



Rules of
Department of Public Safety
Division 45—Missouri Gaming Commission
Chapter 5—Conduct of Gaming

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**Title 11—DEPARTMENT OF
PUBLIC SAFETY**

**Division 45—Missouri Gaming
Commission**

Chapter 5—Conduct of Gaming

**11 CSR 45-5.010 Presumption of the Right
of Patrons to Participate in Gambling
Games**

PURPOSE: This rule establishes the general right of a patron to participate in gambling games unless such patron engages in unlawful or disruptive conduct.

(1) Unless otherwise authorized by sections 313.800, RSMo et seq., as amended from time-to-time, and 11 CSR 45-1 et seq., as amended from time-to-time (collectively, the “Riverboat Gambling Act and Regulations”), no licensee may deny a patron the right to play a table game that involves playing cards and which is offered to the general public. A patron may be denied such right if the patron engages in unlawful or disruptive conduct. The licensee shall notify a commission agent prior to removing such patron.

AUTHORITY: sections 313.004 and 313.805, RSMo 1994. Original rule filed Dec. 17, 1999, effective Aug. 30, 2000.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1992, 1993, 1994.*

**11 CSR 45-5.020 Posting of Address of
Commission**

PURPOSE: This rule requires the posting of the commission’s address.

(1) Each licensed gaming establishment shall conspicuously post on the premises the address of the commission in a manner prescribed by the commission.

AUTHORITY: sections 313.004 and 313.805, RSMo Supp. 1993. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994.*

**Original authority: 313.004, RSMo 1993 and 313.805, RSMo 1991, amended 1993.*

**11 CSR 45-5.030 Participation in Gam-
bling Games by a Holder of a Class A or
Supplier License, and the Directors, Offi-
cers, Key Persons or Employees of Such
Licensees**

PURPOSE: This rule establishes standards for participation in games for certain people.

(1) No holder of a Class A or Class B license or any director, officer, key person, or any other employee of such licensee shall play or be permitted to play any gambling game in an establishment owned or operated by such Class A or Class B licensee and which is licensed by the commission.

(2) No holder of a supplier’s license or any director, officer, key person or any other employee of a supplier licensee shall play or be permitted to play on an excursion gambling boat any gambling game which the supplier licensee provides under the authority of the license.

AUTHORITY: sections 313.004 and 313.807, RSMo 2000, and section 313.805, RSMo Supp. 2011. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed Feb. 26, 2001, effective Sept. 30, 2001. Amended: Filed Sept. 29, 2011, effective May 30, 2012.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; and 313.807, RSMo 1991, amended 1993, 2000.*

11 CSR 45-5.050 Authorized Games

PURPOSE: This rule establishes the list of authorized games.

(1) No holder of a Class A license shall permit any game to be played other than those approved by the commission. For each game, the holder of a Class A license shall provide a set of game rules to the commission one hundred twenty (120) days in advance of the game’s operation or within a time period as the commission may designate and these games must be approved by the commission. Changes in permissible rules must be submitted in writing and approved by the commission prior to implementation.

AUTHORITY: sections 313.004 and 313.805, RSMo 1994 and 313.807, RSMo Supp. 1997. Emergency rule filed Sept. 1, 1993,*

effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed June 2, 1995, effective Dec. 30, 1995. Amended: Filed June 25, 1996, effective Feb. 28, 1997. Amended: Filed Feb. 19, 1998, effective Aug. 30, 1998. Amended: Filed May 13, 1998, effective Oct. 30, 1998.

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; and 313.807, RSMo 1991, amended 1993, 1994.*

**11 CSR 45-5.051 Minimum Standards for
Blackjack**

PURPOSE: This rule establishes a set of minimum standards for the game of Blackjack.

(1) The following words and terms, when used in this rule, shall have the following meanings unless the context clearly indicates otherwise.

(A) “Bart Carter Shuffle” means the shuffling procedure whereby approximately one deck of cards is shuffled after being dealt, segregated into separate stacks and each stack is inserted into pre-marked locations within the remaining decks contained in the dealing shoe.

(B) “Determinant card” means the first card drawn for each round of play to determine from which side of the two (2)-compartment dealing shoe the cards for that hand shall be dealt.

(C) “Double shoe” means a dealing shoe that has two (2) adjacent compartments in which cards are stacked separately and which permits cards to be dealt from only one (1) compartment at any given time.

(2) A person who, without the assistance of another person or without the use of a physical aid or device of any kind, uses the ability to keep track of the value of cards played in Blackjack and uses predictions formed as a result of the tracking information in his/her playing and betting strategy shall not be considered to be cheating.

(3) A Class B licensee may implement any of the following options at a Blackjack table provided that the casino licensee complies with the notice requirements contained in 11 CSR 45-5.060:

(A) Persons who have not made a wager on the first round of play may not enter the game on a subsequent round of play until a reshuffle of the cards has occurred;

(B) Persons who have not made a wager on the first round of play may be permitted to



enter the game, but may be limited to wagering only the minimum limit posted at the table until a reshuffle of the cards has occurred;

(C) Persons who, after making a wager on a given round of play, decline to wager on any subsequent round of play may be precluded from placing any further wagers until a reshuffle of the cards has occurred;

(D) Persons who, after making a wager on a given round of play, decline to wager on any subsequent round of play may be permitted to place further wagers, but may be limited to wagering only the minimum limit posted at the table until a reshuffle of the cards has occurred; and

(E) Use a double shoe with a determinate card that selects which shoe to deal from during a particular hand.

(4) If a Class B licensee implements any of the options in section (3) of this rule, the option shall be uniformly applied to all persons at the table; provided, however that if a Class B licensee has implemented either of the options in subsection (3)(C) or (D) of this rule, an exception may be made for a patron who temporarily leaves the table if, at the time the patron leaves, the Class B licensee agrees to reserve the patron's spot until his or her return.

(5) Immediately prior to the commencement of play and after any shuffle of the cards, the dealer shall require that the cards be cut in a manner set forth in the Class B licensee's internal controls as approved by the commission. Such internal controls shall be subject to the following conditions:

(A) If the "Bart Carter Shuffle" is utilized and the cards in the discard rack exceed approximately one (1) deck in number, the dealer shall continue dealing the cards until that round of play is completed after which he shall remove the cards from the discard rack and shuffle those cards so that they are randomly intermixed. After the cards taken from the discard rack are shuffled, they shall be split into three (3) separate stacks and each stack shall be inserted into pre-marked locations within the remaining decks contained in the dealing shoe.

(6) A floor supervisor or above may direct the dealer to shuffle the cards after any round of play is completed and all wagers have been resolved.

(7) After the cards have been cut and before any cards have been dealt, a floor supervisor may require the cards to be recut if he or she determines that the cut was performed

improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the Class B licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by the Class B licensee's internal controls.

AUTHORITY: section 313.004, RSMo 2000 and section 313.805, RSMo Supp. 2010. Original rule filed Dec. 17, 1999, effective Aug. 30, 2000. Amended: Filed Feb. 28, 2007, effective Oct. 30, 2007. Amended: Filed July 28, 2010, effective Feb. 28, 2011.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.053 Policies

PURPOSE: This rule details policies regarding methods of operation to be followed by licensees.

