

1 **Title 36 STATE LOTTERY AND**
2 **GAMING CONTROL AGENCY**

3
4 **Subtitle 05 TABLE GAMES**

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6 **Chapter .01 General**

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8 **Authority: State Government Article, §§ 9-1A-02(b), 9-1A-04(d), Annotated Code of**
9 **Maryland**

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11 **.01 Scope.**

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13 This subtitle applies to the State's Table Games Program.
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15 **.02 Definitions.**

16 A. In addition to the terms defined in State Government Article, §9-1A-01, Annotated Code
17 of Maryland, which have the same meanings in this chapter, in this chapter the following
18 terms have the meanings indicated.

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20 B. Terms Defined.

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22 (1) "Ante" means the wager that a player may be required to make prior to any cards
23 being dealt to participate in the round of play.

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25 (2) "Assistant table games shift manager" means an employee of a facility operator
26 whose primary function is to supervise all of the table games in a licensed facility and
27 who may be authorized to act as the table games shift manager in his absence.

28 (3) "Automated card shuffling device" means a software compatible mechanical or
29 electronic contrivance that automatically randomizes playing cards, either continuously
30 or on command, to be utilized for table gaming activity.

31 (4) "Bad Beat" means one or more predesignated high value Poker hands which, when
32 held by a player as a losing hand in a round of play, results in a Bad Beat payout.

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34 (5) "Bad Beat payout" means one or more payouts made to a player upon the occurrence
35 of a Bad Beat.

36 (6) "Banking table game" means a table game in which a player competes against a
37 facility operator rather than against another player.

38 (7) "Boxperson" means an employee of a facility operator whose primary function is to
39 participate in and supervise the conduct of gaming at a single Craps table.

1 (8) "Cover card" means an opaque card that is a solid color readily distinguishable from
2 the color of the backs and edges of the playing cards.

3 (9) "Dealer controlled electronic table game" means a table game that requires a live
4 dealer and utilizes electronics as part of the games operation to collect and store game
5 outcome, accounting and other significant event data.

6 (10) "Dealing shoe" means a device that holds multiple decks of playing cards that the
7 dealer deals during the operation of a table game.

8 (11) "Fill" means the distribution of gaming chips, coins and plaques to a gaming table to
9 replenish the table inventory.

10 (12) "Match Play Coupon" means an approved wagering instrument with a stated
11 denomination that when presented with gaming chips at a banking game is included in
12 the amount of the patron's wager.

13 (13) "Nonbanking table game" means a table game in which a player competes against
14 another player and in which the facility operator collects a rake.

15 (14) "Pit clerk" means an employee of a facility operator whose primary function is to
16 prepare documentation required for the operation of table games, including requests for
17 fills, requests for credits, Counter Checks or other documents that evidence the exchange
18 of gaming chips.

19 (15) "Pit manager" means an employee of a facility operator whose primary function is to
20 supervise all of the table games in one or more gaming pits.

21 (16) "Poker rake chip" means a chip used by dealers to facilitate the collection of the rake
22 in the Poker room.

23 (17) "Poker shift manager" means an employee of a facility operator whose primary
24 function is to supervise all of the Poker tables in a Poker room.

25 (18) "Rake" means a set fee or percentage assessed by a facility operator for providing
26 the services of a dealer, gaming table or location, to allow the play or operation of any
27 nonbanking game.

28 (19) "Roulette chip" means a nonvalue chip which does not contain a denomination on
29 either face which is used for wagering at the game of Roulette.

30 (20) "Round of play" means one complete cycle of play during which all wagers have
31 been placed, all cards have been dealt and all wagers have been settled in accordance
32 with the rules of the game.

1 (21) “Stickperson” means an employee of a facility operator whose primary function is to
2 control the selection and use of the dice at a Craps table.

3 (22) “Stub” means the remaining portion of a deck or decks after all cards in a round of
4 play have been dealt.

5 (23) “Suit” means one of the four categories of cards: clubs, diamonds, hearts or spades.

6 (24) “Table games shift manager” means an employee of a facility operator whose
7 primary function is to supervise all of the table game operations in a licensed facility
8 during a shift.

9 (25) “Table inventory” means the chips, coins or plaques used for the operation of a table
10 game.

11 (26) “Table inventory container” means the area of a gaming table where a boxman or
12 dealer keeps gaming chips, coins or plaques used for the operation of a table game.

13 (27) “Tournament chip” means a chip used for wagering in a table game tournament or
14 Poker tournament.

15 (28) “Washing” means mixing of a deck or decks of cards or tiles by placing the cards or
16 tiles face down on a table and mixing them around with both hands so that they are in no
17 particular order.

18 (29) “Vigorish” means a percentage commission that is taken by a facility operator from
19 a wager placed by a player or the winnings of a player.
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