister shall forthwith serve on the licensee notice of a suspension of a licence effected pursuant to this section.

PART III

GAMING IN CASINOS

Categories of persons prohibited from gaming

17. (1) No person—

- (a) who is under eighteen years of age; or
- (b) who possesses, or has applied for a permit to engage in gainful occupation under the provisions of the Immigration Ordinance; or
- (c) who—
 - (i) is a “Belonger” within the meaning of the Immigration Ordinance; or
 - (ii) is ordinarily resident in, or is engaged in any business or profession or employed for gain in, the Islands; or
 - (iii) is in the public service of the Islands or otherwise in the employment of the Government; or
- (d) who is the husband or wife of any such person as is mentioned in paragraphs (b) or (c),

shall take part in gaming in any casino, and any such person who takes part in gaming as aforesaid commits an offence and is liable on summary conviction to a fine of \$500:

Provided that taking part in gaming as aforesaid by any person employed by a licensee to take part in the conduct of gaming shall not constitute an offence

under this section when so taking part in gaming is within the course of such employment.

(Amended by Ord. 7 of 1991)

(2) Where gaming such as is referred to in subsection (1) consists of a game which involves playing or staking against a bank, nothing in subsection (1) or in section 19 shall be deemed to prevent the holder of the licence concerned, or a person acting on his behalf, from holding the bank or having a share or interest in it.

Certain categories of Belongers etc allowed to gamble

18. (1) Notwithstanding the provisions of section 17, the following categories of persons may take part in gaming in a casino—

- (a) a Belonger, within the meaning of the Immigration Ordinance, who—
 - (i) is over twenty-one years of age; and
 - (ii) earns an annual income of not less than \$75,000;
- (b) a Permanent Residence Certificate holder in the investment category, within the meaning of the Immigration Ordinance as read with Schedule 2 to the Immigration Regulations;
- (c) a Residence Permit holder, within the meaning of the Immigration Ordinance as read with Schedule 3 to the Immigration Regulations;
- (d) a Permanent Residence Certificate holder, within the meaning of the Immigration Ordinance—
 - (i) whose certificate is endorsed with the right to work; and
 - (ii) who earns an annual income of not less than \$75,000;
- (e) a person holding a work permit who earns an annual income of not less than \$75,000.

(Inserted by Ord. 8 of 2007)

Minister may ban particular person from gaming

19. (1) In any case in which the Minister, after such enquiry as he considers necessary, is satisfied that the presence of any particular person on the premises of any casino would be undesirable in the public interest, he may by order declare that person to be a prohibited gambler and no appeal shall lie from the making of such an order:

Provided that before making any such order he shall give the person concerned an opportunity to show cause why such order should not be made.

(2) Any person who—

- (a) enters the premises of any casino after he has been declared a prohibited gambler under subsection (1); or

- (b) being a licensee or manager of a casino, knowingly permits a person so declared to be a prohibited gambler to enter or remain on the premises of that casino,

commits an offence and is liable on summary conviction to a fine of \$1,000.

Participation in gaming restricted to persons on the premises at the time

20. (1) Subject to the provisions of subsection (2) of section 17, no person shall participate in gaming conducted on the premises of any casino—

- (a) if he is not present on the premises at the time when the gaming takes place there; or
- (b) on behalf of another person who is not present on the premises at the time,

and any person who takes part in gaming contrary to the provisions of this subsection commits an offence and is liable on summary conviction to a fine of \$500.

(2) For the purposes of this section a person participates in the gaming if—

- (a) he takes part in gaming as a player; or
- (b) where the game involves playing or staking against a bank, he holds the bank or has a share or interest in it.

Prohibition of winnings in excess of aggregate stakes

21. (1) No gaming in any casino shall take place in circumstances where the aggregate amount or value of the winnings in respect of any one game exceeds the following amount or value—

- (a) where the game involves playing or staking against a bank, the aggregate amount which, in accordance with the rules of the game, the bank is required to pay to players as winnings in respect of that game; or
- (b) in any other case, the aggregate amount or value of the stakes put down by players and lost in playing that game.

(2) Subsection (1) shall not apply to any competitions or special events which may be approved by the Minister in writing. (*Inserted by Ord. 8 of 1990*)

PART IV

JUNKETS

Interpretation

22. (1) In this Part—

“accredited”, in relation to a junket representative, means a junket representative who is entitled, under the law of the State of Nevada or New Jersey in the United States of America or the law of the Commonwealth of the Bahamas, to carry on business as a junket representative;

“complimentary service” means any of the services set out in the Table to this definition, if those services are provided free or at a reduced cost—

Table

Transport	Food
Lodging	Entertainment;

“junket” means any arrangement the primary purpose of which is to induce any person or group of persons to visit the Islands in order to participate in gaming at a casino and pursuant to which any or all of the cost of transport, food, lodging or entertainment for that person or group of persons is paid, directly or indirectly, by the licensee of a casino or his servant or agent; and

“junket representative” means a person, whether resident in the Islands or not, who is in the business of organizing junkets, whether such business is his only business or not.

(2) In this Part, if the context so requires, a reference to a junket includes a reference to the person or group of persons who are visiting the Islands as participants in the junket.

Offence to organize junket except with junket representative

23. Any person, other than the licensee of a casino, who organizes a junket or causes a junket to be organized other than by entering into an arrangement with an accredited junket representative commits an offence against this Ordinance.

Casino licensee may organize a junket

24. A licensee of a casino who wishes to organize a junket himself, other than by entering into an arrangement with a junket representative, shall—

- (a) inform the Chief Inspector in writing that he intends to organize the junket and provide the Chief Inspector with such particulars relating to the organization thereof as the Chief Inspector may require;
- (b) without restricting the generality of paragraph (a), at least 5 clear days before the planned arrival of the junket in the Islands, provide the Chief Inspector with written particulars of—
 - (i) the origin of the junket;
 - (ii) the airline, flight number and time of arrival in the Islands of the junket;
 - (iii) the number of participants in the junket; and

- (iv) the date and time that the junket will be leaving the Islands;
and
- (c) within 24 hours after the arrival of the junket, provide the Chief Inspector in writing with the names and addresses of each participant in the junket and written particulars of the complimentary services that the participants are to be provided with.

Junket arrangements

25. Any person who wishes to enter into an arrangement with a junket representative for the purpose of organizing a junket shall—

- (a) inform the Chief Inspector in writing that he intends to enter into that arrangement for that purpose, provide the Chief Inspector with the name and address of the junket representative involved in writing and with written particulars of the accreditation of the junket representative;
- (b) at least 5 clear days before the planned arrival of the junket in the Islands, provide the Chief Inspector with written particulars of the matters set out in subparagraphs (i) to (iv) of section 24(b); and
- (c) within 24 hours after the arrival of the junket, provide the Chief Inspector with written particulars of the information referred to in section 24(c).

Offences

26. Any person who contravenes any of the provisions of sections 24 or 25 commits an offence against this Ordinance.

PART V

SUPPLEMENTARY

Approval of certain persons employed in connection with gaming

27. (1) No person shall in pursuance of any service agreement be employed on the premises of any casino in any capacity, or perform any function in relation to such capacity, to which this subsection applies unless a certificate has been issued by the Minister, and is for the time being in force, certifying that he has been approved by the Minister under this section for employment on those premises and in respect of the performance of such function in relation to such capacity.

(2) Subsection (1) applies to the employment of any person in any of the capacities and in respect of the performance of the functions in relation to such capacity specified in Schedule 2, on the premises of the casino concerned.

(3) The provisions of Part I of Schedule 3 shall have effect with respect to applications to the Minister for certificates of approval under this section and, with respect to the issue, refusal and revocation of such certificates and with respect to appeals against decisions given in relation to the refusal or revocation of any such certificates.

(4) An application made to the Minister for the issue or renewal of a certificate of approval and the making of an appeal against a decision by the Minister refusing such a certificate shall, in such circumstances and to such extent as is provided in Part II of Schedule 3, have effect for the purposes of this section as if it were a certificate of approval issued by the Minister under this section, and for the time being in force; but in the case of an appeal against a decision to revoke such a certificate the appellant shall be deemed to be suspended from acting in the capacity, and performing the functions in relation to such capacity, to which the certificate relates pending the determination of the appeal.

(5) In this section “service agreement” means any contract of service or apprenticeship or any other contract or arrangement for the rendering of services.

(6) Any person who, for the purpose of obtaining for himself or for any other person a certificate of approval under this section, or the renewal or the reinstatement, after it has been revoked, of such certificate—

- (a) makes any statement which he knows to be false in any material particular; or
- (b) recklessly makes any statement which is false in any material particular,

commits an offence and is liable on summary conviction to a fine of \$1,000.

Approval of certain persons working in other capacities in casinos

28. (1) No person shall be employed in any capacity to which this subsection applies unless a permit has been granted by the Minister, and is for the time being in force, stating that he has been approved by the Minister under this section for employment in such capacity.

(2) Subsection (1) applies to the employment of any person on the premises of a casino in any of the following capacities—

- (a) bartender;
- (b) cocktail or drink waiter or waitress;
- (c) host or hostess;
- (d) such other capacity as may be prescribed by the Minister by order.

(3) The provisions of Schedule 4 shall have effect with respect to applications to the Minister for permits under this section, and with respect to the issue, refusal and revocation of any such permit and with respect to appeals against decisions given in relation to the refusal or revocation of any such permit.

(4) Any person who, for the purpose of obtaining for himself or for any other person a permit under this section, or for the renewal or the reinstatement, after it has been revoked, of any such permit—

- (a) makes any statement which he knows to be false in any material particular; or
- (b) recklessly makes any statement which is false in any material particular,

commits an offence and is liable on summary conviction to a fine of \$1,000.

Applicants for certificates of approval or permits to provide fingerprints

29. (1) Any person making application for a certificate of approval, under section 27, or for a permit under section 28, shall before the issue of the certificate of approval or the permit, as the case may be, furnish the Minister with a full set of his fingerprints taken in accordance with the requirements of subsection (2).

(2) Fingerprints for the purposes of subsection (1) shall be taken under such arrangements as may be approved by the Minister, and certified in writing, by a person approved by the Minister, to be the fingerprints of the person in question.

(3) Where the fingerprints of any person have been furnished in accordance with the provisions of this section, copies and all records thereof shall be returned to that person—

- (a) if he is refused a certificate or permit (as the case may be), upon such refusal; or
- (b) if he is granted a certificate or permit, upon his ceasing to hold such certificate or permit.

Further powers to regulate licensed premises

30. (1) The Governor may make regulations requiring the holder of a licence in respect of any premises—

- (a) to display, in such manner and in such position on those premises as the Governor may direct, the rules according to which any gaming is to be conducted on the premises, either generally or in any particular circumstances;
- (b) to make, and to retain during such period as may be prescribed by such regulations, such records as may be so prescribed with respect to cheques given in exchange for cash or tokens to be used by players in gaming on those premises, and to provide such verification of those records as may be so prescribed.

(2) Without prejudice to any other provisions of this Ordinance, the Governor may make regulations imposing such prohibitions, restrictions or other requirements as may appear to the Governor to be requisite—

- (a) for securing that gaming in any casino is properly and fairly conducted; or
- (b) for preventing the use of any indirect means of doing anything which, if done directly, would be in contravention of any of the provisions of this Ordinance.

Offences in relation to the management of casinos

31. (1) Without prejudice to the powers conferred by sections 15 and 16 (relating respectively to the cancellation or suspension of a licence) and subject to subsection (2), if any of the conditions or restrictions imposed on the grant of a licence or any of the provisions of sections 17, 20 or 21, or of any regulations made under section 30, are contravened in relation to any casino, the licensee and any other person for the time being having the control or management thereof shall each commit an offence.

(2) Where a person is charged with an offence under subsection (1) it shall be a defence for him to prove—

- (a) that the contravention occurred without his knowledge; and
- (b) that he exercised all such care as was reasonable in the circumstances to secure that the provisions in question were not contravened.

(3) Any person who commits an offence under subsection (1) is liable on summary conviction to a fine of \$10,000 or to a term of imprisonment of one year, or to both such fine and imprisonment.

Appointment of Chief Inspector

32. (1) There shall be a Chief Inspector of Casinos, who shall be appointed by the Governor, whose office shall be a public office, and who shall be responsible, subject to the general control of the Permanent Secretary, Finance, for the management and administration of inspectors in the discharge of their duties and the exercise of their powers under this Ordinance.

(2) The Chief Inspector shall have the following functions and powers—

- (a) the conduct of any investigations or enquiries which may be necessary for the purposes of this Ordinance in relation to any application made or licence approved under this Ordinance;
- (b) the provision of advice to the Government on all matters relating to casinos;
- (c) such other functions or powers as may be assigned to him or conferred upon him by or under this or any other law.

(Inserted by Ord. 9 of 1990)

Appointment and powers of inspectors

33. (1) The Governor may, by writing, in such form as may be prescribed, appoint any public officer to be an inspector to carry out such duties and exercise such powers for ensuring compliance with the provisions of this Ordinance as

are conferred by this Ordinance or may be conferred by any regulations made under this Ordinance.