(1) A holder of a Class B license shall comply with all federal regulations and requirements for the withholding of taxes from winnings and the filing of currency transaction reports.

(2) It is the policy of the commission to require that all riverboats and gaming conducted on riverboats be operated in a manner suitable to protect the public health, safety, morals, good order and general welfare of Missouri. Responsibility for the employment and maintenance of suitable methods of operation rests with the holder of a operator's license and willful or persistent use or toleration of methods of operation deemed unsuitable will constitute grounds for disciplinary action, up to and including license revocation.

(3) The holder of a Class A or B license is expressly prohibited from the following activities:

(A) Failing to exercise discretion and good judgment to prevent incidents which might reflect on the repute of the state of Missouri and act as a detriment to the development of the industry, including allowing lewd entertainment on a boat;

(B) Permitting persons who are visibly intoxicated to participate in gaming activity;

(C) Failing to conduct advertising and public relations activities in accordance with decency, dignity, good taste and honest and fair representation;

(D) Failing to comply with or make provision for compliance with all federal, state and

local laws and regulations pertaining to the operation of a license, including paying license fees, withholding payroll taxes and violating alcoholic beverage laws or rules;

(E) Catering to, assisting, employing or associating with, either socially or in business affairs, persons of notorious or unsavory reputation or who have felony police records, or the employing either directly through a contract or other means, of any firm or individual in any capacity where the repute of the state of Missouri or the gaming industry is liable to be damaged because of the unsuitability of the firm or the individual;

(F) Permitting to remain in, or upon any licensed premises, any associated gambling equipment (primarily, but not limited to, cards or dice), which may have in any manner been marked, tampered with or otherwise placed in a condition or operated in a manner which might affect the game and its payouts;

(G) Permitting, if the licensee was aware or should have been aware of, any cheating whatsoever;

(H) Permitting to remain in or upon any licensed premises, any cheating device whatsoever; or conducting, carrying on, operating or dealing any cheating or thieving game or device on the premises;

(I) Permitting to remain in or upon any licensed premises, if the licensee was aware, or should have been aware of, any gambling device which tends to alter the normal random selection of criteria which determines the results of the game or deceives the public in any way;

(J) Failing to conduct gaming operations in accordance with proper standards of custom, decorum and decency; or to permit any type of conduct on the riverboat which reflects negatively on the repute of the state of Missouri or acts as a detriment to the gaming industry;

(K) Denying a commissioner or commission agent, access to, for inspection purposes, any portion or aspect of the riverboat or attendant shore facilities;

(L) Denying a commissioner or commission agent, information concerning any aspect of the riverboat operation; and

(M) Failing to report to the commission known or suspected violations of commission rules and applicable law.

(4) No person shall use, or possess with the intent to use, any calculator, computer or other electronic, electrical or mechanical device at any table game that—

(A) Assists in projecting the outcome of a game;

(B) Keeps track of cards that have been dealt;



(C) Keeps track of changing probabilities; or

(D) Keeps track of playing strategies being utilized, except as permitted by the commission.

(5) Wagers may only be made—

(A) By a person present on a licensed gambling boat;

(B) By persons twenty-one (21) years of age or older; and

(C) At the times allowed by the commission.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.800, 313.805, 313.807, 313.812, 313.817, and 313.830, RSMo Supp. 2014. Original rule filed Feb. 19, 1998, effective Aug. 30, 1998. Amended: Filed May 13, 1998, effective Jan. 30, 1999. Amended: Filed March 1, 2000, effective Sept. 30, 2000. Emergency amendment filed Oct. 29, 2008, effective Nov. 15, 2008, expired May 13, 2009. Amended: Filed Oct. 29, 2008, effective April 30, 2009. Emergency amendment filed July 31, 2014, effective Aug. 28, 2014, expired Feb. 26, 2015. Amended: Filed July 31, 2014, effective Feb. 28, 2015.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008; and 313.807, RSMo 1991, amended 1993, 2000.*

11 CSR 45-5.056 Ethical Restrictions

PURPOSE: This rule establishes ethical restrictions for gambling licenses.

(1) For purposes of this 11 CSR 45-5.056—

(A) “Affiliate” shall be defined as any entity with a parent company that is a holder of or applicant for a Class A or supplier’s license, or any entity that shares a common parent company with a holder of or applicant for a Class A or supplier’s license;

(B) “Appointed official” shall be defined as any employee or agent of a governmental entity who holds a position with discretionary authority to take or vote on the following actions:

1. Promulgation of ordinances, rules or regulations with the effect of law that are applicable to the operations of a holder of or applicant for a Class A or supplier’s license;

2. Granting of governmental approvals, licenses or certifications to a holder of or applicant for a Class A or supplier’s license;

3. Enforcement of statutes or of ordinances, rules or regulations with the effect of law against a holder of or applicant for a Class A or supplier’s license or at a riverboat gaming operation; provided that, in the case

of law enforcement personnel, such person must a) actually exercise such authority; b) be specifically assigned by the governmental entity to exercise such authority; or c) hold the power to assign such personnel to exercise such authority; and

4. Entering into any contract or agreement between the governmental entity and a holder of or applicant for a Class A or supplier’s license;

(C) “Commission representative” shall be defined as any member, employee or agent of the commission or any employee of the state highway patrol designated by the superintendent of the highway patrol to have direct regulatory authority related to excursion gambling boats or any employee of the state attorney general’s office designated by the state attorney general to have direct regulatory authority related to excursion gambling boats;

(D) “Direct gaming activity” shall be defined as the management of a casino, the operation of gambling games, the receipt of wagers as part of such games, the payment of winnings to wagerers involved in such games, and the providing of gaming equipment or supplies;

(E) “Direct ownership interest” shall be defined as any financial interest, equitable interest, beneficial interest, or ownership control held by the government official, or such person’s family member related within the second degree of consanguinity or affinity, in an excursion gambling boat operation; in any holder of or applicant for a Class A or supplier’s license; or in any holding company or affiliate company of a holder of or applicant for a Class A or supplier’s license; provided that a direct ownership interest shall not include any equity interest purchased at fair market value, or equity interest received as consideration for goods and services provided at fair market value, of less than one percent (1%) of the total outstanding shares of stock of any publicly traded corporation or certificates of partnership of any limited partnership which is listed on a regulated stock exchange or automated quotation system;

(F) “Direct regulatory authority” shall be defined as any role in the enforcement of the Riverboat Gambling Act and the regulations promulgated thereunder;

(G) “Employ” shall be defined as any of the following:

1. Hiring a person as an employee;

2. Engaging the services of a person with knowledge or reason to believe that the person’s employer provides consideration to the person that is derived from or contingent upon consideration paid to that employer for the services provided; or

3. Engaging the services of an entity controlled by a person with knowledge or reason to believe that the person will receive consideration that is derived from or contingent upon consideration paid to the entity for the services provided, in which case the controlling person is “employed”;

