

1 Title 36 STATE LOTTERY AND
2 GAMING CONTROL AGENCY

3
4 Subtitle 05 TABLE GAMES

5
6 Chapter .02 Table Games Equipment

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8 Authority: State Government Article, §§ 9-1A-02 and 9-1A-04, Annotated Code of
9 Maryland

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11
12 .01 Definitions.

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14 A. In this chapter the following terms have the meanings indicated.

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16 B. Terms Defined.

17
18 (1) – (4) (text unchanged)

19
20 (5) **“Game account” means the funds that are available to a player for use at a dealer**
21 **controlled electronic table game.**

22
23 ~~(5)~~(6) “Impress” means the Roulette chips, which are used for gaming, that remain at each
24 Roulette table.

25
26 ~~(6)~~(7) “Impressment” means an inventory conducted on each impress.

27
28 ~~(7)~~(8) “Primary color” means the predominant color used on a gaming chip.

29
30 ~~(8)~~(9) “RFID chip” means a value or Roulette chip which contains a radio-frequency
31 identification tag which can be used to determine the authenticity of the chip.

32
33 ~~(9)~~(10) “Secondary color” means any color on the face or edge of the gaming chip that is used as
34 a contrast to the gaming chip’s primary color.

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For September 19, 2013 Commission meeting.

These amendments are proposed simultaneously with amendments to the existing definition of “dealer controlled electronic table game” in COMAR 36.05.01.02. The proposed amendments add a new term (“game account”), and add two all-new new regulations pertaining to dealer controlled electronic table games as COMAR 36.05.02.20 and .21. The amendments are intended to provide the regulatory framework for the operation of dealer controlled electronic table games at video lottery facilities.

1
2 **ALL NEW REGULATION**

3
4 **.20 Dealer Controlled Electronic Table Games - Requirements.**

5 **A. A facility operator may conduct electronic wagering at a table game in accordance with**
6 **this chapter.**

7 **(1) Electronic wagering at a table game shall be conducted through the use of a**
8 **dealer controlled electronic table game system.**

9 **(2) If a dealer controlled electronic table game system is in use at a table game, a**
10 **player may make only those wagers that are approved by the Commission.**

11 **B. The computer controlling the dealer controlled electronic table game system shall be**
12 **under dual key control, with one key controlled by the accounting department and the**
13 **other key controlled by the table games department or the slot operations department.**

14 **C. All aspects of a dealer controlled electronic table game system, including the computer**
15 **and any related hardware, software or related devices, shall be tested by an independent**
16 **certified testing laboratory and approved by the Commission prior to use by a facility**
17 **operator.**

18 **D. In addition to the requirements for table games under COMAR 36.05., a facility**
19 **operator using a dealer controlled electronic table game system shall include in its internal**
20 **controls, at a minimum:**

21 **(1) Procedures to ensure the physical security of the computer and related**
22 **hardware, software and other devices.**

23 **(2) Procedures to ensure the integrity and security of all sensitive data and**
24 **software.**

25 **(3) Procedures to ensure that access to sensitive data and software is limited to only**
26 **appropriate personnel.**

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1 (4) Procedures to ensure the logging of the events and the availability of records to
2 enable an effective audit of the conduct of the system and the reporting of revenue.

3 E. A dealer controlled electronic table game shall have the ability to authenticate the
4 transmission of data between the various components of the dealer controlled electronic
5 table game system.

6 F. A dealer controlled electronic table game system shall:

7 (1) Credit funds to the game account of a player when a player buys in to a game at
8 a particular table game and debit any remaining funds from the game account when
9 a player cashes out of the game;

10 (2) Permit a player to:

11 (a) Wager from a game account;

12 (b) Collect a losing wager from a game account; and

13 (c) Pay a winning wager by crediting the amount of the winnings and
14 corresponding wager to the game account;

15 (3) In the game of Poker:

16 (a) Debit a game account and increment pot for a wager;

17 (b) Distribute a winning pot by crediting the game account of a winning
18 player in the appropriate amounts;

