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3 **Title 36 MARYLAND STATE LOTTERY AND GAMING CONTROL AGENCY**

4 **Subtitle 03 GAMING PROVISIONS**

5 **Chapter 11 Facility Standards**

6 **Authority: State Government Article, §§9-1A-02, 9-1A-04, 9-1A-11, and 9-1A-23,**
7 **Annotated Code of Maryland**

8 **.04 Table Games Surveillance Requirements.**

9 A. Surveillance System. In addition to the surveillance system requirements in Regulation .03 of
10 this chapter and COMAR 36.03.10, a facility operator that offers table games shall have a
11 surveillance system that includes:

12 (1) Light sensitive cameras with lenses of sufficient magnification to allow the certificate holder
13 to clandestinely monitor in detail:

14 (a) The gaming conducted at each gaming table in the licensed facility with sufficient clarity and
15 coverage to simultaneously:

16 (i) Identify patrons and dealers; and

17 (ii) View the table and determine the configuration of wagers, card, dice and tile values and
18 game outcomes;

19 (b) The movement of cash, gaming chips, and plaques, tip boxes, and drop boxes within the
20 facility; and

21 (c) Any other activity or areas designated by the Commission; and

22 (2) Stationary cameras dedicated to **each** table game[s] **offered by the facility, which shall be:**

23 (a) Except for Craps, Baccarat, Roulette and Big Six Wheel, **for each table game**, at least one
24 stationary camera;

25 (b) **For a Craps table**, [At] **at** least two stationary cameras, with one camera covering each end
26 of the table;

27 ~~(c) At least two stationary cameras for each Baccarat table, with one camera covering each end~~
28 ~~of the table;~~

29 **(c) For a Baccarat table:**

1 (i) That is 72 inches or longer, at least two stationary cameras, with one camera
2 covering each end of the table; or

3 (ii) That is less than 72 inches, at least one stationary camera covering the table;

4 (d) For a Roulette table, at least two stationary cameras, with one camera covering the Roulette
5 wheel and one camera covering the Roulette table layout;

6 (e) For a Big Six Wheel, at least two stationary cameras, with one camera covering the Big Six
7 Wheel and one camera covering the Big Six Wheel table layout;

8 (f) Additional cameras as required by the Commission, which may include cameras with 360-
9 degree pan, tilt, and zoom capabilities; and

10 (g) Single stationary cameras that:

11 (i) Are capable of clearly identifying the entire table layout, conduct, and outcome of the game;
12 and

13 (ii) May be used by a facility operator in lieu of cameras identified in this regulation.

14 B. – D. (text unchanged)

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