(H) “*Ex parte* communication” shall be defined as direct or indirect communication by any holder of or applicant for a Class A or supplier’s license, or any representative or agent of such license holder or applicant, with any commission member regarding any matters under the jurisdiction of the commission related to the respective holder of or applicant for a Class A or supplier’s license, unless such communications take place during an official commission or commission committee meeting, or, if written, are provided to all other commission members within five (5) days of the initial communication and prior to any commission action on the matter. The following shall not be defined as *ex parte* communication:

1. Any written communication addressed and sent to all commission members;

2. Any communication taking place at a meeting of a governmental entity subject to the Missouri Open Meetings Act, including, but not limited to, meetings of the commission or any committee of the commission;

3. Any communication with employees or agents of the commission who are not commission members, including any such communication that may also involve a commission member as a participant, provided that, if a commission member does participate in such communication, this exemption shall apply only if the holder of or applicant for a Class A or supplier’s license summarizes, reduces to writing and distributes such writing to all commission members within five (5) days of the communication and prior to any commission action on the matter; and

4. Any communication between a commission member and a government official;

(I) “Government official” shall be defined as any of the following:

1. A commission representative;

2. A member of the General Assembly; or

3. An elected official or an appointed official of the state of Missouri or of any Missouri city or county in which the licensing of excursion gambling boats has been approved in either the city or county or both;

(J) “Parent company” shall be defined as a holding company defined in 11 CSR 45-10.040(7)(B) or as any other entity which,



directly or indirectly through one or more intermediaries, possesses the power to direct or cause the direction of the management and policies of a person, whether through the ownership of voting shares, by contract or otherwise; and

(K) “Representative or agent” of a license holder or applicant shall be defined as a key person or occupational licensee employee of the license holder or applicant or any individual who acts as a common law agent on behalf of the license holder or applicant before the commission, such as an attorney, accountant or lobbyist.

(2) No holder of or applicant for a Class A or supplier’s license may have a contractual relationship involving, as a party or agent of a party, a person who is a government official at the time of the relationship or who has been a government official within (2) two years prior to the relationship, if such contractual relationship is one in which any aspect of direct gaming activity is included in the duties or obligations of the government official, former government official or the party for which he or she acts as an agent.

(3) No holder of or applicant for a Class A or supplier’s license, or any representative or agent of such license holder or applicant, may enter into any contractual relationship with any commission representative in which the commission representative receives consideration that is above fair market value.

(4) No holder of or applicant for a Class A or supplier’s license may employ or offer to employ a person, or the spouse or dependent child of such a person, who is a government official at the time of such employment or offer, or who has been a government official within two (2) years prior to such employment or offer.

(5) No holder of or applicant for a Class A or supplier’s license, or any representative or agent of such license holder or applicant, may attempt to influence any official action of a government official by reason of offering to employ any person; provided that this 11 CSR 45-5.056(5) shall not prohibit offering employment to any person who has been recommended for employment by a government official, if the offer of employment is not an attempt to influence a specific official action of that government official.

(6) No representative or agent of a holder of or applicant for a Class A or supplier’s license, may employ or offer employment to any commission representative.

(7) No holder of or applicant for a Class A or supplier’s license may knowingly offer a direct ownership interest to or allow a direct ownership interest to be held by a person who is a government official at the time of holding such direct ownership interest or who has been a government official within two (2) years prior to holding such direct ownership interest; provided that knowledge of a broker or transfer agent for a publicly traded license holder or applicant shall not be imputed to such license holder or applicant for purposes of this 11 CSR 45-5.056(7).

(8) No holder of or applicant for a Class A or supplier’s license, or any representative or agent of such license holder or applicant, may offer any gift to any commission representative or to any peace officer of any city or county which has approved gambling games on excursion gambling boats pursuant to section 313.812.10, RSMo.

(9) No holder of or applicant for a Class A or supplier’s license, or any representative or agent of such license holder or applicant, may knowingly engage in *ex parte* communication with any commission member.

(10) No holder of or applicant for a Class A or supplier’s license or any representative or agent of such license holder or applicant, may offer, promise, or give anything of value or benefit to a person who is connected with a Class A licensee including, but not limited to, an officer or employee of a licensee or holder of an occupational license, pursuant to an agreement or arrangement or with the intent that the promise or thing of value or benefit will influence the actions of the person to whom the offer, promise or gift was made in order to affect or attempt to affect the outcome of a gambling game, or to influence official action of a member of the commission.

(11) No holder of or applicant for a Class A or supplier’s license or any representative or agent of such license holder or applicant, may solicit or knowingly accept or receive a promise of anything of value or benefit while the person is connected with an excursion gambling boat including, but not limited to, an officer or employee of a licensee or holder of an occupational license, pursuant to an agreement or arrangement or with the intent that the promise or thing of value or benefit will influence the actions of the person to affect or attempt to affect the outcome of a gambling game, or to influence official action of a member of the commission.

(12) No holder of or applicant for a Class A or supplier’s license or any representative or agent of such license holder or applicant may solicit, suggest, request or recommend to any individual or entity the appointment of any commission representative to any office, place, position or employment.

(13) No holder of or applicant for a Class A or supplier’s license or any representative or agent of such license holder or applicant may hire or utilize the services of a commission representative or a person who has been a commission representative within the previous two (2) years as a representative or agent of the holder of or applicant for a Class A or supplier’s license.

(14) No holder of or applicant for a Class A or supplier’s license may enter into any scheme or arrangement through which one or more of the relationships, transactions or activities prohibited by this 11 CSR 45-5.056 is knowingly effected through an affiliate or parent company of the applicant or license holder in an attempt to circumvent the provisions of this 11 CSR 45-5.056.

(15) Notwithstanding sections 11 CSR 45-5.056(1) through (14), this 11 CSR 45-5.056 shall not prohibit any applicant or licensee from—

(A) Allowing any person to engage in legal gaming activity as a patron of a casino;

(B) Charging an admission fee to any person to enter a gaming establishment; or

(C) Entering into an agreement with the state, any political subdivision of the state or any other governmental entity that is otherwise legal and that has been disclosed to the commission within ten (10) days of consummation; including, but not limited to, agreements for the reimbursement of expenses incurred by a governmental entity for services of agents or employees of that entity acting in their official capacities.

AUTHORITY: sections 313.800, 313.805, 313.812 and 313.830, RSMo 1994. * Original rule filed Feb. 19, 1998, effective Aug. 30, 1998. Amended: Filed May 13, 1998, effective Jan. 30, 1999. Amended: Filed Nov. 12, 1998, effective June 30, 1999.

**Original authority:* 313.800, RSMo 1991, amended 1993, 1994; 313.805, RSMo 1991, 1993, 1994; 313.812, RSMo 1991, amended 1993, 1994, 1995; and 313.830, RSMo 1991, amended 1993.



11 CSR 45-5.060 Publication of Rules and Payoff Schedules for All Permitted Games

PURPOSE: This rule establishes procedures for publication of rules and payoff schedules for all permitted games.