(2) Without prejudice to the provisions of subsection (1), an inspector, while on duty in that capacity and in relation to his duties under this Ordinance, shall have, exercise and enjoy all the powers, privileges and immunities and have the responsibilities of a police officer.

(3) Any inspector or any police officer may at any reasonable time enter any casino and inspect the premises and any machine or other equipment on the premises and any document which constitutes a record or account required to be made and retained for the purpose of this Ordinance.

(4) An inspector upon entering any casino and while on any premises in pursuance of the powers conferred by this section shall, if requested to do so, produce the document under which he was appointed.

(5) The person in charge of any casino entered by an inspector or a police officer pursuant to this section, shall give to such inspector or police officer all reasonable assistance within his power, and shall furnish him with any such information as he may reasonably require.

(6) If any licensee or other person for the time being having the control or management of any casino and any other person acting on behalf of or with the authority of the licensee—

- (a) fails without reasonable excuse to admit any inspector or police officer who demands admission to the premises of that casino in pursuance of this section; or
- (b) on being required by an inspector or police officer to do so, fails without reasonable excuse to permit him to inspect the premises or any machine or other equipment on the premises; or
- (c) on being required by an inspector or police officer to produce any such document as is mentioned in subsection (3), which is in his possession or under his control, fails without reasonable excuse to produce it as required; or
- (d) on being required by an inspector to provide any information relating to the premises or the conduct of gaming therein, which is reasonably required by the Minister for the purposes of this Ordinance, fails without reasonable excuse to furnish that information to the inspector; or
- (e) wilfully obstructs any inspector or police officer in the exercise of powers conferred by this Ordinance,

the licensee or other person concerned (as the case may be) commit an offence.

(7) If, on information on oath, the Magistrate or a Justice of the Peace is satisfied with respect to any premises that there are reasonable grounds for suspecting that an offence under this Ordinance has been, is being or is about to be committed on those premises, he may issue a warrant authorising any police officer or inspector to enter the premises, if necessary with force, at any time

within fourteen days after the date of issue of the warrant, and to search the premises.

(8) Any police officer or inspector who enters any premises under the authority of a warrant issued under subsection (7) may—

- (a) seize and remove any document, money or valuable thing, instrument, or other thing whatsoever, found on the premises, which he has reasonable cause to believe may be required as evidence for the purpose of proceedings in respect of an offence under this Ordinance; and
- (b) arrest and search any person found on the premises whom he has reasonable cause to believe to be committing or to have committed any such offence:

Provided that no female shall be searched except by a female.

(9) Any person who commits an offence under this section is liable on summary conviction to a fine of \$1,000 or to a term of imprisonment of six months.

PART VI

TAXATION

Basic tax

34. (1) In each and every year there shall be charged on and paid by the licensee of any casino, which is open for business at any time during that year, an annual tax based on the floor space of that casino as follows—

- (a) where the casino has floor space of 6,000 square feet or less, the tax shall be \$50,000 per annum;
- (b) where the casino has floor space of more than 6,000 but not more than 10,000 square feet the tax shall be \$75,000 per annum;
- (c) where the casino has floor space of more than 10,000 but not more than 15,000 square feet the tax shall be \$100,000 per annum;
- (d) where the casino has floor space of more than 15,000 but not more than 20,000 square feet the tax shall be \$150,000 per annum; and
- (e) where the casino has floor space of more than 20,000 square feet the tax shall be \$200,000 per annum.

(Amended by Ord. 6 of 1999)

(2) The tax specified in subsection (1) shall be referred to in this Ordinance as the basic tax. *(Inserted by Ord. 6 of 1999)*

(3) The rate of basic tax may be varied by Order prescribed by the Governor. *(Inserted by Ord. 6 of 1999)*

(4) The basic tax payable under subsection (1) shall be paid by the licensee in six equal monthly instalments, the first of which shall be due and payable on the 31st day of January in that year and the remainder each on the last day of each next succeeding month:

Provided that where any casino is first opened for business after the 31st day of January in any year, the basic tax payable in respect of that casino for that year shall be due and payable by the licensee in such manner, whether or not by monthly instalments, as the Minister may direct in writing:

Provided further that where any casino is first opened for business after the 30th day of June in any year, the amount of the basic tax payable in respect of that casino for that year may be reduced by such amount as may be determined by the Governor and shall be payable in such manner and at such time or times as the Minister may direct in writing.

Other taxation provisions

35. (1) In addition to the basic tax there shall be charged on and paid by the licensee of any casino, in respect of each year, or part thereof, in which the casino is open for business, a tax on the gross gaming yield, calculated as provided in section 2 and at the rates specified in subsection (3) of this section; and such taxes shall be computed and paid as hereafter provided by this Ordinance.

(Substituted by Ord. 8 of 1987 and Amended by Ord. 6 of 1999)

(2) In computing for any period the amount of the gross gaming yield, the value of any cheque, or the amount of any promise to pay money given to the licensee of the casino, or to his servant or agent, and the amount of any credit extended by the licensee or his servant or agent to any person taking part or intending to take part in any gaming, shall be taken into account as money received by the casino on the day on which such cheque or promise is given or such credit is provided.

(3) The taxes payable under the provisions of subsection (1) shall be computed in respect of each month in every year, and such computations shall be made at the rates set out in Schedule 1, and shall be due and payable by the licensee on or before the last day of the month next succeeding the month to which they relate.

(4) The licensee of any casino shall submit to the Minister, on or before the last day of every month in any year in which the casino is open for business a statement, in such form as the Minister may direct, setting out the total amount of the gross gaming yield on each day (or during such other period as the Minister may require) of the immediately preceding month, and the amount of such gross gaming yield for the preceding months of the same year and certifying that the amounts of the taxes, payable in respect thereof in accordance with the provisions of this Ordinance have been paid.

(Amended by Ord. 6 of 1999)

Assessment by the Minister

36. (1) Notwithstanding any other provision of this Ordinance, if the Minister has reason to believe that the amount of any tax payable under section 35 has

been incorrectly computed by a licensee, or if a licensee fails in any month to submit to the Minister a statement in conformity with subsection (4) of section 35, the Minister may assess the amount of such tax (if any) payable by the licensee as being such amount as in the circumstances appears to the Minister to be proper in view of the provisions of this Ordinance.

(2) When the amount of any tax has been assessed as provided by subsection (1), the Minister shall give notice in writing to the licensee stating the amount so assessed, and such amount of tax shall be due and payable by the licensee within such period next following the date of such notice as the Minister may direct in the notice:

Provided that a licensee may appeal against such assessment to the Supreme Court, within thirty days of the date of such notice, and

- (a) pending the determination of the appeal the licensee shall not be liable to pay the amount of the tax so assessed; and
- (b) upon the determination of the appeal the licensee shall be liable to pay such amount of tax within such time as the court may order, as being due and payable under section 35, in lieu of the amount assessed by the Minister.

(3) The Judge may by rules of court provide for the procedure to be used in appeals made under this section; and until any such rules are made, any appeal shall be made in accordance with such procedure as the Judge may direct in any particular case.

Returns, inspections, etc

37. (1) The licensee of any casino shall submit to the Minister such statements in such form and at such times as the Minister may direct, relating to the amount of gross gaming yield received during any period and to the financial transactions between the licensee and the persons taking part in the gaming, including particulars of cheques and promises to pay given by, or credit extended to, such persons.

(2) Without prejudice to subsection (1), the licensee of any casino shall, within sixty days (or such longer period as the Minister may allow in any particular case) next following the 31st day of December in each year in which the casino is opened for business, submit to the Minister, a statement showing the amount of gross gaming yield received during each month of that year, together with a certificate by a chartered accountant, or person with other equivalent professional qualification in accountancy, approved by the Minister, certifying that any gross gaming yield tax payable in respect thereof has been correctly computed and paid.

(3) The licensee of any casino shall ensure that all accounts, books, documents and records of that casino are at all times kept within the Islands and permit any inspector, or other person authorised in that behalf in writing by the Minister, at any reasonable time to enter the casino—

- (a) to inspect and take extracts from or copies of any book, document or other record relating to the accounts of the casino or the financial transactions between the licensee and persons gaming in

the casino, including credit arrangements, promises to pay and cheques issued:

Provided that if any such books, documents or records are kept by the licensee on any premises other than the premises of the casino, the licensee shall afford the same facilities for inspection on those other premises;

- (b) to be present at and supervise the count, at the close of business of the casino on any day, of the money received by the casino in gaming during that day; and
- (c) to be present at and supervise the calculation of the amount of gross gaming yield received on any day. (*Amended by Ord. 6 of 1999*)

Offences affecting tax assessment, etc

38. (1) Any licensee and his servant or agent who—

- (a) knowingly makes any false entry in any statement or return required to be submitted to the Minister under the provisions of this Part; or
- (b) knowingly makes any false entry in any account relating to the casino,

with the intention that the same shall be taken to be true, commit an offence and shall be liable on summary conviction, in the case of an individual, to a fine of \$5,000 or to a term of imprisonment of two years, or, in the case of an offence committed by a body corporate, to a fine of \$50,000.

(2) Any person who obstructs any person in the execution of the powers and duties conferred upon him by subsection (3) of section 37 commits an offence and is liable on summary conviction to a fine of \$1,000 or to a term of imprisonment of six months.

(3) Where the servant or agent of the licensee commits an offence under this section, the licensee or, where the licensee is a body corporate, any director or principal officer of that body corporate shall be deemed to have aided and abetted the commission of the offence unless he establishes to the satisfaction of the court that the offence was committed without his knowledge and that he could not reasonably be expected to know that the offence was being committed.

Additional tax in cases of late payment

39. Where any amount due and payable by the licensee of a casino in respect of tax or any part thereof under sections 34 or 35 remains unpaid for a period of more than twenty-one days after the day on which such amount or part thereof becomes due and payable under those sections, the licensee shall also be liable to pay, by way of additional tax, a sum equal to twenty *per centum* of such amount or part thereof. (*Inserted by Ord. 8 of 1990*)

Taxes to be paid to the Permanent Secretary, Finance

40. Any amount of tax due and payable under sections 34 or 35 shall be paid to and collected by the Permanent Secretary, Finance for the general revenue of the Islands:

Provided that the Governor may waive the payment of the whole or any part of any such tax payable in respect of the first five years of the operation of any casino if he is satisfied that there are sufficient reasons for so doing in any particular case. (*Amended by Ord. 8 of 2007*)

Recovery of unpaid tax

41. (1) Any amount due and payable in respect of tax, or any part thereof, remaining unpaid may be sued for and recovered by the Permanent Secretary, Finance in the Magistrate's Court.

(2) When any person is adjudged to pay any amount of tax in any proceedings brought in pursuance of subsection (1), the court shall order such person to pay in addition to the amount of the tax due and the cost of the suit, a penalty calculated at the rate of ten *per centum* of the amount of tax unpaid and adjudged to be payable in such proceedings, and an additional sum in respect of interest on the amount of tax so adjudged to be payable, calculated at the rate of one *per centum* per month from the date when the tax first became payable.

PART VII**MISCELLANEOUS****Fees and taxes**

42. (1) The fees specified in paragraph 1 of Schedule 1 shall be payable to the Permanent Secretary, Finance in respect of the matters to which they respectively relate; and the rates of tax specified in paragraph 2 of the said Schedule shall apply for the purpose of computation of taxes payable under section 35. (*Amended by Ord. 6 of 1999*)

(2) The Governor may, from time to time, by order amend Schedule 1 in respect of the fees and rates of tax (or any of them) specified therein.

Financial provisions

43. All expenses incurred by the Minister in respect of the discharge of his functions under this Ordinance shall be defrayed out of moneys appropriated for the purpose by the House of Assembly.

Liability of lessees, tenants, etc

44. The keeping of any premises by the lessee, tenant or occupier thereof, or by any person for whose acts the lessee, tenant or occupier is responsible, for the conduct of gaming in such circumstances that such gaming is unlawful under the provisions of this Ordinance, shall entitle the owner or lessor of such premises,

as the case may be, to terminate the lease, tenancy or agreement under which the premises are held.

Offences by bodies corporate

45. Without prejudice to any other provisions of this Ordinance, where an offence, under this Ordinance, is committed by a body corporate and is proved to have been committed with the consent or connivance of, or to be attributable to any neglect on the part of, any director, manager, secretary or similar officer (by whatever name called) of the body corporate, or by any person purporting to act in any such capacity, he as well as the body corporate commit that offence and shall be liable to be proceeded against and punished accordingly.

Unlawful gaming

46. Any person who takes part, in any capacity, in any gaming which is unlawful under the provisions of this Ordinance commits an offence and is liable on summary conviction to a fine of \$500 or to a term of imprisonment of six months.

Unlawful possession of instruments for gaming

47. (1) Any person who, without lawful excuse (the proof whereof shall lie on him) has in his possession any instrument designed or adapted for gaming commits an offence and is liable on summary conviction—

- (a) in the case of a first conviction, to a fine of \$3,000 or to a term of imprisonment of two years, or to both such fine and imprisonment;
- (b) in the case of a second or subsequent conviction for the same offence to a fine of \$3,000 and shall be sentenced to a term of imprisonment of not less than six months and not more than two years.

