

GAMING COMMISSION
REGULATIONS

REGULATION OF THE METHOD OF
OPERATION

AND FISCAL AFFAIRS OF CARD
GAMES

Coyote Valley Gaming
Commission
Coyote Valley Band of Pomo
Indians

Chapter 6

REGULATION OF THE METHOD OF
OPERATION
AND FISCAL AFFAIRS OF GAMES
OF POKER
AND ALL OTHER SIMILAR CARD
GAMES

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- 6.020 Card Game Drop Box
Procedures.
- 6.030 Sale of Stakes.
- 6.040 Accounting for
Transactions Between Card
Table Bank
and Card Room
Bank.
- 6.050 Limitation on the
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Card Table Banks.
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Use of Shills and
Proposition Players.
- 6.080 Restrictions on
Other Players.
- 6.090 Posting of Rules.

6.010 Definitions. As used herein, the following terms shall have the following meanings:

1. **"Ante"** means a player's initial wager or predetermined contribution to the pot, prior to the dealing of the first hand.

2. **"Call"** means a wager made in an amount equal to the immediately preceding wager.

3. **"Card Game Shill"** means an employee engaged and financed by the Gaming Enterprise as a player for the purpose of starting and/or maintaining a sufficient number of players in a card game.

4. **"Card Room Bank"** means a loan fund, which is part of and accountable to, the Gaming Enterprise's casino cage or bank roll, but which is maintained in the card room exclusively for the purposes set forth in Regulation 6.050(1).

5. **"Card Table Bank"** means a loan fund or inventory of cash and chips physically located in the table tray on the card table and controlled by the Gaming Enterprise through

accountability, established with the card room bank. The Card Table Bank shall be used only for the purposes set forth in Regulation 6.050.(2)

6. **"Check"** means to waive the right to initiate the wagering, but to retain the right to call, after all the other players have either wagered or folded.

7. **"Hand"** means one game in a series, one deal in a card game, or the cards held by a player.

8. **"Pot"** means the total amount anted and wagered by players during a hand.

9. **"Proposition Player"** means a person paid a fixed sum by the Gaming Enterprise for the specific purpose of playing in a card game, who uses his/her own funds and who retains his/her winnings and absorbs his/her losses.

10. **"Raise"** means a wager made in an amount greater than the immediately preceding wager.

11. **"Rake-off"** means a percentage of the pot which may be taken by the Gaming Enterprise for maintaining or dealing the game.

12. **"Stake"** means the

funds with which a player enters a game.

13. **"Stakes Player"**

means a person financed by the Gaming Enterprise to participate in a game under an arrangement or understanding whereby such person is entitled to retain all or any portion of his/her winnings.

14. **"Table Tray"** means a receptacle used to hold the card table bank.

15. **"Time Buy-In"**

means a charge to a player, determined on a time basis, by the Gaming Enterprise for the right to participate in a game.

6.020 Card Game Drop Box Procedures. Each card table shall have one card game drop box with the drop slot located at least four inches in front of the table tray and to the right thereof, unless the table is equipped with a drop slot, located at least two inches to the right of and even with the top right-hand corner of the table tray, with a cover over the drop slot, which when activated will cause the rake to drop directly into the drop box. The card game drop box shall be a locked container marked with a permanent number corresponding to a permanent number on the card table and permanently marked to

indicate game and shift, all of which markings shall be clearly visible at a distance of twenty (20) feet. The locked container shall be locked to the card table and shall be separately keyed from the container itself.

All card game drop boxes shall be removed from their respective card tables at the end of each shift at the times previously designated in writing to the Commission. The removal of card game drop boxes shall be without any interruptions so that an observer may be able to observe the markings on the boxes. The boxes must be transported directly to the room designated for counting where they shall be stored in a secure place or immediately counted.

6.030 Sale of Stakes.

No cash or chips received for the sale of stakes shall be commingled with any rake-offs or other compensation received by the Gaming Enterprise from the players for the right to play.

6.040 Accounting for Transactions for Card Table Bank and Card Room Bank.

1. When the card table bank is to be replenished with chips from the card room bank, all cash or chips to be transferred must be counted down by the

dealer in public view on the card table and verified by the person who transports the cash or chips.

2. The transfer shall be preceded by the placement of appropriately designated marker buttons (lammer) on the card table of a value equivalent to the cash or chips to be transferred to the card room bank. Such marker buttons may only be removed by the dealer after the transaction has been completed.

3. Upon written Commission approval, the Gaming Enterprise may utilize the Casino cage in lieu of a card room bank, provided that the procedures as set forth in Regulation 6.040, 6.050, and 6.060 are followed by the Casino cage for such transactions.

6.050 Limitations on the Use of Card Room Banks and Card Table Banks.

1. Card room banks shall be used exclusively for the purposes of the issuance and receipt of shill funds, the maintenance of card table banks used in card games, and the purchase and redemption of chips by players.

2. Card table banks shall be used only for the purposes of making change or handling player buy-ins.

6.060 Rake-off and
Time Buy-In.

1. Rake-offs shall not exceed ten percent (10%) of all sums wagered in the hand. Rake-offs shall only be pulled from the pot by the dealer in a obvious manner after each wager and call or at the completion of the hand. The rake-off shall be placed in a designated rake circle and shall remain in the designated rake circle until a winner is declared and paid. The rake-off shall then be dropped into the card game drop box.

2. The designated rake circle must be clearly visible to all players and shall be positioned in a location on the table where it is at least four inches from and in front of the table tray and at least eight inches from the table drop slot, unless the table is equipped with a drop slot located at least two inches to the right of and even with the top right-hand corner of the table tray with a cover over the drop slot, which when activated will cause the rake to drop directly into the drop box; such drop slot shall serve as the rake circle.

3. All time buy-ins or other fees charged shall be immediately placed into the card game drop box.

6.070 Restrictions on
Use of Shills and
Proposition Players.

1. Shills may not check and raise or play in any manner between themselves or in collusion with others to the disadvantage of other players within the game.

2. Every Gaming Enterprise employing shills or proposition players shall identify such shills or proposition players upon request and shall display a sign clearly legible from each table, which states:

Coyote
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shills
and
proposit
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players.
Shills
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request.

3. Each Gaming Enterprise shall maintain, in a manner as in the case of all other employees, employment records on each individual engage as a skill or proposition player; additionally, a list of all skills and proposition players shall be maintained at the card room bank and shall be readily available for inspection by the Commission.

4. Persons who participate in the management or supervision of games subject to this Regulation shall be permitted to act as a skill or proposition player in the establishment where employed, if supervision is otherwise provided.

5. All advances to and winnings of a skill shall be utilized only for wagering in card games or turned into the card room bank at the conclusion of play.

6. No more than two proposition players may play in a card game. No more than a combination of four skills and proposition players may play in a card game.

7. Skills may only wager chips.

6.080 Restrictions on Other Players. Stake players shall not be utilized by any Gaming Enterprise. No dealer may wager in any game in which he or she is dealing.

6.090 Posting of Rules. The rules of each game shall be posted and be clearly legible from each table and must designate:

1. The maximum rake-off percentage, time buy-in, or other fee charges.

2. The number of raises allowed.

3. The monetary limit of each raise.

4. The amount of ante.

5. Other rules as may be necessary.

CERTIFICATION

The foregoing Regulation was adopted at a regular meeting of the Coyote Valley Gaming Commission held on November ____, 1995, by the following vote:

AYES:
NOES:
ABSTAIN:
ABSENT:

Chairman of the
Coyote Valley

Gaming Commission

ATTESTED:

Secretary of the Coyote
Valley Gaming Commission