(1) A holder of a Class A license shall provide in printed form, to all patrons who request one, the rule and accurate payoff schedules for each game in the area in which the game is played. The license holder(s) shall make payment in strict accordance with the published payoff schedules. Payoff schedules must accurately state actual payoffs applicable to a particular game or device and shall not be worded in a manner so as to mislead the public. Maintenance of any misleading or deceptive matter on any payoff schedule or failure on the part of a Class A licensee to make payment in strict accordance with the published payoff schedules may be deemed an unsuitable method of operation. This form shall be posted in a conspicuous position on the boat.

AUTHORITY: sections 313.004 and 313.805 RSMo 1994 and 313.807, RSMo Supp. 1997.* *Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; and 313.807, RSMo 1991, amended 1993, 1994.*

11 CSR 45-5.065 Patrons Unlawfully on Excursion Gambling Boat—Not Eligible for Gambling Game Winnings

PURPOSE: This rule establishes a procedure for denying a patron that is unlawfully on the casino floor from claiming winnings from a gambling game.

(1) As used in this rule, “gambling game payout” means any money, merchandise or thing of value that, according to the rules of the gambling game that have been approved by the commission, is to be paid to a patron because of a specific combination(s) of characters or symbols on an electronic gaming device or a specific result in a table game.

(2) Patrons that are excluded from excursion gambling boats pursuant to 11 CSR 45-10.115, 11 CSR 45-15 et seq., 11 CSR 45-17 et seq., and patrons who are under twenty-

one (21) years of age are not eligible to claim gambling game payouts.

(3) If, prior to awarding a gambling game payout, a licensee learns that the patron attempting to claim the winnings fits the criteria in section (2) of this rule, the licensee shall immediately notify a commission agent. The commission agent shall require the patron to produce positive photo identification. If the commission agent determines that the patron fits the criteria set forth in section (2) of this rule, he shall order the licensee to return the wager to the patron and deny the patron the proceeds of the gambling game payout. The agent shall then escort the patron off the excursion gambling boat and shall take enforcement action as deemed appropriate or as mandated by law. For accounting purposes, the proceeds of the gambling game payout shall be treated as though the wager had not been made.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.805, 313.817, and 313.822, RSMo Supp. 2011.* *Original rule filed Dec. 27, 2000, effective July 30, 2001. Amended: Filed Sept. 29, 2011, effective May 30, 2012.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; 313.817, RSMo 1991, amended 1993, 2000, 2008; and 313.822, RSMo 1991, amended 1993, 2000, 2008, 2009.*

11 CSR 45-5.070 Payout Percentage for Electronic Gaming Devices

PURPOSE: This rule establishes the payout percentage for electronic gaming devices.

(1) A holder of a Class A license shall by the tenth day of each calendar month display at the patron entrance to the gaming floor and on the front of the main cashier cage the actual aggregate payout percentage to the nearest one-tenth (0.1%) percent of all the electronic gaming devices in operation during the previous month. The commission may require that Class A licensees display with the actual aggregate payout percentage a reference to the commission Internet website where additional information will be made available on payout percentages by denomination.

AUTHORITY: sections 313.004 and 313.805, RSMo 2000.* *Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended:*

Filed March 1, 2002, effective Sept. 30, 2002.

**Original authority: 313.004, RSMo 1993, amended 1994 and 313.805, RSMo 1991, amended 1993, 1994, 2000.*

11 CSR 45-5.075 Payout Percentage for Table Games and Progressive Table Games

PURPOSE: This rule establishes minimum payout percentages for progressive wagers on table games.

(1) Table games shall have a minimum theoretical return to players of seventy percent (70%) of the total amount wagered and a maximum theoretical hold distributed to the Class B licensee of thirty percent (30%). The computation of the theoretical return to player and hold shall be based on the optimum player strategy for the game and use generally accepted mathematical analysis techniques.

(2) Table games progressive wagers shall have a minimum theoretical return to players of seventy percent (70%) of the amount wagered and a maximum theoretical hold distributed to the Class B licensee of thirty percent (30%). Table games that include progressive jackpots shall include a progressive meter, visible to the public. If any part of the distribution to the progressive jackpot(s) is being used to fund a secondary jackpot, visible signage informing players of this supplemental distribution must be placed in the immediate area of the table. The existence of progressive jackpots and the distributions to those jackpots shall be set forth in the “rules of the game” within a licensee’s internal controls for each game having a progressive jackpot(s).

(3) Any table game not meeting these distribution requirements shall be deemed an unauthorized gambling game.

AUTHORITY: sections 313.004 and 313.807, RSMo 2000 and section 313.805, RSMo Supp. 2010.* *Original rule filed May 10, 2000, effective Nov. 30, 2000. Amended: Filed March 1, 2002, effective Sept. 30, 2002. Amended: Filed July 28, 2010, effective Feb. 28, 2011.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; 313.807, RSMo 1991, amended 1992, 1993, 2000.*

11 CSR 45-5.080 Authorized Suppliers

PURPOSE: This rule establishes authorized suppliers.



(1) Chips, tokens, dice, playing cards and electronic gaming devices may only be purchased from a licensed supplier of those items.

AUTHORITY: sections 313.004, 313.805, and 313.807, RSMo Supp. 1993. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994.*

**Original authority: 313.004, RSMo 1993 and 313.805 and 313.807, RSMo 1991, amended 1993.*

11 CSR 45-5.090 Submission of Chips for Review and Approval

PURPOSE: This rule establishes process for submission of chips for review and approval.

(1) Each holder of a Class B license shall submit to the commission for approval a sample of each denomination of value and nonvalue chips in its primary and secondary sets and shall not utilize these chips for gaming purposes until approved in writing by the commission.

(A) In requesting approval of these chips, a holder of a Class B license prior to having the chips manufactured, shall first submit to the commission a detailed schematic of its proposed chips, and a sample chip, which shall show the front, back, and edge of each denomination of value chip and each nonvalue chip and the design and wording to be contained on the chip, all of which shall be depicted on the schematic or chip as they will appear, both as to size and location, on the actual chip. Once the design schematics or chip is approved by the commission, no value or nonvalue chip shall be issued or utilized unless and until a sample of each denomination of value chip and each color of nonvalue chip is also submitted to and approved by the commission.

(B) The name and address of the manufacturer shall be provided to the commission.

(C) No holder of a Class B license or other person licensed by the commission shall manufacture for, sell to, distribute to, or use in any casino outside of Missouri, any value or nonvalue chips having the same edge design as those approved for use in Missouri.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.805 and 313.807, RSMo Supp. 2014. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30,*

1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed June 2, 1995, effective Dec. 30, 1995. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed July 31, 2014, effective Feb. 28, 2015.

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; and 313.807, RSMo 1991, amended 1993.*

11 CSR 45-5.100 Chip Specifications

PURPOSE: This rule establishes chip specifications.

(1) Value Chips.