(2) Proceedings under this section shall not be instituted except by or with the consent of the Director of Public Prosecutions. (*Amended by Ord. 7 of 2013*)

Forfeiture

48. The court before which any person is convicted of an offence under sections 46 or 47 may order that anything produced to the court, and shown to the satisfaction of the court to relate to the offence, be forfeited and either destroyed or dealt with in such other manner as the court may direct.

Penalties for certain other offences

49. Any person who commits an offence under this Ordinance, or any Regulations made thereunder, for which no specific penalty is provided, shall be liable on summary conviction to a fine of \$1,000 and in default of payment thereof to a term of imprisonment of six months.

Service of documents

50. Any notice or other document required under this Ordinance to be given or sent to any person, if not required by this Ordinance to be served by registered post, may be given or sent—

- (a) by delivering it to him; or
- (b) by sending it by post to him at his usual or last known place of residence or business; or
- (c) in the case of a body corporate, by delivering it to the secretary or clerk of that body at its registered or principal office, or by sending it to the secretary of that body at that office.

Regulations

51. (1) Without prejudice to any other provisions of this Ordinance, the Governor may make regulations for carrying into effect the provisions of this Ordinance and for prescribing anything required to be prescribed for the purposes thereof.

(2) Without derogation from the generality of the power conferred by subsection (1), the Governor may make regulations—

- (a) providing for the cards, chips, tokens or other articles to be used in gaming, and for their inspection by the Minister or an inspector;
- (b) prescribing the records to be kept by licensees;
- (c) prescribing the accounts to be kept by licensees and the requirements for the audit of such accounts;
- (d) providing for the supply to the Minister of information regarding the operation of casinos and the activities of any person upon the premises thereof;
- (e) with respect to the activities and functions of inspectors;
- (f) prescribing maximum stakes which may be permitted in any gaming in a casino;
- (g) for verifying and checking the amount of gross gaming yield and of profits made from the operation of gaming machines in any casino on any day or during any period;
- (h) prescribing the conditions and rules in accordance with which any game is to be played in any casino, either generally or in any particular circumstances;
- (i) for the restriction and control of access to any casino, either by persons generally or by persons who are prohibited from gaming under the provisions of sections 17 or 19;
- (j) regulating and controlling the importation into the Islands of gaming machines and other equipment suitable for use or adaptation for gaming.

Restriction on application of certain provisions of the law

52. Notwithstanding any other law for the time being in force, it shall not be an offence for any person to be concerned in keeping any house or place for the purpose of gambling, or to be found in any such house or place, if that house or place is a casino and the gambling is conducted, or such person is present, in conformity with the requirements of this Ordinance.

Certain dealings protected

53. (1) Nothing in any statute relating to gaming which is for the time being in force in the Islands, or in any principle of the common law shall affect the validity of, or any remedy in respect of—

- (a) any cheque or marker lawfully accepted by the licensee of a casino in exchange for cash or tokens to be used by a player in gaming to which this Ordinance applies; or
- (b) any agreement or document evidencing such agreement, in accordance with which the licensee of a casino supplies a player with cash or tokens on credit to be used by the player in gaming to which this Ordinance applies.

(2) In this section, “licensee of a casino” includes any servant or agent of such licensee.

(Inserted by Ord. 8 of 1990)

SCHEDULE 1*(Sections 34, 35 and 42)***FEES AND TAXES**

1. The following fees shall be payable to the Permanent Secretary, Finance in respect of the matters stated—
 - (a) for the issue of a licence to operate a casino \$2,500
 - (b) for the issue or renewal of a certificate of approval under section 27 and Schedule 3 \$150
 - (c) for the issue or renewal of a permit under section. 28 and Schedule 4 \$100

2. The rate applicable for the computation of gross gaming yield tax under section 34(1)(a) shall be —

- (a) on the gross gaming yield of the first amount of more than \$1,000 but not more than \$500,000.....5%
- (b) on the gross gaming yield of the next amount of more than \$500,000 but not more than \$1,000,000.....10%
- (c) on the gross gaming yield of the next amount of more than \$1,000,000 but not more than \$1,500,000.....15%
- (d) on the gross gaming yield of the next amount of more than \$1,500,000.....20%

(Substituted by Ord. 9 of 2011)

SCHEDULE 2

(Section 27(2))

CAPACITIES AND FUNCTIONS IN RESPECT OF WHICH A CERTIFICATE OF APPROVAL IS REQUIRED

- (a) Chief Accountant – that is to say, a person who is responsible for all accounting controls, and the supervision of the cash cage;
- (b) Assistant Casino Manager – that is to say, a person who watches the gaming and the performance of cashiers, dealers, inspectors and supervisors in the course of their duties, and who may perform the functions of the Casino Manager in his absence;
- (c) Cashier – that is to say, a person who is responsible to the Chief Accountant and who may issue, receive and record cash, cheques, markers, IOUs, chips, tokens or any apparatus used in the gaming, provided that he performs his duties only in the cashier's office;
- (d) Casino Manager – that is to say, the person who is in the actual and effective control of all gaming activities;
- (e) Change Booth Operator – that is to say, a person who issues, receives, transmits, exchanges or records cash, chips or tokens used in the gaming, provided that such person shall perform his duties only in the money-change booth where he is on duty;
- (f) Change Girl – that is to say, a person who issues, receives, transmits, exchanges and records cash, chips and tokens used in the gaming on any gaming machines, provided that such person shall in the performance of her duties only be directly concerned with players at the gaming machines;
- (g) Dealer – that is to say, a person who takes part in the gaming as a player, handles apparatus, cards, tokens and other articles used in the gaming at the gaming tables and who may receive cash and issue chips and tokens used in the gaming at the gaming tables where he is on duty;
- (h) Head of Security – that is to say, a person who watches the gaming and the performance by any person pursuing any service agreement of any functions which such person is permitted to perform. Such person may perform such other duties as are specified in the written security instructions issued by the licensee and notified to the Minister;
- (i) Inspector – that is to say, a person who on behalf of the licensee watches the gaming and the performance of dealers in the course of their duties;
- (j) Office Manager/Credit Manager – that is to say, the person who is responsible for the verification of credit references, the establishment of credit limits and the maintenance, review and update of credit lines;
- (k) Security Officer – that is to say, a person who watches the gaming and the performance by any person pursuing any service agreement of any functions which such person is permitted to perform and who may record the details of, and transmit cash, cheques, markers, IOUs, chips and tokens used in the gaming. Such person

may also perform such other duties as are specified in the written security instructions issued by the licensee and notified to the Minister;

- (l) Slots Manager – that is to say, the person who is in actual and effective control of all persons pursuing any service agreement and of any functions which such person is permitted to perform in connection with the gaming machine area;
 - (m) Slots Mechanic – that is to say, a person who services or maintains or repairs slot machines;
 - (n) Supervisor – that is to say, a person who watches the gaming and the performance of dealers and inspectors in the course of their duties and who may record the details of, and transmit between the cashier's office and the gaming tables cheques, markers, IOUs, chips and tokens used in the gaming.
-

SCHEDULE 3

(Sections 27(3) and (4))

ISSUE, RENEWAL AND REVOCATION OF CERTIFICATES OF APPROVAL

PART I

1. (1) Any person may apply to the Minister for the issue to him or the renewal of a certificate, under section 27, certifying that, in relation to premises specified in the certificate, he has been approved by the Minister for employment in relation to the business of gaming on those premises in a capacity and in respect of the performance of the functions relating to such capacity to which subsection (1) of that section applies, as are specified in the certificate.

(2) Any such application shall specify the premises and the capacity in respect of which the certificate is required.

2. (1) In determining whether to issue or renew a certificate on any such application the Minister shall have regard only to the question whether, in relation to the premises specified in the application, the applicant is a fit and proper person to act in the capacity specified and to perform the functions relating to that capacity.

(2) Notwithstanding any other provision of this Schedule, the Minister shall not issue or renew any certificate of approval except upon payment by the applicant of the fee payable in respect thereof specified in Schedule 1.

3. Subject to the provisions of this Schedule, any such certificate issued by the Minister, if not renewed (or again renewed, as the case may be) shall cease to be in force after the 31st day of December next following the date of issue or renewal.

4. Subject to the provisions of this Schedule the Minister, after such enquiry as he may consider necessary, may at any time revoke any such certificate if it appears to him that, in relation to the premises specified in the certificate, the person to whom the certificate relates is not a fit and proper person to act in the capacity specified therein and to perform the functions relating to such capacity.

5. Where the Minister proposes to revoke any such certificate, he shall serve a notice on the person to whom it relates stating that (subject to any appeal against revocation) the certificate is to be revoked as from the end of the period of twenty-one days after the date of service of the notice and, subject to the following provisions of this Schedule, the revocation shall take effect at the end of that period. Where a certificate has been revoked the Minister shall also serve on the licensee of the premises specified in the certificate notice of the revocation of the certificate.

6. (1) Where on an application made under this Schedule the Minister refuses to issue or renew a certificate, the applicant, by notice in writing to the Minister, may appeal to the Governor against the decision of the Minister.

(2) Where the Minister serves a notice on any person under paragraph 5 of this Schedule that person, by notice in writing to the Minister, may appeal to the Governor against the decision of the Minister to revoke the certificate.

7. Upon receipt of a notice of appeal under the provisions of paragraph 6, the Minister shall refer the case to the Governor, who shall appoint such person as may

appear to him to be fit and proper to enquire into the case and, after giving the appellant and the Minister an opportunity to submit to him in writing representations in respect of the matter, to report to the Governor with such recommendation as appears to him to be proper. The Governor in determining the appeal shall take into account the representations made in the appeal and the report and recommendation made by the person so appointed to enquire into the case.

PART II

8. (1) Where a person applies to the Minister for a certificate under section 27 and at the time of the application a certificate issued by the Minister in respect of the applicant (whether in relation to the same premises or not) is in force, the application shall, until it is determined by the Minister, have the same effect for the purposes of that section as if it were a certificate issued by the Minister, and for the time being in force, certifying that, in relation to the premises specified in the application he has been approved by the Minister for acting in the capacity specified in the application and for performing the functions relating to such capacity.

(2) Where an application has effect as mentioned in subparagraph (1) of this paragraph, and the Minister refuses to issue a certificate on that application, and the applicant appeals against the decision of the Minister, in accordance with the provisions of subparagraph (1) of paragraph 6, the application shall continue to have effect as in subparagraph (1) until the appeal is determined by the Governor.

(3) Where a notice of appeal against the revocation of a certificate is served under the provisions of subparagraph (2) of paragraph 6, the person serving the notice of appeal shall be deemed to be suspended from acting in the capacity and performing the functions in relation to such capacity to which the certificate relates, until the appeal is determined by the Governor.

SCHEDULE 4

(Section 28(4))

ISSUE, RENEWAL AND REVOCATION OF PERMITS

1. Any person may apply to the Minister, for the issue to him or the renewal of a permit, under the provisions of section 28, stating that, in relation to the premises specified therein, he has been approved by the Minister for employment on those premises in the capacity specified in the permit.

2. Any such application shall specify the premises and the capacity, such as is mentioned in subsection (2) of section 28, in respect of which the permit is required.

3. In determining whether to issue or renew a permit on any such application, the Minister shall have regard only to the question whether, in relation to the premises specified in the application, the applicant is a fit and proper person to be employed in the capacity to which the application relates.

4. Notwithstanding any other provisions of this Schedule the Minister shall not issue or renew any permit except upon payment by the applicant of the fee payable in respect thereof specified in Schedule 1.

5. The Minister, after such enquiry as he may consider necessary, may at any time revoke any such permit if it appears to him that, in relation to the premises specified in the permit, the person to whom the permit relates is not a fit and proper person to be employed in the capacity specified therein.

6. Where the Minister proposes to revoke any such permit, he shall serve a notice on the person to whom it relates stating that (subject to any appeal against revocation) the permit is to be revoked as from the end of the period of twenty-one days after the date of service of the notice, and subject to the decision on any such appeal, the revocation shall take effect at the end of that period. Where a permit has been revoked, the Minister shall also serve on the licensee of the premises specified in the permit notice of the revocation of the permit.

7. The provisions of paragraphs 6 and 7 of Schedule 3, relating to appeals against decisions of the Minister in respect of the refusal to issue or renew, or for the revocation of, a certificate of approval, shall apply *mutatis mutandis* to appeals against the like decisions made in respect of permits under this Schedule:

Provided that where an appeal is made against a decision to revoke a permit, the person serving the notice of appeal shall be deemed to be suspended from working in the capacity and on the premises to which the permit relates until the determination of the appeal.

CASINOS (CONDITIONS FOR GAMING) REGULATIONS

– SECTION 30

(Legal Notices 25/1990, 24/1994 and 27/2006)

Commencement

[25 June 1990]

Short title

1. These Regulations may be cited as the Casinos (Conditions for Gaming) Regulations.

Interpretation

2. In these Regulations—

“game” means a game of chance to which these Regulations apply;

“Inspector” has the meaning assigned to it by Schedule 2 to the Ordinance; and

“Supervisor” has the meaning assigned to it by Schedule 2 to the Ordinance.