19 (c) Extract the rake from a player or pot according to the rake procedures
20 established under COMAR 36.05.06 and debit the game account of a player
21 in the correct amounts; and

22 (d) Make a player's balance or table stakes visible to all players in the
23 game;

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1 (4) Depict the transactions described in § F (1), (2) and (3) of this regulation
2 through one or more electronic fund displays that are visible to each player and to
3 the dealer or boxperson;

4 (5) Disclose to a player at all times the current balance in the player's game
5 account;

6 (6) Accurately report and audit the table game's win or loss, or Poker revenue, in
7 accordance with COMAR 36.05.06;

8 (7) Be capable of generating reports setting forth, by gaming day, for each table
9 game using the dealer controlled electronic table game system:

10 (a) The total amount deposited into the game account of a player;

11 (b) The total amount deposited into game accounts by all players;

12 (c) The total amount credited to the game account of a player in payment of
13 winnings;

14 (d) The total amount credited to the game accounts of all players in payment
15 of winnings;

16 (e) The total amount collected from a player as losing wagers;

17 (f) The total amount collected from all players as losing wagers;

18 (g) The total amount withdrawn from game accounts by each player;

19 (h) The total amount withdrawn from game accounts by all players; and

20 (i) The table game win or loss; and

21 (j) If applicable, for Poker:

22 (i) The total amount deducted from the game account of a player for
23 collection of Poker rake time charges under COMAR 36.05.06;

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1 (ii) The total amount collected from the accounts of each player for
2 collection of Poker rake time charges under COMAR 36.05.06;

3 (iii) The total amount collected from Poker pots for collection of
4 Poker rake under COMAR 36.05.06; and

5 (iv) The table game Poker revenue.

6 G. The display of a virtual chip on a dealer controlled electronic table game that depicts
7 the transactions described in § F(1), (2) and (3) of this regulation is not required to meet the
8 physical requirements for chips under COMAR 36.05.02.

9 H. A dealer controlled electronic table game system shall have no more than 14 table game
10 positions in operation for every dealer.

11 I. After installation, Agency staff shall inspect a dealer controlled electronic table game
12 system prior to use by a facility operator.

13

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1 **ALL NEW REGULATION**
2

3 **21. Dealer Controlled Electronic Table Game System - Procedures.**

4 **A. If a table game using a dealer controlled electronic table game system is equipped with**
5 **a bill validator, a player may participate in wagering at the table game by:**

6 **(1) Inserting currency or a gaming voucher into the bill validator; or**

7 **(2) Presenting currency or value chips to the dealer or boxperson.**

8 **B. A dealer controlled electronic table game system that is equipped with a bill validator**
9 **shall communicate with the Commission's central monitor and control computer system to:**

10 **(1) Transmit accounting and auditing information;**

11 **(2) Retrieve information in real time; and**

12 **(3) Activate or disable a dealer controlled electronic game.**

13 **C. If a table game using a dealer controlled electronic table game system is not equipped**
14 **with a bill validator, a player shall participate in wagering by presenting currency or value**
15 **chips to the dealer or boxperson.**

16 **D. When a player presents currency, a gaming voucher, or value chips as described in § A**
17 **or C of this regulation:**

18 **(1) The dealer controlled electronic table game system shall:**

19 **(a) Credit to the player's game account an amount of funds equivalent to the**
20 **currency, gaming voucher or value chips presented by the player; and**

21 **(b) Display on the electronic fund display the amount of funds deposited into**
22 **the player's game account; and**

23 **(2) The player shall acknowledge the amount of funds deposited into the player's**
24 **game account.**

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1 **E. A player shall cash out of a table game using a dealer controlled electronic table game**
2 **system by receiving:**

3 **(1) A gaming voucher equal in value to the balance in the player's game account; or**

4 **(2) Value chips from the dealer or boxperson from the table inventory container**
5 **that are equal in value to the balance in the player's game account.**

6 **F. After a player has cashed out of a table game using a dealer controlled electronic table**
7 **game system, the dealer or boxperson shall zero out the electronic fund display of the**
8 **player's game account.**

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