(A) Each chip issued by a holder of a Class B license shall be round in shape, have clearly and permanently impressed, engraved or imprinted on it the name of the riverboat and the specific value of the chip, and at least on one (1) side of the chip, the city or other locality and the state where the establishment is located and the manufacturer's name or a distinctive logo or other mark identifying the manufacturer, except that a holder of a Class B license may issue gaming chips without a value impressed, engraved or imprinted on them shall be known as value chips and chips without a value contained on them shall be known as nonvalue chips.

(B) Unless otherwise authorized by the commission, value chips may be issued by Class B licensees in denominations of fifty cents, one, two, two and one-half, five, twenty-five, one hundred, five hundred, one thousand, five thousand, and ten thousand dollars (50¢, \$1, \$2, \$2.50, \$5, \$25, \$100, \$500, \$1,000, \$5,000 and \$10,000). The licensees shall have the discretion to determine the denominations to be utilized on its riverboat and the amount of each denomination necessary for the conduct of gaming operations.

(C) Each denomination of value chip shall have a different primary color from every other denomination of value chip. Unless otherwise approved by the commission, value chips shall fall within the colors set forth in this subsection when the chips are viewed both in daylight and under incandescent light. In conjunction with these primary colors, each holder of a Class B license shall utilize contrasting secondary colors for the edge spots on each denomination of value chip. Unless otherwise approved by the commission, no holder of a Class B license shall use a secondary color on a specific denomination of chip identical to the secondary color used by another holder of a Class B license on that same denomination of value chip. The primary color to be utilized by each holder of a

Class B license for each denomination of value chip shall be—

| | | |
|-----|----------|-------------|
| 1. | 50¢ | Pink |
| 2. | \$ 1 | White |
| 3. | \$ 2 | Beige |
| 4. | \$2.50 | Blue |
| 5. | \$ 5 | Red |
| 6. | \$ 25 | Green |
| 7. | \$100 | Black |
| 8. | \$500 | Fire Orange |
| 9. | \$1,000 | Purple |
| 10. | \$5,000 | Gray |
| 11. | \$10,000 | Yellow |

(D) Each denomination of value chip utilized by a holder of a Class B license unless otherwise authorized by the commission, shall—

1. Have its center portion impressed, engraved or imprinted with the value of the chip and the riverboat issuing it and utilize a different shape for each denomination;

2. Be designed so as to be able to determine on surveillance closed circuit television the specific denomination of a chip when placed in a stack of chips of other denominations; and

3. Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of value chips.

(2) Nonvalue Chips.

(A) Each nonvalue chip utilized by a riverboat shall be issued solely for the purpose of gaming at roulette. The nonvalue chip(s) at each roulette table shall—

1. Have the name of the riverboat issuing it molded into its center;

2. Contain a design, insert or symbol differentiating it from the nonvalue chips being used at every other roulette table in the riverboat;

3. Have "Roulette" impressed on it; and

4. Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of these chips.

(B) Nonvalue chips issued at a roulette table shall only be used for gaming at that table and shall not be used for gaming at any other table in the riverboat, nor shall any holder of a Class B license or its employees allow any riverboat patron to remove nonvalue chips permanently from the table from which they were issued.

(C) No person at a roulette table shall be issued or permitted to game with nonvalue chips that are identical in color and design to value chips or to nonvalue chips being used by another person at the same table. When a patron purchases nonvalue chips, a nonvalue chip of the same color shall be placed in a



slot or receptacle attached to the outer rim of the roulette wheel. At that time, a marker denoting the value of a stack of twenty (20) chips of that color shall be placed in the slot or receptacle.

(D) Nonvalue chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the riverboat gaming operation. When so presented, the dealer at the issuing table shall exchange them for an equivalent amount of value chips which may then be used by the patron in gaming or redeemed as any other value chips.

(E) Each holder of a Class B license shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette provided, however, that it shall be the responsibility of the licensee to keep an accurate account of the wagers being made at roulette with value chips so that the wagers made by one player are not confused with those made by another player at the table.

AUTHORITY: section 313.004, RSMo 2000 and sections 313.805 and 313.817, RSMo Supp. 2008. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed April 3, 2001, effective Oct. 30, 2001. Amended: Filed Oct. 29, 2008, effective April 30, 2009. Amended: Filed June 30, 2009, effective Jan. 30, 2010.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008; and 313.817, RSMo 1991, amended 1993, 2000, 2008.*

11 CSR 45-5.110 Primary, Secondary and Reserve Sets of Gaming Chips

PURPOSE: This rule establishes the process for having primary, secondary and reserve sets of gaming chips.

(1) Unless otherwise authorized by the commission, each riverboat shall have a primary set of value chips, a separate secondary set of value chips and a nonvalue chip reserve which shall conform to the color and design specifications set forth in 11 CSR 45-5.100. An approved secondary set of value chips and reserve nonvalue chips shall be placed into active play whenever the primary set is removed.

(A) The secondary set of value chips shall have different secondary colors than the pri-

mary set and shall be required for all denominations.

(B) Each holder of a Class A license shall have a nonvalue chip reserve for each color utilized in the riverboat with a design insert or symbol different from those nonvalue chips comprising the primary set.

(C) The holder of a Class A license shall remove the primary set of gaming chips from active play whenever—

1. A determination is made by the licensee that the riverboat gaming operation is taking on a significant number of counterfeit chips;

2. Any other impropriety or defect in the utilization of the primary set of chips makes removal of the primary set necessary; or

3. The director so directs.

(D) Whenever the primary set of chips is removed from active play, the licensee shall immediately notify a representative of the commission as to the reason for this occurrence.

AUTHORITY: sections 313.004, 313.805, and 313.817, RSMo 1994 and 313.807, RSMo Supp. 1997. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; 313.807, RSMo 1991, amended 1993; and 313.817, RSMo 1991, amended 1993.*

11 CSR 45-5.120 Issuance and Use of Tokens for Gaming in Electronic Gaming Devices

PURPOSE: This rule establishes the procedures for the issuance and use of electronic game tokens.

(1) No holder of a Class A license shall issue or cause to be utilized in the riverboat gaming operation any tokens for gaming in electronic gaming devices unless the tokens are approved by the commission. In requesting approval of the tokens, the licensee shall first submit to the commission a detailed schematic of its proposed token which shall show its front, back and edge, its diameter and thickness and any logo, design or wording to be contained on it, all of which shall be depicted on the schematic as they will appear, both as to size and location, on the actual token. Once the design schematics are approved by the commission, no token shall be issued or

utilized until a sample of the token is also submitted and approved by the commission.

(2) A holder of a Class A license with the approval of the commission, shall issue metal tokens designed for gaming in its electronic gaming devices. These tokens shall—

(A) Be round in shape, have clearly and permanently impressed, engraved or imprinted on them the name of the casino and the specific value of the token, and at least on one (1) side of the token, the city or other locality and the state where the establishment is located and the manufacturer's name or a distinctive logo or other mark identifying the manufacturer;

(B) Contain the statement—"Not Legal Tender";

(C) Not be deceptively similar to any current or past coin of the United States or a foreign country;

(D) Not be of a size or shape or have other characteristics which will physically present their use to activate lawful vending machines or other machines designed to be operated by coins of the United States; and

(E) Not be manufactured from a ferromagnetic material or from a three (3)-layered material consisting of a copper-nickel alloy clad on both sides of a pure copper core or from a copper-based alloy, except if the total zinc, nickel, aluminum, magnesium and other alloying metal exceeds twenty-five percent (25%) of the token's weight.