Permitted games and rules of play

3. (1) These Regulations shall apply to the following games, that is to say—

- (a) American Roulette;
- (b) Blackjack;
- (c) Baccarat (otherwise known as Punto Banco);
- (d) Craps;
- (e) Big Six Wheel;
- (f) Card Room Games of equal chance in an area set aside for the purpose.

(2) The playing of any game in a casino, other than by means of a gaming machine, shall be unlawful unless it consists of the playing of that game in accordance with the conditions and rules specified in relation to that game in the Schedule to these Regulations.

Chips to be used for staking

4. (1) Subject to subregulation (2), except in the case of gaming by use of gaming machines, gaming chips shall be used for the purpose of wagering or staking by persons taking part in gaming in a casino and the use of money, or money’s worth other than chips in prescribed form, is prohibited.

(2) Notwithstanding subregulation (1), in playing American Roulette it shall be lawful to use chips without the value thereof being indicated thereon (known as “non-value chips”) for wagering in conformity with the provisions of the Rules for that game set out in Part I of the Schedule to these Regulations.

Location etc of gaming tables; minimum and maximum wagers

5. (1) A licensee of a casino shall—

- (a) submit to the Minister for his review and approval a plan showing the location, number and nature of each gaming table in the casino; and
- (b) if any alteration is made to the location, number or nature of each such gaming table, submit to the Minister a plan showing the alteration made.

(2) A licensee of a casino shall—

- (a) submit to the Minister for his review and approval the minimum and maximum wagers he intends to permit in respect of each game permitted in the casino; and
- (b) if he intends to increase such minimum and maximum wagers, submit to the Minister for his review and approval any such intended increase.

(3) A licensee of a casino shall conspicuously display at or on each gaming table in the casino the minimum and maximum wagers permitted at that table.

Inspector or Supervisor to be present

6. (1) A licensee of a casino shall ensure that an Inspector or Supervisor is present at any gaming table where gaming is in progress.

(2) The Inspector or Supervisor mentioned in subregulation (1) shall be responsible for—

- (a) ensuring that gaming is conducted in accordance with the Regulations; and
- (b) in the case of Blackjack, deciding who shall control the box where there is more than one wager and neither player is seated.

(3) In any dispute at any gaming table, the decision of the Inspector or Supervisor present at that table shall be final.

Regulations to be displayed in casino

7. A copy of these Regulations shall be displayed in a prominent position immediately inside the entrance to any casino.

Offences

8. A licensee of a casino who contravenes subregulations 5, 6(1) or 7 commits an offence.

SCHEDULE

ARRANGEMENT OF PARTS

PART

- I American Roulette
- II Blackjack
- III Baccarat (Punto Banco)
- IV Craps
- V Big Six Wheel

PART I

RULES FOR AMERICAN ROULETTE

The Table and Wheel

1. The game shall be played with a single ball, a roulette wheel and table.
2. The table shall be of the American type with a cloth marked in a manner similar to that shown in diagram 1 at the end of this Part. The chances shall have the colour assigned to them as follows—
 - Green – Zero and double zero.
 - Red – 1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36 and even chance red.
 - Black – 2, 4, 6, 8, 10, 11, 13, 15, 17, 20, 22, 24, 26, 28, 29, 31, 33, 35 and even chance black.
3. The wheel shall have 38 equal compartments each of which shall be numbered as in diagram 2 at the end of this Part and in the same order. The zero and double zero shall be diametrically opposed to each other. The numbered compartments shall have the colours allocated to them by rule 2.
4. The ball shall be either of ivory or be of a non-ferrous composition and shall be spun in the opposite direction to the rotation of the wheel.

The Bank

5. Any wager in relation to the game shall be made with the banker and the bank shall be held by the holder of the licence under the Casinos Ordinance or by a person acting on his behalf in pursuance of a contract of service between the holder of the licence and that person.
6. No person other than the holder of the licence shall have any share or interest in the bank.
7. (1) Wagers shall be represented by non-value chips (i.e. chips without value indicated by denomination, colour or other markings), or value chips (i.e. chips with value indicated by denomination, colour or other markings). The non-value chips of a set shall each bear the same distinguishing emblem or mark to differentiate them from the non-value chips in use at other tables. Each set of non-value chips shall be sub-divided

into various colours and a player shall be allocated non-value chips all of one colour. The non-value chips used at any table shall be allocated a common denomination of value which shall be the minimum stake at the table.

(2) Before a player is allocated a colour for his non-value chips, he may elect that his non-value chips shall have greater value than the minimum stake for the table. Where he so elects—

- (a) he shall nominate the value;
- (b) the colours and the value shall be displayed at the table; and
- (c) he shall exchange any non-value chips which he has already bought for value chips and re-purchase his non-value chips at the new value.

(3) If, during the course of play, a player elects to change the value of the non-value chips allocated to him, he shall exchange his non-value chips for value chips and then re-purchase his non-value chips at the new value.

8. Before leaving a table a player shall cash his non-value chips for value chips (i.e. chips having a value indicated by colour or denomination).

9. Before the beginning of play each wager at a table shall be allocated a minimum and a maximum amount that will be accepted in respect of that wager. A wager shall not be refused without good and sufficient cause.

10. The ways in which a wager may be placed on a single number or combination of numbers are given in diagrams 3 and 4 at the end of this Part.

11. Any wager in relation to the game shall be payable, if won, at the appropriate odds indicated below, and shall be a wager that the score in the game will be—

Wager	Odds
(a) one specific number (“straight”)	35:1
(b) one of two specific numbers (“split”)	17:1
(c) one of three specific numbers (“street”)	11:1
(d) one of four specific numbers (“square”)	8:1
(e) one of five specific numbers (“five line”)	6:1
(f) one of six specific numbers (“six line”)	5:1
(g) one of twelve specific numbers (“column” or “dozen”)	2:1
(h) One of eighteen specific numbers (“Low” (1-18); “High” (19-36); “Black”; “Red”; “Odd” or “Even”)	1:1

The wagers at (f) to (h) inclusive do not include the zero or double zero.

12. The signs 0 and 00 win for the bank all wagers except those placed on either of those signs or a combination of them.

13. No wagers may be placed, changed or withdrawn after “No more bets” has been announced. A winning wager may be withdrawn before the next spin.

14. Wagers orally declared shall be accepted only if accompanied by value chips, non-value chips or cash provided that they are confirmed orally by the dealer or

inspector and that such cash is expeditiously converted into value chips or non-value chips in accordance with table procedures.

15. Each player shall be responsible for the positioning of his wager, or wagers, on the table whether or not he is assisted by the dealer. The player must ensure that any instructions he gives are correctly carried out. Wagers shall be settled strictly in accordance with the position of chips when the ball falls to rest in a compartment in the wheel.

16. The maximum and minimum wagers permitted shall be shown on a notice at the table. Partnerships with a view to exceeding the maximum stakes shall not be permitted.

Inspection

17. An Inspector shall be present while the game is in progress. He shall be responsible for the conduct of the game in accordance with the rules. In the event of any dispute his decision shall be final.

Irregularities

18. 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 from the wheel prior to its coming to rest in one of the compartments.

19. If the roulette ball does not complete four revolutions around the track of the wheel the dealer shall announce “No Spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

20. 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 ball from the wheel prior to its coming to rest in one of the compartments.

SCHEDULE

PART I

DIAGRAM 1

TABLEAU

		0		00	
1-18	1st 12	1	2	3	
		4	5	6	
EVEN		7	8	9	
		10	11	12	
RED	2nd 12	13	14	15	
		16	17	18	
BLACK		19	20	21	
		22	23	24	
ODD	3rd 12	25	26	27	
		28	29	30	
19-36		31	32	33	
		34	35	36	

COLOURS



GREEN

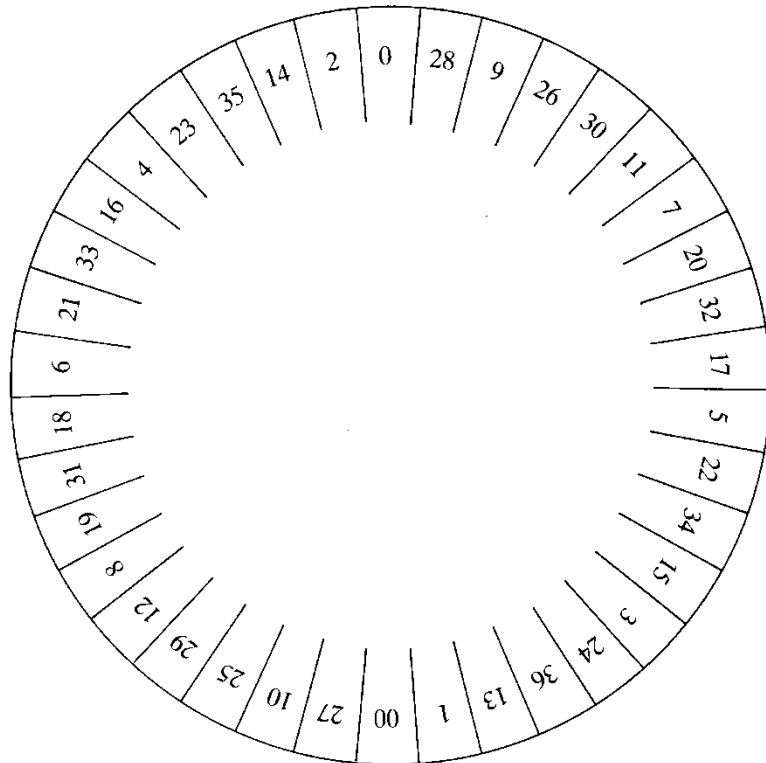


BLACK

SCHEDULE

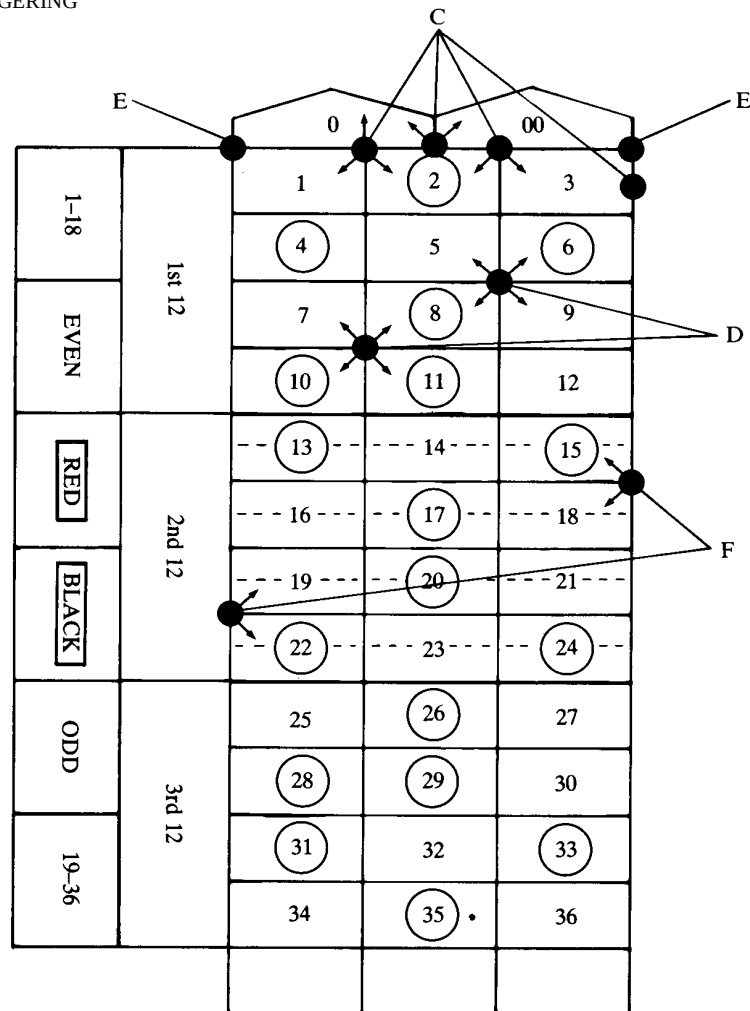
PART I

DIAGRAM 2



SCHEDULE
PART I
DIAGRAM 3

WAYS OF WAGERING



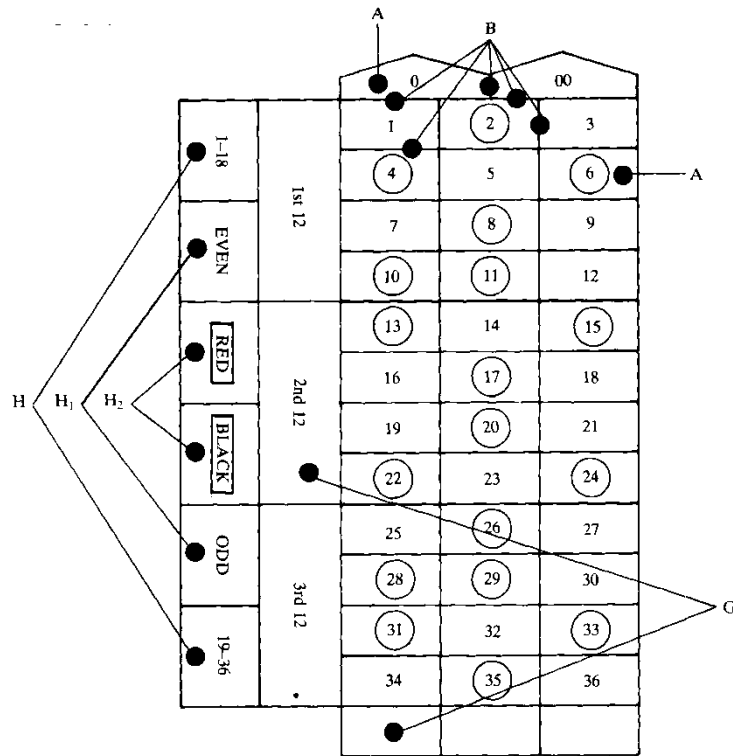
- DENOTES NONVALUE CHIP
- C – STREET
- D – SQUARE
- E – FIVE LINE
- F – SIX LINE

SCHEDULE

PART I

DIAGRAM 4

WAYS OF WAGERING



● DENOTES NONVALUE CHIP

A – STRAIGHT

B – SPLIT

G – COLUMN OF DOZEN

H – HIGH OR LOW

H₁ – ODD OR EVEN

H₂ – RED OR BLACK

PART II

RULES FOR BLACKJACK

Interpretation

1. The following terms shall have the following definitions unless the context in which they are used clearly indicates otherwise—

- (a) “Blackjack” shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs;
- (b) “Dealer” shall mean the person responsible for dealing the cards at a Blackjack table;
- (c) “Hard Total” shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value;
- (d) “Soft Total” shall mean the total point count of a hand containing an ace when the ace is counted as 11 in value.

The Bank

2. No person other than the holder of the licence under the Casinos Ordinance shall have any share or interest in the Bank, which shall be held by him or a person acting in pursuance of a service agreement on his behalf.

Cards: Number of Decks: Value of Cards

- 3.
- (a) Blackjack shall be played with at least four decks of cards with backs of the same colour and design and two additional coloured cutting cards.
 - (b) The value of the cards contained in each deck shall be as follows—
 - (i) any card from 2 to 10 shall have its face value;
 - (ii) any Jack, Queen or King shall have a value of ten;
 - (iii) an Ace shall have a value of eleven unless that would give a player or the dealer a score in excess of 21, in which case, it shall have a value of 1.

Wagers

4. (1) Prior to the first card being dealt for each round of play, each player at the game of Blackjack shall make a wager against the dealer which shall win if—

- (a) the score of the player is 21 or less and the score of the dealer is in excess of 21;
- (b) the score of the player exceeds that of the dealer without either exceeding 21; or

- (c) the player has achieved a score of 21 in two cards and the dealer has achieved a score of 21 in more than two cards.

Except as otherwise provided in (c) above, a wager made in accordance with this Rule shall be void when the score of the player is the same as the dealer.

- (2) (a) Except as otherwise provided in these Rules no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.
- (b) All wagers at Blackjack shall be made by placing gaming chips or plaques on the appropriate areas of the Blackjack layout except that oral wagers accompanied by cash or authorised cash equivalents may be accepted provided that they are confirmed by the Dealer and Casino Supervisor, and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques, in accordance with table procedures.
- (c) All winning wagers made in accordance with this Rule shall be paid at odds of 1 to 1 with the exception of Blackjack which shall be paid at odds of 3 to 2.
- (d) Once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these Rules.
- (e) Once a wager on the insurance line, a wager to double down or a wager to split pairs has been made and confirmed by the Dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these Rules.
- (f) No dealer or other casino employee shall permit any player to engage in conduct in breach of paragraphs (d) or (e).

Opening of Table for Gaming

5. (a) After receiving the four or more decks of cards at the table, the dealer shall sort and inspect the cards after which a casino supervisor shall also inspect the cards.
- (b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.
- (c) After the first player (or players) is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or a “chemmy shuffle” of the cards and stacked.

Shuffle and Cut of the Cards

6. (a) Immediately prior to commencement of play and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed.
- (b) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him, to the players to be cut.
- (c) The player designated by sub-rule (e) shall cut the cards by placing the cutting card in the stack at least ten (10) cards in from either end.
- (d) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack after which the dealer shall insert the cutting card in a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.
- (e) The player to cut the cards shall be—
- (i) the first player to the table if the game is just beginning;
 - (ii) the player on whose box the cutting card appeared during the last round of play;
 - (iii) the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.
- (f) If the player designated in sub-rule (e) refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the Inspector for that table shall cut the cards.
- (g) A reshuffle of the cards in the shoe shall only take place after the cutting card is reached in the shoe as provided for in sub-rule (d) except that a reshuffle may be authorised for security reasons by a Pit Boss or someone senior to him in the casino management after consultation with the Government Inspector on duty at the time.

Procedure for Dealing of Cards

7. (a) All cards used to game at Blackjack shall be dealt from a dealing shoe specifically designed for such purposes and located on the table to the left of the dealer.
- (b) Each dealer shall remove cards from the shoe with his left hand, turn them face upwards, and then place them on the appropriate area of the layout with his right hand.
- (c) After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom and place it in the discard rack which shall be located on the table immediately in front of or to the right of the dealer.

- (d) At the commencement of each round of play, the dealer shall, starting on his left and continuing clockwise around the table, deal the cards in the following order—
 - (i) one card face upwards to each box on the layout in which a wager is contained;
 - (ii) one card face upwards to himself;
 - (iii) a second card face upwards to each box in which a wager is contained;
 - (iv) a second card face down to himself, but at no time should the dealer look at his second or “hold” card until all players’ hands have been acted upon.
- (e) After two cards have been dealt to each player and to the dealer, the dealer shall, beginning from his left, announce the point total of each player. As each player’s points total is announced, such player shall indicate whether he wishes to double down, split pairs, stand, draw and/or make an insurance wager, as provided for by these Rules.
- (f) As each player indicates his decision, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with these Rules and shall announce the new point total of such player after each additional card is dealt.
- (g) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall turn his hold card face upwards and any additional cards authorised and to be dealt to the hand of the dealer by rule 12 (b) shall be dealt face upwards at this time after which the dealer shall announce his total point count.
- (h) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily reconstructed in the event there arises any question or dispute. The dealer shall pick up the cards of the player to his far right and moving counter-clockwise around the table will then pick up his hand last.
- (i) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which he shall reshuffle the cards.
- (j) No player or spectator shall handle, remove or alter any cards used to game at Blackjack except as explicitly permitted by these Rules and no dealer or other casino employee or casino key employee shall permit a player or spectator to engage in such activity.
- (k) Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts required to be announced by the dealer under this section without himself checking the accuracy of such announcements.

Payment of Blackjack

8. The following procedures shall be adhered to—
- (a) if the first up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8 or 9 and a player has Blackjack, the dealer shall announce and pay the Blackjack at odds of 3 to 2 and shall remove the player's cards before any player receives a third card;
 - (b) if the first card dealt to the dealer is an Ace and the player has Blackjack, the player may elect to be paid even money. This option must be exercised by the player with the Blackjack prior to any other cards being dealt to other hands. If exercised, the dealer will pay the player even money and then remove the cards from the layout and place them in the discard rack before acting on any other players' hands;
 - (c) if the first face up card dealt to the dealer is an Ace, King, Queen, Jack or ten and a player has Blackjack, the dealer shall announce the Blackjack but shall make no payment nor remove any cards until other cards are dealt to the players and the dealer has turned over his second card. If, in such circumstances, the dealer's second card does not give him Blackjack, the player having Blackjack shall be paid at odds of 3 to 2. If, however, the dealer's second card gives him Blackjack, the wager of the player having blackjack shall be void and constitute a stand-off.

Insurance Wagers

- 9.
- (a) Whenever the first card dealt to the dealer is an Ace, each player shall have the right to make an insurance bet which shall win if the dealer's second card is a King, Queen, Jack or 10 and shall lose if the dealer's second card is an Ace, 2, 3, 4, 5, 6, 7, 8 or 9.
 - (b) An insurance bet may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager which shall be accomplished immediately after the second card is dealt to each player and prior to any additional cards being dealt to them.
 - (c) All winning insurance wagers shall be paid at odds of 2 to 1.
 - (d) All losing insurance wagers shall be collected by the dealer immediately after he discloses his second or hold card, and before he draws any additional cards.

Double Down

- 10.
- (a) Except for Blackjack or a point count of twenty-one in two cards, a player may elect to double down, i.e. make an additional wager equal to the amount of his original wager, whenever the first two cards dealt to him total 9, 10 or 11 or the first two cards of any split pair total 9, 10 or 11 on the condition that one and only one additional card shall be dealt to the hand on which he has elected to double down. In such

circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout.

- (b) If a dealer obtains Blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down.

Splitting Pairs

11. (a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager.
- (b) A player may continue to split pairs up to two more times (three in all) if successive cards dealt are identical in value to a card of the first split pair provided that he makes a wager on each additional hand so formed equal to his original wager.
- (c) When a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to any additional hand.
- (d) After a second card is dealt to a split pair, or split pairs, the dealer shall announce the point total of such hand and the player shall indicate his decision to stand, draw or double down with respect thereto except that a player splitting Aces shall only have one card dealt to each Ace and may not elect to receive additional cards.
- (e) If the dealer obtains Blackjack after a player splits pairs, the dealer shall only collect the amount of the original wager of each player and shall not collect the additional amount wagered in splitting pairs.

Drawing of Additional Cards by Player and Dealers

12. (a) A player may elect to draw additional cards whenever his point count total is less than 21 except that—
- (i) a player electing to double down shall draw one and only one additional card;
- (ii) a player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.
- (b) A dealer shall draw additional cards to his hand until he has a hard or soft total of 17, 18, 19, 20 or 21 at which point no additional card shall be drawn.

More than one Player Wagering on a Box

13. (a) Unless otherwise directed by the Minister a casino licensee may permit from one to three people to wager on any one box of the Blackjack

layout provided that the first person wagering on the box consent to additional players wagering on such box and provided further that the casino licensee adhere to such procedures and limitations imposed by the Minister as dictated by the particular circumstances.

- (b) Whenever more than one player wagers on a box, the first person wagering on that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box.
- (c) The player calling the decision with respect to any box shall place his wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box place their wagers immediately behind and in a vertical line with the aforementioned wager.
- (d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down.
- (e) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager as provided for in rule 11 to cover each split pair or designate to which of the split pairs they wish their initial wager to apply.
- (f) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance bet in accordance with rule 9 regardless of whether the other players on that box make such a bet.
- (g) The Minister and the Government Inspectors shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the casino licensee to establish the ability of its dealers to implement this section.

A Player Wagering on more than one Box

14. A casino licensee may permit a player to wager on more than one box at a Blackjack table provided however that the Government Inspectors shall have the authority and discretion to prohibit this during hours when there are insufficient seats in the casino to accommodate patron demand.

Irregularities

- 15.** (a) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack.

- (b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- (c) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be offered to each player in turn and if not accepted by any player, shall be placed in the discard rack.

PART III

RULES FOR BACCARAT (PUNTO BANCO)

The Table, Cards and Shoe

1. The game shall be played with a Baccarat table, standard decks of cards of the plain-backed variety, two indicator cards and a sabot or shoe.
2. The table shall be of a type and with a cloth marked similarly to that in Diagram 1 at the end of this Part. It shall be provided with a discard box, a drop box and a percentage box. The discard box shall be used to collect cards discarded in play, the drop box for money exchanged for chips to be used in wagering, and the percentage box to receive the licence holder's levy on winnings.
3. Eight standard decks of fifty-two cards (without Jokers) shall be used in dealing the game. The cards shall have plain backs all of the same colour.
4. Two indicator cards shall be used for cutting the cards.
5. The cards shall be dealt from a sabot or shoe. Except for the nose and lip, the shoe shall be made of transparent material.
6. The table shall have numbered places for twelve or fourteen seated players.

The Bank

7. No person other than the holder of the licence under the Casino Ordinance 1978 for the premises where the game is played shall have any share or interest in the Bank, which shall be held by him or a person acting in pursuance of a service agreement on his behalf.

The Cards

8. Before the first game, the cards (eight standard decks of 52 cards, without Jokers) shall be checked, card by card, and spread out on the table consecutively in suits by a dealer, and finally checked by the Inspector, manager or security staff. The cards shall remain so displayed until players take their places at the table. Each deck shall then be gathered and placed face downwards on the table to the front of the dealer. Thereafter, he shall shuffle the eight decks face downwards. He shall then gather the cards together without disclosing any card.

9. A dealer shall offer the cards for cutting by one of the players seated at a numbered place, priority being given clockwise round the table, starting with the player seated in the highest numbered place. The player making the cut shall insert an indicator card into the deck and the dealer shall cut the cards at this position and put the indicator card and all cards above it at the bottom of the combined decks. If none of the seated players wishes to cut the cards, the dealer shall do so. Before placing the cards in a shoe the dealer shall place the second indicator card 7, 8 or 10 cards from the end of the combined decks and place all the cards into the shoe face down. He shall then draw the first three cards from the shoe and place them in the discard box.