(3) Tokens approved for issuance by a holder of a Class A license shall be—

(A) Issued to a patron upon payment for a token or in accordance with a complimentary distribution program;

(B) Capable of insertion into designated electronic gaming devices operated by the holder of a Class A license for the purpose of activating play;

(C) Available as a payout from the hopper of the electronic gaming devices; and

(D) Redeemable by the patron in accordance with the Act.

AUTHORITY: sections 313.004, 313.805, and 313.817, RSMo 1994 and 313.807, RSMo Supp. 1997. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed June 2, 1995, effective Dec. 30, 1995. Amended: Filed May 13, 1998, effective Oct. 30, 1998.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; 313.807, RSMo 1991, amended 1993; and 313.817, RSMo 1991, amended 1993.*



11 CSR 45-5.130 Exchange of Chips and Tokens

PURPOSE: This rule establishes the process for exchange of chips and tokens.

(1) Chips shall be issued to a person only at the request of that person and shall not be given as change in any other transaction. Chips shall be issued to riverboat patrons at cashier's cages, at the live gaming devices, or at stations adjacent to the gaming area if approved by the commission. Chips may be redeemed at cashier's cages.

(2) Tokens shall only be issued upon the request of a patron from a cashier's cage or from employees of the holder of a Class B license at the electronic gaming devices area. Tokens may be redeemed at a cashier's cage.

(3) Chips or tokens shall only be redeemed by a holder of a Class B license for its patrons and shall not be knowingly redeemed from any nonpatron source; provided, however, that nongaming employees of the riverboat may redeem chips or tokens they have received as gratuities.

(4) Value chips may be accepted from patrons as payment at face value for food or beverages purchased on the gaming floor. Any change due back to the patron shall be provided in cash or U.S. coin. All value chips accepted as payment for food or beverages shall be exchanged for cash at the cage or main bank during the same shift they were accepted as payment. Non-value (roulette) and tournament chips shall not be used for purposes other than wagering on approved gambling games. Currency transaction reporting requirements shall apply to any qualifying dollar value exchanges of value chips for products or services.

(5) Each riverboat shall promptly redeem its own chips and tokens by cash or by check dated the day of the redemption on an account of the riverboat as requested by the patron, except when the chips and tokens were obtained or used unlawfully.

(6) Each riverboat may demand the redemption of its chips or tokens from any person in possession of them and that person shall redeem the chips or tokens upon presentation of an equivalent amount of cash by the riverboat.

(7) No riverboat shall knowingly accept, exchange, use or redeem gaming chips or tokens issued by another riverboat.

(8) Each riverboat shall cause to be posted and remain posted in a prominent place—

(A) On the front of a cashier's cage, a sign that reads as follows—"Gaming chips issued by another riverboat may not be used, exchanged or redeemed on this riverboat";

(B) On electronic gaming device token redemption booths, a sign that reads—"Tokens issued by another riverboat may not be used, exchanged or redeemed on this riverboat"; and

(C) Near each entrance to the casino floor, a sign that reads—"State law prohibits the use of gaming chips for purchases off the gaming floor."

AUTHORITY: sections 313.004 and 313.807, RSMo 2000 and sections 313.805 and 313.817, RSMo Supp. 2010.* Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed Feb. 19, 1998, effective Aug. 30, 1998. Amended: Filed May 13, 1998, effective Jan. 30, 1999. Amended: Filed Oct. 22, 2010, effective June 30, 2011.

*Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; 313.807, RSMo 1991, amended 1993, 2000; and 313.817, RSMo 1991, amended 1993, 2000, 2008.

11 CSR 45-5.140 Receipt of Gaming Chips or Tokens from Manufacturer

PURPOSE: This rule establishes the process for receipt of gaming chips and tokens from manufacturers.

(1) When chips or tokens are received from the manufacturer, they shall be opened and checked by at least two (2) employees from different departments of the holder of a Class A license. Any deviation between the invoice accompanying the chips or tokens and the actual chips or tokens received or any defects found in the chips or tokens shall be reported promptly to the commission. An agent of the commission will be notified both by the supplier and the casino manager of the time of delivery of any chips or tokens to the holder of a Class A license.

(2) After checking the chips or tokens received, the holder of a Class A license shall cause to be reported in a chip and token inventory ledger—the denomination of the chips or tokens received, the number of each denomination of chip or token received, the number and description of all nonvalue chips received, the date of receipt and the signature of the individuals who checked the chips or tokens.

(3) If any of the chips received are to be held in reserve and not utilized, either at the gaming tables or at a cashier's cage, they shall be stored in a separate locked compartment either in the vault or in a cashier's cage and shall be recorded in the chip and token inventory ledger as reserve chips.

(4) Any chips received that are part of the secondary set of chips of the riverboat shall be recorded in the chip and token inventory ledger as such and shall be stored in a locked compartment in the riverboat vault separate from the reserve chips.

AUTHORITY: sections 313.004, 313.805, and 313.817, RSMo 1994 and 313.807, RSMo Supp. 1997.* Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.

*Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; 313.807, RSMo 1991, amended 1993; and 313.817, RSMo 1991, amended 1993.

11 CSR 45-5.150 Inventory of Chips and Tokens

PURPOSE: This rule establishes the process for inventory of chips and tokens.

(1) In the presence of at least two (2) individuals, chips shall be taken from or returned to either the reserve chip inventory or the secondary set of chips. The denominations, number and amount of chips taken or returned shall be recorded in the chip and token inventory ledger together with the date and signatures of the individuals carrying out this process.

(2) Each holder of a Class A license on a monthly basis, shall compute and record the unredeemed liability for each denomination of chips and tokens and cause to be made an inventory of chips and tokens in circulation and cause the result of this inventory to be recorded in the chip and token inventory ledger. On a monthly basis, each holder of a Class A license shall cause an inventory of chips in reserve to be made and cause the result of this inventory to be recorded in the chip and token inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory chips and tokens in circulation and reserve shall be submitted to the commission for approval. A physical inventory of chips in reserve shall be



required annually if the inventory procedures incorporate the sealing of the locked compartment.

(3) During nongaming hours, all chips and tokens in the possession of the riverboat shall be stored in the chip bank, in the vault, or in a locked compartment in a cashier's cage, except that chips may be locked in a transparent compartment on gaming tables provided that there is adequate security as approved by the commission.

AUTHORITY: sections 313.004, 313.805, 313.807, 313.817 RSMo 2000.* *Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed June 2, 1995, effective Dec. 30, 1995. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed April 28, 2004, effective Dec. 30, 2004.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000; 313.807, RSMo 1991, amended 1993, 2000; and 313.817, RSMo 1991, amended 1993, 2000.*

11 CSR 45-5.160 Destruction of Chips and Tokens

PURPOSE: This rule establishes the process for dealing with destruction of chips and tokens.