10. After the first shoe and before each subsequent shoe a dealer shall again shuffle the cards before they are cut and placed in the shoe with a marker card as for the first game, except that the cut shall be offered to seated players in clockwise priority round the table starting with the second player on the left of the banker. (See rule 14).

11. The licensee of the casino or his authorised representative retains the option to reshuffle the cards after the completion of any hand but may not do so if a hand is in progress.

12. At the end of play the cards shall again be checked, card by card, and spread out in suits on the table, as under rule 8.

Value of the Cards and Hands

13. The count value of each picture card shall be 0 (zero), the count value of each Ace card shall be 1 and other cards shall have count values in accordance with their markings. Hands shall comprise either two cards or three cards. The point value of a hand shall be single figures (0-9 inclusive) and shall be determined by totalling the count values of the cards in the hand and, as requisite, subtracting ten or multiples of ten. A point of zero shall be termed "Baccarat".

The Banker

14. At the start of play the shoe shall be offered anti-clockwise round the table to the seated players, starting with the player in No 1 seat. The first player to accept the shoe shall act as the first banker for the purposes only of dealing the cards and playing the Bank's hand. When he is defeated in any coup, the shoe shall be offered anti-clockwise round the table starting with the next player seated at a numbered place. Only players seated at numbered places may take the shoe. A new shoe shall be regarded as a continuation of the previous shoe so far as a transfer is concerned.

15. A player who has accepted the shoe may pass it after any coup.

The Punter

16. (1) The Caller shall act as a player (i.e. punter) for all coups.

(2) For the purpose of these Rules, "the Caller" means the person appointed by the licensee to act as such for playing of Baccarat.

Wagers

17. The maximum and minimum stakes which may be wagered by any one player on a coup shall be displayed on a notice at the table. Partnerships with a view to exceeding the maximum stake shall not be allowed.

18. Wagers shall be placed before the beginning of any coup and wagering shall be terminated by a dealer announcing: “No more bets”. A wager shall not be refused without good and sufficient cause.

19. Wagers should be made in chips. Wagers orally declared shall only be accepted if accompanied by chips or cash provided they are orally confirmed by the dealer or Inspector and that such cash is expeditiously converted into chips in accordance with table procedures.

20. (a) Winning wagers on “Bank” shall be paid at odds of 19 to 20; on “Players” they shall be paid at even money.

(b) A winning tie wager shall be paid at odds of 8 to 1.

The Initial Deal

21. When all wagers have been laid, the Caller shall announce “Cards” after which the banker shall initially deal four cards in the sequence: one to the punter (i.e. the Caller), one to himself, another to the punter and another to himself. No initial deal shall start after the indicator card followed by one playing card have been drawn from the shoe.

The Table of Play

22. The Table of Play given in Diagram 2 at the end of this Part shall be mandatory and shall be displayed upon the table.

The Play

23. After the initial deal, the Caller shall give the punter’s card face down to a player who has wagered on the player’s hand. The player shall turn the cards face up and return them to the Caller. If no player has wagered on the player’s hand, the Caller shall himself turn the player’s card face up. In either case the Caller will announce the point total for the two cards of the player’s hand and will then proceed as follows—

(a) if the point is “Baccarat”, one, two, three, four or five, he shall ask for an additional card by announcing: “Card for the player”; or

(b) if the point be six or seven he shall announce: “Player stands with (point total)”; or

(c) if the point be eight or nine he shall announce: “Eight for the players” or “Nine for the players”, according to the point.

24. After the Caller has complied with rule 23 the Banker shall turn his cards face upwards on the table and proceed as follows—

- (a) if the Caller has disclosed a point of eight or nine for the player's hand, or if the Banker's point is eight or nine, the Banker shall deal no more cards for the coup; or
- (b) if the point is less than eight and the Caller has announced "Card for the player" the Banker shall deal one more card face up to the player's hand;
- (c) after the additional card has been dealt to the player's hand, or if the Caller has announced "Player stands with (point total)", the Banker shall either stand or draw one more card to his hand in accordance with the Table of Play.

25. The Caller shall announce the result of the coup. The order of merit of hands shall be in descending order, a point of nine, a point of eight, a point of seven, down to a point of "Baccarat".

26. If the two hands are of equal merit the Caller shall announce "Stand Off", and the wagers shall be void.

27. The Dealers shall on behalf of the Banker collect losing and pay winning wagers.

28. After each coup the cards used in that coup shall be placed in the discard box.

Irregularities

29. A card dealt to a punter after he has said: "No Card", shall become the Banker's card in the event of the Banker being obliged to draw according to the Table of Play. In the event, however, of the Banker being required to stand according to the Table of Play, the card so dealt in excess shall not be used during the play of that shoe but shall be placed in the discard box.

30. A card in excess from the shoe but not disclosed shall be used as the first card of the next coup providing that the marker card has not been exposed in the shoe or drawn from the shoe. In the course of play cards once drawn from the shoe shall not be replaced.

31. Subsequent to the Initial Deal if the banker draws a card for his hand after the Caller has said: "Card", the Banker must give that card to the Caller and thereafter either draw or not draw a card for his hand in accordance with the Table of Play.

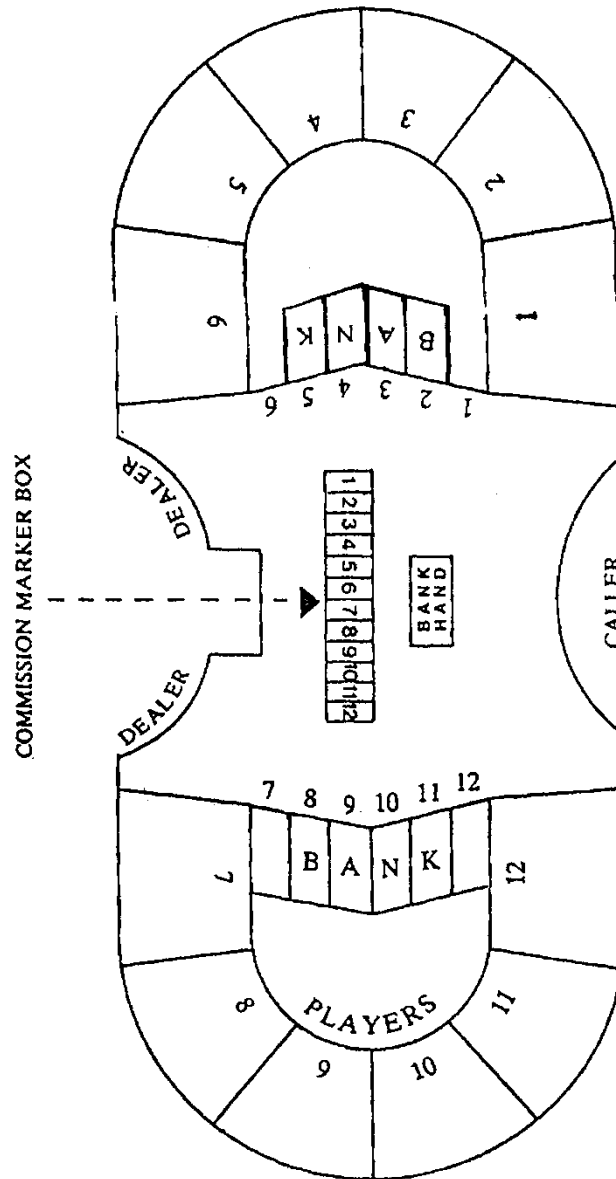
32. Cards found face upwards in the shoe shall be discarded. The last coup of a shoe shall be void when a card of that coup is found face upwards in the shoe.

33. If there are found to be insufficient cards in the shoe to complete a coup when the indicator card is drawn, that coup shall be void.

SCHEDULE

PART III

DIAGRAM 1



SCHEDULE
PART III
DIAGRAM 2

		PLAYER (PUNTER) GIVEN										No CARD
		0	1	2	3	4	5	6	7	8	9	
BANKER'S POINT	3	D	D	D	D	D	D	D	D	S	D	D
	4	S	S	D	D	D	D	D	D	S	S	D
	5	S	S	S	S	D	D	D	D	S	S	D
	6	S	S	S	S	S	S	D	D	S	S	S
D = DRAW		S = STAND										
BANKER		PUNTER										
0, 1 or 2 3, 4, 5 or 6 7 8 or 9		0, 1, 2, 3, 4 or 5 6 or 7 8 or 9 - DRAWS - STANDS - NO FURTHER DRAW										

PART IV

RULES FOR CRAPS

Interpretation

1. The terms listed below as used in the game of Craps shall have the following meanings—

- (a) “Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the Come Out Roll;
- (b) “Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don’t Pass Bet has been effected;
- (c) “Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don’t Come Bet;
- (d) “7 Out” shall mean a total of 7 thrown by the shooter subsequent to his establishment of a Come Out Point;
- (e) “Total” shall mean the sum of the numbers shown on the high or uppermost sides of the two dice on any given roll;
- (f) “Roll” shall mean the throw of the dice;
- (g) “Shooter” shall mean the player who throws the dice.

The Dice

2. The dice shall be precision made of transparent non-ferrous material with faces a minimum of 3/4 inch square. The sides of each dice shall be marked with values from 1 to 6 so arranged that the sum of the values of any pair of opposite sides is 7.

The Bank

3. No person other than the holder of the licence under the Casinos Ordinance for the premises where the game is played shall have a share or interest in the Bank, which shall be held by him or a person acting in pursuance of a service agreement on his behalf.

Permissible Wagers

4. The following shall constitute the definitions of permissible wagers at the game of Craps—

- (a) “Pass Bet” shall mean a wager placed on the Pass line of the layout immediately prior to the Come Out Roll. The Pass Bet shall win if, on the Come Out Roll,
 - (i) a total of 7 or 11 is thrown; or

- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Pass Bet shall lose if, on the come out roll,

- (iii) a total of 2, 3 or 12 is thrown; or
- (iv) a total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown;

- (b) “Don’t Pass Bet” shall mean a wager placed on the Don’t Pass line of the layout immediately prior to the Come Out Roll. The Don’t Pass Bet shall win if, on the Come Out Roll,

- (i) a total of 2 or 3 is thrown; or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

The Don’t Pass Bet shall lose if, on the Come Out Roll,

- (iii) a total of 7 or 11 is thrown; or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Don’t Pass Bet shall be void if, on the Come Out Roll a total of 12 is thrown;

- (c) “Come Bet” shall mean a wager placed in the come area of the layout at any time after the Come Out Roll. The Come Bet shall win, if on the roll immediately following placement of such bet,

- (i) a total of 7 or 11 is thrown; or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Come Bet shall lose if, on the roll immediately following placement of such bet,

- (iii) a total of 2 or 3 is thrown; or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

- (d) “Don’t Come Bet” shall mean a wager placed in the Don’t Come area of the layout at any time after the Come Out Roll. The Don’t Come Bet shall win if, on the roll immediately following placement of such bet,

- (i) a total of 2 or 3 is thrown;
- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

The Don’t Come Bet shall lose if, on the roll immediately following placement of such bet,

- (i) a total of 7 or 11 is thrown; or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown before a 7 appears.

The Don't Come Bet shall be void, if, on the roll immediately following placement of such a bet, a total of 12 is thrown;

- (e) "Place Bet to Win" shall mean a wager, that may be made at any time, on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7, and shall lose if a 7 is thrown before such number. All place bets shall be inactive on any Come Out Roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager;
- (f) "Lay Bet" shall mean a wager, that may be made at any time, against any of the numbers 4, 5, 6, 8, 9 or 10. A "Lay Bet" shall win if a 7 is thrown before the particular number against which the wager is placed, and shall lose if the particular number against which the wager is placed is thrown before a 7 appears. A casino licensee may charge a player, at the time of making a lay bet, a percentage of the amount the player could win on such bet; this percentage in no event shall exceed 5%;
- (g) "Big Six" shall mean a wager placed on the area of the layout marked "Big Six" which shall win if a total of 6 is thrown before 7 and shall lose if a 7 is thrown before a 6;
- (h) "Big Eight" shall mean a wager placed on the area of the layout marked "Big Eight" which shall win if a total of 8 is thrown before a 7, and shall lose if a 7 is thrown before an 8;
- (i) "Four the Hardway" shall mean a wager, that may be made at anytime, which shall win if a total of 4 is thrown the Hardway (i.e with 2 appearing on each dice), and shall lose if 4 is thrown in any other way or a 7 is thrown;
- (j) "Six the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 6 is thrown the Hardway (i.e with 3 appearing on each dice), and shall lose if 6 is thrown in any other way or a 7 is thrown;
- (k) "Eight the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (i.e with 4 appearing on each dice), and shall lose if 8 is thrown in any other way or a 7 is thrown;
- (l) "Ten the Hardway" shall mean a one roll wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (i.e. with 5 appearing on each dice), and shall lose if 10 is thrown in any other way or a 7 is thrown;
- (m) "Field Bet" shall mean a one roll wager, that may be made at any time, which shall win if any one of the totals 2, 3, 4, 9, 10, 11, or 12 is thrown on the roll immediately following placement of such bet, and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll;
- (n) "Any Seven" shall mean a one roll wager, that may be made at any time, which shall win if a total of 7 is thrown on the roll immediately

following the placement of such bet, and shall lose if any other total is thrown;

- (o) “Any Craps” shall mean a one roll wager, that may be made at any time, which will win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (p) “Craps Two” shall mean a one roll wager, that may be made at any time, which will win if a total of 2 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (q) “Craps Three” shall mean a one roll wager, that may be made at any time, which will win if a total of 3 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (r) “Craps Twelve” shall mean a one roll wager, that may be made at any time, which will win if a total of 12 is thrown on the roll immediately following placement of such bet, and will lose if any other is thrown;
- (s) “11” shall mean a one roll wager, that may be made at any time, which will win if a total of 11 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (t) “Horn Bet” shall mean a one roll wager, that may be made at any time, which will win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown;
- (u) “Whirl of World Bet” shall mean a one roll wager, that may be made at any time, which will win if any one of the totals 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown;
- (v) “Hop Bet” shall mean a one roll wager, that may be made at any time on a specific combination designated by the player, which will win if the combination is thrown on the next roll of the dice, and will lose if any other combination is thrown.

Supplemental Wagers

- 5. (a) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, he shall have the right to make a supplemental wager, in support of the Pass Bet, which may be limited by the casino licensee. If, in such circumstances the Pass Bet wins, the original amount of the Pass Bet shall be paid at odds of 1 to 1 and the additional wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.
- (b) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, he shall have the right to make a

supplemental wager, in support of the Don't Pass Bet, which may be limited by the casino licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins, it shall be paid at odds of 1 to 1, and the additional wager of 1 to 2 if the Come Out Point was 4 or 10, 2 to 3 if the Come Out Point was 5 or 9, and 5 to 6 if the Come Out Point was 6 or 8.

- (c) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make a supplemental wager, in support of the Come Bet, which may be limited by the casino licensee. If in such circumstances, the Come Bet wins, the original amount of the Come Bet shall be paid at odds of 1 to 1, and the additional wager shall be paid at odds of 2 to 1 if the Come Point was 4 or 10, 3 to 2 if the Come Point was 5 to 9 and 6 to 5 if the Come Point was 6 or 8.
- (d) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make a supplemental wager, in support of the Don't Come Bet, which may be limited by the casino licensee to an amount calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet wins, the original amount of the Don't Come Bet shall be paid at odds of 1 to 1 and the additional wager shall be paid at odds of 1 to 2 if the Come Point was 4 or 10, 2 to 3 if the Come Point was 5 to 9, or 5 to 6 if the Come Point was 6 or 8.
- (e) Whenever a player makes a supplemental wager under paragraphs (a) or (c) and that wager is in excess of the free odds allowed, the casino licensee may charge the player a commission not exceeding 5% on the amount in excess of free odds.
- (f) Whenever a player makes a supplemental wager under paragraphs (b) or (d), and that wager is in excess of the free odds allowed, the casino licensee may charge the player a commission, not exceeding 5%, on the amount the player could win from the sum wagered in excess of the free odds allowed.
- (g) In this Rule "free odds" is a reference to the amount of a supplement wager which is allowed by the casino licensee without the payment of a commission by the player placing the wager.

Payout Odds

- 6.
 - (a) All odds stated on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through use of the word "to" and no odds shall be stated through use of the word "for".
 - (b) No casino licensee, his employees or agents shall pay off winning wagers at the game of Craps at less than or more than the odds listed below, without prior approval of the Minister.

(c) Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to win	9 to 5
Place Bet 5 to win	7 to 5
Place Bet 6 to win	7 to 6
Place Bet 8 to win	7 to 6
Place Bet 9 to win	7 to 5
Place Bet 10 to win	9 to 5
Lay Bet 4	1 to 2
Lay Bet 5	2 to 3
Lay Bet 6	5 to 6
Lay Bet 8	5 to 6
Lay Bet 9	2 to 3
Lay Bet 10	1 to 2
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 2 on 3, 4, 9, 10, 11 2 to 1 on 2 2 to 1 on 12
Big Six	1 to 1
Big Eight	1 to 1
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Hop Bet (easy)	15 to 1
Hop Bet (hardway)	30 to 1

- (d) A "Horn" Bet shall be paid as if it were four separate wagers on 2, 3, 11 and 12.
- (e) A "Whirl of World" Bet shall be paid as if it were five separate wagers on 2, 3, 7, 11 or 12.
- (f) No casino licensee or his employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by rule 6(c), except in those circumstances when a payoff would result in a fraction

of a dollar, in which case such wager shall be paid to the nearest dollar over and above the correct payoff.

Buy Bets

7. (a) In addition to the pay out odds set forth in rule 6(c) for place bets on 4, 5, 6, 8, 9 and 10, a casino licensee may offer a player the option (Buy Bets) of receiving true odds on those bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed 5% of such wager. Under such circumstances, a casino licensee shall conform to the odds listed below in paying off winning wagers on these bets.

<u>Bet</u>	<u>Odds</u>
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1

- (b) Except as provided for in the rules 4(f), 5(e) and (f), and 7(a), no casino licensee shall charge any percentage fee or vigorish to a player in making any wager in the game of Craps.
- (c) Only the wagers listed in rules 4, 5 and 7 shall be permissible at the game of Craps.

*Making and Removal of Wagers,
Approved of Minimum and Maximum Wagers*

8. (a) Wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that they are confirmed orally by the Dealer and a Boxman.
- (b) All wagers at Craps shall be made by placing gaming chips or plaques on the appropriate areas of the Craps layout, except that oral wagers accompanied by cash or authorised cash equivalents may be accepted provided that they are confirmed by the Dealer and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques in accordance with table procedures.
- (c) A wager made on any bet may be removed or reduced at any time prior to a roll that decided the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a Come Out Point or Come Point is established with respect to such bets.
- (d) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction until a new Come Out Roll.

Dice Retention and Selection

9. (a) A set of at least five dice conforming to the specifications contained in rule 2 shall be presented at the Craps table during gaming at Craps. Control of the dice shall be the responsibility of the Stickman at the table who shall retain all dice, except those in active play, in a dice cup at the table.
- (b) At the commencement of play, the Stickman shall offer the set of dice to the player immediately to the left of the Boxman at the table. If such player rejects the dice, the Stickman shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
- (c) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.

Throw of the Dice

10. Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which he shall throw the two selected dice so that they leave his hands simultaneously and in a manner calculated to cause to strike the end of the table farthest from him.

Invalid roll of the Dice

11. (a) A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.
- (b) A Boxman or Stickman, as designated by the casino licensee shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:—
- (i) the dice do not leave the shooter's hand simultaneously;
 - (ii) either or both of the dice fail to strike an end of the table;
 - (iii) either or both of the dice come to rest on the chips constituting the Craps bank of chips located in front of the Boxman;
 - (iv) either or both of the dice come to rest in the dice cup in front of the Stickman or on one of the rails surrounding the table;
 - (v) the use (or the reasonable suspicion of the use) of a cheating, dishonest device or technique in the roll of the dice; or
 - (vi) for any other reason the Boxman or Stickman as the case may be, considers the throw to be improper.
- (c) The call of "No Roll" by the Boxman or Stickman under subparagraphs (b)(i), (ii), (v) or (vi), of this paragraph shall whenever possible, be made before both dice come to rest.

- (d) A throw of the dice which results in the dice coming into contact with any chips on the table shall not be a cause for a call of “No Roll”.

Point Thrown: Settlement of Wagers

12. (a) When the dice come to rest from a valid throw, the Stickman shall at once call out the sum of the numbers on the high or uppermost side of the two dice. Only one face on each die shall be considered uppermost. In the event of a dispute as to which face is uppermost the Boxman shall have discretion to determine which face is uppermost or to determine that the throw be void and the dice be re-thrown.
- (b) After calling the throw, the Stickman shall collect the dice and bring them to the center of the table between himself and the Boxman. All wagers decided by that throw shall then be settled, following which the Stickman shall pass the dice to the Shooter for the next throw. When collecting the dice and passing them to the Shooter, the Stickman shall use a stick designed for that purpose.

Continuation of Shooters: Selection of New Shooters

13. (a) It shall be the option of the Shooter, after any roll, either to pass the dice or remain the Shooter except that—
- (i) the shooter shall pass the dice upon throwing a loser 7; and
- (ii) the Boxman may order the Shooter to pass the dice if the shooter unreasonably delays the game or repeatedly makes invalid rolls.
- (b) Whenever a voluntary or compulsory relinquishment of the dice occurs by the Shooter, the Stickman shall offer the complete set of 5 or more dice to the player immediately to the left of the previous Shooter except in cases when a die is temporarily missing from the table when the Shooter will offer the remaining dice for selection to continue play. If he does not accept, the dice will be offered clockwise around the table.
- (c) The first player to accept the dice when offered shall become the new Shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.

PART V

RULES FOR BIG SIX WHEEL

1. Big Six Wheel shall be played with a wheel about five feet in diameter containing on its rim fifty four spaces of equal size separated by posts or nails on the outer edge of the wheel. The indicator or clapper to indicate the winning bet shall be of leather and shall be fixed above the top of the wheel. The table layout shall indicate all the bets available on the wheel and shall include a drop box and a tip box. The wheel, its

markings and the table layout shall all be presented in a manner approved by the Chief Inspector.

2. The wheel and layout shall be marked with different dollar bills or other logos approved by the Chief Inspector and a Joker in the following ratios—

\$ 1	23 spaces
\$ 2	15 spaces
\$ 5	8 spaces
\$10	4 spaces
\$20	2 spaces
\$40	1 space
Joker	1 space

Wagers

3. Wagers shall be made by placing chips or tokens on the layout. No wagers may be made in cash and none placed or changed after the announcement “no more bets”.

4. Wagers shall be settled on the basis of the space on the wheel occupied by the indicator when the wheel comes to rest. If the indicator is then resting on the posts or nails separating two numbers the winning number shall be that previously passed.

5. The minimum odds to be paid on any win shall be—

\$ 1	Insignia	1 to 1
\$ 2	Insignia	2 to 1
\$ 5	Insignia	5 to 1
\$10	Insignia	10 to 1
\$20	Insignia	20 to 1
\$40	Insignia	40 to 1
Joker	Insignia	40 to 1

6. Minimum and maximum bets shall be approved by the Chief Inspector and shall be conspicuously displayed on the layout.

Play

7. The Big Six Wheel shall be spun by the dealer in either direction and there shall be at least three revolutions to constitute a valid spin.

8. On completion of the spin the dealer shall first collect all losing wagers and then pay off all winning wagers.

PART VI

RULES FOR CARD ROOM GAMES

1: TEXAS HOLD ‘EM

1. The dealer shuffles a standard 52 card deck. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:

- (a) a round disc called a “dealer button” shall be used to indicate an imaginary dealer;
- (b) at the commencement of play, the button shall be placed in front of the first player to the right of the dealer; and
- (c) thereafter, the button shall rotate around the table in a clockwise manner from player to player after each round of play. (The button marks which player should be the dealer if the deal were advanced from player to player as the game went along).

2. The player to the immediate left of the dealer (the button) shall be required to initiate the first betting round by placing a predetermined amount of chips into the pot before any cards are dealt, ensuring that there is something to play for every hand. This is called “posting the blind(s)”. A casinos licensee may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the Casinos licensee shall be posted on a sign at the table.

3. Starting with the player to the immediate left of the button and counting in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards, face down to each player, with the player with the button being the last player to receive a card each time. These are known as the “hold cards”.

4. Following the placement of the blind(s), each player shall in turn in a clockwise rotation around the poker table, beginning with the player to the left of the one(s) who posted the blind(s), call, raise or fold when it’s their turn to bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.

5. After the first betting round, the dealer discards the top card of the deck. This is called burning the card and is done to ensure that no one accidentally saw the top card, and to help prevent cheating. The dealer then flips the next three cards face up on the table. These cards are called the “flop”. After the flop, another round of betting takes place, beginning with the player to the left of the dealer (the button). Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

6. Upon completion of the betting round required by paragraph 5 above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the centre of the table. This, fourth community card is called the “turn”. The next betting round shall be commenced and completed in accordance with the requirements of paragraph 5.

7. Upon completion of the betting round required by paragraph 6, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the centre of the table. This card is called the “river”. The final betting round shall be commenced and completed in accordance with the requirements of paragraph 5.

8. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game can now use any combination of seven cards, the first community cards and the two hold cards known only to them to form the best possible five-card poker hand. The winner of the pot shall be the player with the highest ranking five card poker hand.

(Inserted by L.N. 27/2006)

CASINOS (GAMING EQUIPMENT) REGULATIONS – SECTION 51

(Legal Notice 27/1990)

Commencement

[25 June 1990]

Short title

1. These Regulations may be cited as the Casinos (Gaming Equipment) Regulations.

2. Gaming Chips: Value and Non-Value Chips

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

(2) A casino may issue gaming chips without a value impressed, engraved or imprinted thereon for the purpose of gaming at Roulette.