(1) Prior to the destruction of chips or tokens, the holder of a Class A license shall notify the commission, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of value chips or tokens to be destroyed, the description and number of nonvalue chips to be destroyed and a detailed explanation of the method of destruction. Unless otherwise authorized by the director, the destruction of chips or tokens shall be carried out in the presence of at least two (2) individuals, one (1) of whom shall be an agent of the commission. The denomination, number and amount of value chips or tokens or, in the case of nonvalue chips, the description and number so destroyed shall be recorded in the chip and token inventory ledger together with the signatures of the individuals carrying out the destruction and the date on which destruction took place.

AUTHORITY: sections 313.004, 313.805 and 313.817, RSMo 1994 and 313.807, RSMo Supp. 1997.* *Emergency rule filed Sept. 1,*

1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; 313.807, RSMo 1991, amended 1993; and 313.817, RSMo 1991, amended 1993.*

11 CSR 45-5.170 Destruction of Counterfeit Chips and Tokens

PURPOSE: This rule establishes the process for the destruction of counterfeit chips and tokens.

(1) As used in this rule, counterfeit chips or tokens means any chip- or token-like objects that have not been approved pursuant to this chapter, including objects commonly referred to as slugs, but not including coins of the United States or any other nation.

(2) Unless a peace officer instructs or a court of competent jurisdiction orders otherwise in a particular case, licensees shall destroy or otherwise dispose of counterfeit chips and tokens discovered at their establishments in a manner as their internal controls specify.

(3) Unless a peace officer instructs or a court of competent jurisdiction orders otherwise in a particular case, licensees may dispose of coins of the United States or any other nation discovered to have been unlawfully used at their establishments by including them in their coin inventories or, in the case of foreign coins, by exchanging them for United States currency or coins and including them in their currency or coin inventories, or by disposing of them in any other lawful manner.

(4) Each licensee shall record, in addition to other information that the commission may require—

(A) The number and denominations, actual and purported, of the coins and counterfeit chips and tokens destroyed or otherwise disposed of pursuant to this rule;

(B) The month during which they were discovered;

(C) The date, place and method of destruction or other disposition, including, in the case of foreign coin exchanges, the exchange rate and the identity of the bank, exchange company, or other business or person at which or with whom the coins are exchanged; and

(D) The names of the persons carrying out the destruction or other disposition on behalf

of the licensee.

(5) A holder of a Class A license shall maintain each record required by this rule for at least five (5) years, unless the commission approves or requires otherwise.

AUTHORITY: sections 313.004, 313.805 and 313.817, RSMo 1994 and 313.807, RSMo Supp. 1997.* *Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; 313.807, RSMo 1991, amended 1993; and 313.817, RSMo 1991, amended 1993.*

11 CSR 45-5.180 Tournament Chips and Tournaments

PURPOSE: This rule establishes the process for offering tournaments for play and the use of promotional and tournament chips and tokens.

(1) As used in this rule, tournament chip means a chip- or token-like object issued by a licensee for use in tournaments at the licensee's gaming establishment.

(2) Tournament chips shall be designed, manufactured, approved and used in accordance with the provisions of rules in this chapter applicable to chips and tokens, except as follows:

(A) Tournament chips shall be of a shape and size and have such other specifications so as to be distinguishable from other chips and tokens used in the riverboat operation;

(B) Each side of each tournament chip shall conspicuously bear the inscription—"No Cash Value";

(C) Tournament chips shall not be used, and licensees shall not permit their use in transactions other than the tournaments for which they are issued; and

(D) The provisions of 11 CSR 45-5.170 shall not apply to tournament chips.

(3) As used in this rule, entry fees shall be defined as the total amount paid by patrons for participation in a tournament and any amounts awarded by the Class B licensee to patrons from previous tournament play for participation in that tournament. A tournament is a contest offered and sponsored by a Class B licensee in which patrons may be assessed an entry fee or be required to meet some other criteria to compete against one



another in a gambling game or series of gambling games in which winning patrons receive a portion or all of the entry fees, if any, which may be increased with cash or non-cash prizes from the Class B licensee. Class B licensees may conduct tournaments provided:

(A) The licensee shall notify the gaming agent in charge at that property and the commission tax section of the planned tournament at least ten (10) calendar days before the first day of the event;

(B) A copy of the tournament rules shall be submitted to the gaming agent in charge at that property and the commission tax section at least ten (10) calendar days before the first day of the event;

(C) The licensee shall conduct the tournament in compliance with all applicable rules, regulations, and laws;

(D) The licensee shall maintain written, dated rules governing the event, and the rules shall be immediately available to the public and the commission upon request. Tournament rules shall at a minimum include:

1. The date, time, and type of tournament to be held;

2. The amount of the entry fee, if any;

3. The minimum and maximum number of participants;

4. A description of the tournament structure, i.e., number of rounds, time period, players per table, and criteria for determining winner(s);

5. The prize structure, including amounts and/or percentages for prize levels; and

6. Procedures for the timely notification of entrants and the gaming agent in charge at the property and the refunding of entry fees in the event of cancellation;

(E) No false or misleading statements, written or oral, shall be made by a licensee or its employees or agents regarding any aspect of the tournament, and all prizes offered in the tournament shall be awarded according to the Class B licensee's rules governing the event. Tournaments shall not be structured or conducted in a manner that reflects negatively on the licensee, the commission, or the integrity of gaming in Missouri;

(F) The Class B licensee's accounting department shall keep a complete record of the rules of the event and all amendments thereto, including criteria for entry and winning, names of all entrants, all prizes awarded and prize winners, source documentation evidencing the payout amounts which shall be signed by the prize winners, for a minimum of two (2) years from the last date of the tournament and shall be made readily available to the commission upon request;

(G) Entry fees shall be subject to the adjusted gross receipts tax pursuant to section 313.822, RSMo. At least eighty percent

(80%) of all entry fees must be returned to tournament participants as winnings;

(H) The total entry fees shall be reported as adjusted gross receipts for a tournament and no portion shall be held in abeyance to be applied to a future tournament or another tournament in the same series of tournaments; and

(I) Cash and non-cash winnings paid in a tournament shall be deductible from adjusted gross revenue, but any such deduction shall not exceed the total entry fees received for the tournament and non-cash winnings shall be deductible only to the dollar value thereof actually invoiced to and paid by the licensee.

(4) Free tournaments are considered tournaments and promotional activities as defined in 11 CSR 45-5.181 and shall comply with both 11 CSR 45-5.180 and 11 CSR 45-5.181.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.805, 313.807, and 313.817, RSMo Supp. 2014. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed Nov. 10, 1997, effective June 30, 1998. Amended: Filed May 6, 1999, effective Dec. 30, 1999. Amended: Filed July 9, 2004, effective Jan. 30, 2005. Amended: Filed June 30, 2005, effective Jan. 30, 2006. Amended: Filed Aug. 30, 2006, effective March 30, 2007. Amended: Filed July 31, 2014, effective Feb. 28, 2015.*

**Original authority: 313.004, RSMo 1993 amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000; 313.807, RSMo 1991, amended 1993, 2000; and 313.817, RSMo 1991, amended 1993, 2000.*

11 CSR 45-5.181 Promotional Activities

PURPOSE: This rule defines and clarifies the requirements for approval of giveaways and promotions.