(3) Gaming chips with a value contained thereon shall be known as value chips and gaming chips without a value contained thereon shall be known as non-value chips.

(4) Value chips may be issued by a casino licensee in denominations of \$0.50, \$1.00, \$2.50, \$5.00, \$25.00, \$100.00, and \$500.00.

(5) Each denomination of value chip shall have a different primary colour from every other denomination of value chip.

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

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

(8) Each non-value chip utilized in a casino shall be issued solely for the purpose of gaming at Roulette.

3. Primary and Secondary Sets of Gaming Chips

(1) Unless otherwise authorised by the Minister, each casino licensee shall have a primary set of gaming chips and a separate set of secondary chips. The secondary set of chips shall have a different secondary colour to that of the primary set.

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

(3) Whenever the secondary set of chips is put into play, the casino licensee shall notify immediately the Government Chief Inspector of this fact and the reasons for the utilization of the secondary set of chips.

4. Gaming Plaques: Physical Characteristics

(1) Gaming plaques may be issued by a casino licensee in denominations of \$5, \$20, \$100, \$500, \$1,000 and \$5,000 for use for gaming at the Baccarat and other gaming tables.

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

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

5. Tokens: Physical Characteristics

(1) Tokens are non-magnetic discs which may be issued by a casino licensee to enable a patron to play certain gaming machines and the Big Six Games.

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

(3) Tokens may be issued in denominations of \$1 and \$0.50.

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

Each casino licensee shall submit to the Minister a sample of each denomination of gaming plaque or token and a sample of each value and non-value chips in its primary and secondary sets and shall not utilize such chips, plaques or tokens for gaming purposes until approved by the Minister.

7. Nature and Exchange of Gaming Chips, Plaques and Tokens

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

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

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

(4) Tokens may only be issued or exchanged for cash at the cash cage, slot booths or by change persons.

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

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

(7) Each casino shall have the right to demand the redemption of its gaming chips, plaques or tokens from any person in possession of them and such person shall

redeem such chips, plaques or tokens upon presentation of cash or cheque of equivalent amount by the casino.

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

8. Approved Procedures

A casino licensee shall comply with such procedures as may be approved by the Minister in relation to the following, this is to say—

- (a) the inventory, storage and destruction of gaming chips;
 - (b) the receipt, inspection and removal from use of dice; and
 - (c) the receipt and removal from use of cards.
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CASINOS (GAMING MACHINE) REGULATIONS – SECTION 51

(Legal Notice 26/1990)

Commencement

[25 June 1990]

Short title and Interpretation

1. (1) These Regulations may be cited as the Casinos (Gaming Machine) Regulations.

(2) In these Regulations—

“Chief Inspector” has the meaning assigned to it by section 2 of the Ordinance; and

“Inspector” has the meaning assigned to it by section 2 of the Ordinance.

Location and Movement of Machines

2. (1) The location of each gaming machine in a casino shall be defined on a plan agreed with the Chief Inspector.

(2) No gaming machine shall be removed from or returned to a location in a casino without the prior written approval of an Inspector.

Gaming Machines, Identification, Signs and Meters

3. (1) Unless otherwise authorised by the Minister, each gaming machine in a casino shall have the following identifying features—

- (a) a manufacturer’s serial number permanently displayed on the outside cabinet of the machine and on the reel mechanism or in the case of a completely electronic machine on the logic board or boards;
- (b) a casino number, at least two inches in height, permanently displayed on the outside of the machine;
- (c) a display located conspicuously on the front of the machine that automatically illuminates when a player has won a jackpot not paid automatically and totally by the machine;
- (d) a display on the front of the machine that clearly represents its rules of play, reel character combinations requiring payouts, and the amount of the related payouts;
- (e) a mechanical, electrical or electronic device that automatically precludes the player from operating the machine after a jackpot requiring a manual payout has been won and which requires an attendant to reactivate the machine;
- (f) a light on a pedestal above the machine that automatically illuminates when the door of the machine is opened; and

- (g) a second light on a pedestal above the machine that automatically illuminates when a jackpot has been won which requires manual payment.

(2) Unless otherwise authorised by the Minister, each gaming machine in a casino shall be equipped with the following—

- (a) an electro-mechanical non-resettable counter known as an “In Meter” that accumulates; in units equal to the denomination used by the gaming machines; all win and credit transactions that result in wagers. The gaming machine must accumulate the same unit values in electronic digital storage and provide the means for on-demand display of the stored information;
- (b) an electro-mechanical non-resettable counter known as an “Out Meter” that accumulates in units equal to the denomination used by the gaming machine, all win and credit transactions paid by the gaming machine for winning combinations. The gaming machine must accumulate the same unit values in electronic digital storage and provide the means for on-demand display of the stored information;
- (c) an electro-mechanical non-resettable counter known as a “Drop Meter” that accumulates; in units equal to the denomination used by the gaming machine; the number of wins that have been diverted into a drop bucket. The gaming machine must accumulate the same unit values in electronic digital storage and provide the means for on-demand display of the stored information.
- (d) a mechanical, electrical or electronic device known as a “Jackpot Meter” that continuously and automatically counts the number of coins automatically paid by the machine;
- (e) a mechanical, electrical or electronic device known as a “Win Meter” visible from the front of the machine that advises the player of the number of coins that have been paid to him by the machine upon hitting a winning combination;
- (f) a mechanical, electrical or electronic device known as a “Total Games Played Meter” that continuously and automatically records the number of games played by patrons on the machine; and
- (g) in the case of a credit gaming machine, a separate mechanical, electrical or electronic device known as a “Credit Meter” that continuously and automatically records coins due to a customer until such time as coins are paid by the machine.

(3) Unless otherwise authorised by the Minister, each gaming machine which does not totally and automatically pay the full amount of a jackpot shall be equipped with the mechanical, electrical or electronic device known as a “Manual Jackpot Meter” that continuously and automatically records the number of coins to be paid manually by means of a pulse for a pre-determined number of coins.

(4) Unless otherwise authorised by the Minister, any gaming machine that accepts currency shall have meters that accomplish the objectives set forth in sub-regulations (2) and (3) above.

(5) All meters described in these Regulations shall be placed in a position so that the numbers thereon can be read and recorded without opening the gaming machine.

(6) The casino licensee shall set each gaming machine to pay out, at a minimum, 83% of the amount of coins or currency placed into the machine and shall maintain a record of each machine setting and theoretical payout percentage.

(7) Each gaming machine in a casino shall have such test connections as may be specified by the Minister for inspection, examination and testing.

(8) All microprocessor-based or electronic gaming machines or video gaming machines shall have a back-up battery system if power is lost to keep energised all necessary electronic components for the preservation of all accounting data.

(9) On machines with electronic tabulation meters the data contents of the meters shall not be alterable by any means except by removing the required back-up battery that supports the meters required in subregulations (2) and (3).

(10) On all microprocessor-controlled machines or electronic machines that are controlled by computer programmes resident in EPROM CHIPS, the EPROM CHIPS are to be verified and sealed in place by an inspector on all new machines, and whenever an EPROM CHIP is changed it must be verified by an inspector.

(11) Each casino having microprocessor or electronic-controlled machines must upon arrival of those machines make available to the Chief Inspector a specimen of a character EPROM and/or character ROMS or RAMS together with a means of verifying all similar character EPROMS, ROMS or RAMS to those delivered to the Chief Inspector and when necessary make available to the Chief Inspector such equipment as is required to accomplish any verification required in this regulation.

(12) Each gaming machine shall have such devices, equipment, features and capabilities as may be required by the Chief Inspector for that particular model after the prototype model has been tested and examined by the Chief Inspector.

Gaming Machines, Coin Containers and Keys

4. (1) Each gaming machine in a casino shall have the following coin containers—

- (a) a container known as a Hopper in which coins are retained by the machine to automatically pay jackpots;
- (b) the container known as a Drop Bucket to collect coins that are retained by the machine and not used to make automatic jackpot payouts. Each Drop Bucket shall be identified by a number, corresponding to the casino number of the machine, which shall be at least two inches in height and permanently displayed on the outside of the bucket.

(2) The Drop Bucket of each machine shall be housed in a locked compartment separate from the machine. The compartment shall have two locks securing the Drop Bucket and its contents, the keys to which shall be different from each other and from the key utilised to secure compartments of the machine.

(3) One key to the compartment securing the Drop Bucket shall be maintained and controlled by inspectors and the second key shall be maintained and controlled by

the casino security department in a secure area, access to which shall be controlled by a security log.

(4) Keys to each machine other than the compartment housing the Drop Bucket shall be maintained in a secure area and controlled by the security department. Whenever it is required for a slot machine to be opened by a mechanic or attendant an entry shall be maintained in a “Machine Entry Authorisation Log”.

(5) The provisions of subregulations (2) and (3) may be ignored if the Drop Buckets described in regulation 1(b) above meet the following requirements—

- (a) two separate locks securing the contents placed into the Drop Bucket, the keys for which shall be different from each other;
- (b) a separate lock securing the Drop Bucket to the machine or a separate lock to the compartments securing the Drop Bucket, the key to which shall be different from each of the keys to the locks securing the contents of the Drop Buckets;
- (c) a gaming machine opening through which coins and currency can be deposited into the Drop Bucket;
- (d) a mechanical device that will automatically close and lock the slot opening upon removal of the Drop Bucket from the gaming machine and automatically open the slots when the Drop Bucket is attached to the machine;
- (e) two different keys utilised to unlock the Drop Bucket from the gaming machine or to unlock the compartments securing the Drop Bucket shall be maintained in a secure place and controlled separately by the security department and inspectors;
- (f) the key to one lock securing the contents of the Drop Bucket shall be maintained in a secure place and controlled by the security department and the keys to the second lock securing the contents of the Drop Bucket shall be maintained and controlled by inspectors.

Progressive Gaming Machines

5. (1) This regulation shall apply to any gaming machine with a payout indicator that increases as the machine is played.

(2) The maximum payable shall be an amount previously approved in writing by the Minister.

(3) No payout indicator shall be turned back to a lesser amount unless the amount indicated has actually been paid to a winning patron or the change in the indicator reading is necessitated by a machine or indicator malfunction in which case an explanation must be approved by an inspector.

(4) Once an amount appears on a payout indicator, the rate of progression may not be changed until there has been a winner of the payout amount registered on the indicator.

(5) If the payout indicator progresses without a payout until the indicator returns to zero because of digital limitations on the indicator, it shall be recorded that the payroll indicator has returned to zero without a payout being made.

(6) The payout limit shall be posted on the machine and shall be clearly visible.

(7) No progressive jackpot payment shall be deemed valid without an inspector's approval.

(8) Any casino seeking to utilise a progressive gaming machine or number of gaming machines linked to a current progressive meter shall submit to the Minister for approval—

- (a) the initial and reset amounts at which the progressive meter or meters will be set;
- (b) the proposed system for controlling the keys and access codes to the machines;
- (c) the proposed rate of progression for each machine or link of machines.

(9) If a progressive gaming machine is removed from the gaming floor, the payout indicator on the returned or replacement machine shall be set at no less than the payout indicator at the time of removal.

Systems of Procedures to be Approved

6. The casino licensee shall comply with such system of procedures as may be approved in writing by the Minister in respect of the following, that is to say—

- (a) the main slot bank;
- (b) accounting controls within slot booths (if any);
- (c) removal of gaming machines from a gaming area;
- (d) recording of progressive gaming machines;
- (e) accounting and recording procedures for the payment of jackpots;
- (f) procedures for filling payout reserve containers of gaming machines;
- (g) removal of drop buckets and recording of meter readings;
- (h) procedures for coin counts and recording contents of drop buckets;
- (i) computer recording and monitoring of gaming machines;
- (j) signatures on appropriate documentation.

CASINOS (INSPECTORS) REGULATIONS – SECTION 51
(Gazette Notice 65 of 1980 and Legal Notice 29/1990)

Commencement

[24 September 1980]

Short title

1. These Regulations may be cited as the Casinos (Inspectors) Regulations.

Interpretation

2. In these Regulations, unless the context otherwise requires—

“Inspector” means an inspector appointed under section 33 of the Ordinance;

“Ordinance” means the Casinos Ordinance.

Functions of an Inspector

3. Without prejudice to the powers and duties conferred upon an Inspector under sections 33 and 37 of the Ordinance, the functions of an Inspector shall include in relation to any casino—

- (a) any action necessary for the purposes of the verification of assessments of tax payable under the Ordinance and for the service of demands for payment of the same;
- (b) the monitoring of—
 - (i) gaming procedures, including rules of play, table conventions and similar matters;
 - (ii) the opening and closing of gaming tables including movements of cash and chips to and from the tables;
 - (iii) table counts of cash and chips and the preparation of returns;
 - (iv) final reconciliation at the end of gaming;
 - (v) the control and inspection of gaming equipment;
 - (vi) the control of chip stocks;
 - (vii) the activities of casino security staff and casino customer liaison;
 - (viii) the collection of intelligence relevant to the proper conduct and control of the casino and its staff and other matters connected therewith;
 - (ix) the preparation and examination of financial analysis in relation to gaming at the casino.