(1) For the purposes of this rule, the following words are defined as:

(A) Promotional giveaway—a promotional gift or item given by a licensee to any person meeting the licensee's promotional criteria, where the person provides no consideration and there is no chance or skill involved in the awarding of the promotional gift or item, and all persons meeting the criteria receive the same promotional gift or item;

(B) Patron—any person present on the premises of a Class B licensee that is not employed by such Class B licensee or the commission and is not on the premises as a vendor of the Class B licensee;

(C) Promotional coupon—any instrument offering any person something of value and issued by a Class B licensee to entice the person to come to the Class B licensee's premises or for use in or related to licensed gambling games at a licensee's gaming establishment;

(D) Promotional game—a drawing, event, contest or game in which patrons of a Class B licensee may, without giving consideration, participate or compete for the chance to win a prize or prizes of different values; and

(E) Player reward program—a promotional activity that provides redeemable player reward points to patrons as a result of wagering regardless of game outcome and based on predetermined formulas.

(2) Class B licensees may provide promotional activities such as promotional giveaways, promotional coupons, promotional games, player reward programs or similar activities for patrons without the prior approval of the commission, provided the promotional activity is not structured or conducted in a manner that reflects negatively on the licensee, the commission, or the integrity of gaming in Missouri and complies with the following:

(A) No false or misleading statements, written or oral, shall be made by a licensee or its employees or agents regarding any aspect of any promotional activity;

(B) The promotional activity shall comply with all applicable laws and regulations and shall not constitute illegal gambling under federal or state law. An affidavit of such compliance shall be signed by the legal counsel of the licensee and be maintained on file for two (2) years from the last day of the event;

(C) The Class B licensee shall create dated, written rules governing the promotional activity, which rules shall be immediately available to the public and the commission upon request. The licensee shall maintain the rules of the event and all amendments thereto, including criteria for entry and winning, prizes awarded, and prize winners, for a minimum of two (2) years from the last day of the event;

(D) All prizes offered in the promotional activity shall be awarded according to the Class B licensee's rules governing the event;

(E) The licensee's employees shall not be permitted to participate as a player in any gambling game as defined in section 313.800, RSMo, including games for which there is no cost to participate; and

(F) The Class B licensee shall designate in its internal control system an employee position acceptable to the commission that shall be responsible for ensuring adherence to the rules set forth in this section.

(3) Documentation of any change or cancellation of a promotional activity shall be maintained on file for two (2) years with the legal



counsel's affidavit.

(4) Payouts from promotional activities are not winnings paid to wagerers under section 313.800.1(1), RSMo, and as such shall not be deductible when calculating adjusted gross receipts.

(5) Promotional coupons shall contain the following information preprinted on the coupon:

(A) The name of the gaming facility;

(B) The city or other locality and state where the gaming facility is located;

(C) Specific value of any monetary coupon stated in U.S. dollars;

(D) Sequential identification numbers, player tracking numbers with unique numbers added to them, or other similar means of unique identification of each coupon for complete, accurate tracking and accounting purposes;

(E) A specific expiration date or condition; and

(F) All conditions required to redeem the coupon.

(6) Class B licensees may use mass media to provide promotional coupon offers to prospective patrons; however, such offers may only be redeemed for a preprinted coupon that contains all of the information required for a promotional coupon in section (5) of this rule. This does not apply to coupons issued via mass media for food.

(7) Class B licensees offering promotional coupons shall track the issuance and redemption of each promotional coupon. Documentation of the promotional coupon tracking shall be maintained on file for two (2) years and made readily available to the commission upon request. The inventory of un-issued promotional coupons must be maintained in a reasonable manner that prevents theft or fraud.

(8) Promotional coupons shall be cancelled at the time they are redeemed in a manner that will prevent multiple redemptions of the same coupon.

AUTHORITY: section 313.004, RSMo 2000, and section 313.805, RSMo Supp. 2011. Original rule filed July 9, 2004, effective Jan. 30, 2005. Amended: Filed June 30, 2005, effective Jan. 30, 2006. Amended: Filed March 29, 2012, effective Nov. 30, 2012.*

**Original authority: 313.004, RSMo 1993, amended 1994 and 313.805, RSMo 1991, amended 1993, 1994, 2000.*

11 CSR 45-5.183 Table Game and Poker Cards—Specifications

PURPOSE: This rule establishes minimum standards for cards used for gambling games.

(1) Unless otherwise approved by the commission, all cards used for gambling games must meet the following specifications:

(A) Cards used to play table games and poker shall be in standard decks of fifty-two (52) cards each with each card identical in size and shape to every other card in such deck or as otherwise approved by the commission;

(B) Each standard deck shall be composed of four (4) suits: diamonds, spades, clubs and hearts;

(C) Each suit shall be composed of thirteen (13) cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The face of the ace, king, queen, jack and 10 value cards may contain an additional marking, as approved by the commission, which will permit a dealer, prior to exposing his/her hole card at the game of blackjack, to determine the value of that hole card;

(D) The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck;

(E) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon;

(F) The design to be placed on the backs of cards used by licensees shall contain the name or trade name of the Class B licensee where the cards are to be used and shall be submitted to the commission for approval prior to use of such cards in gaming activity;

(G) Each deck of cards for use in table games as defined in this section shall be packaged separately through the use of cellophane or shrink wrap or other similar material as approved by the commission and such packaging shall have a tamper resistant destructive security seal and a tear band. Each deck of poker cards shall be packaged in sets of two (2) decks through the use of cellophane or shrink wrap or other similar material as approved by the commission and have a tamper resistant destructive security seal and a tear band;

(H) Nothing in this section shall prohibit decks of cards with one (1) or more jokers contained therein; provided, however, such jokers shall be used by the Class B licensee only in the play of any games approved by the commission for that manner of play; and

(I) In addition to satisfying the requirements of this section, the cards used by a Class B licensee in any poker room game must—

1. Be visually distinguishable from the cards used by that Class B licensee to play any table games;

2. Be made of plastic; and

3. Each set of poker cards shall have two (2) decks with visually distinguishable card backings. These card backings may be distinguished, without limitation, by different logos, different colors, or different design patterns.

AUTHORITY: sections 313.004 and 313.845, RSMo 2000, and sections 313.805 and 313.830, RSMo Supp. 2014. Original rule filed Dec. 17, 1996, effective Aug. 30, 1997. Amended: Filed July 3, 2000, effective Feb. 28, 2001. Amended: Filed May 29, 2002, effective Dec. 30, 2002. Amended: Filed Feb. 28, 2007, effective Oct. 30, 2007. Amended: Filed July 31, 2014, effective Feb. 28, 2015.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000; 313.830, RSMo 1991, amended 1993, 2000; and 313.845, RSMo 1991, amended 1993, 1994, 1995.*

11 CSR 45-5.184 Table Game Cards—Receipt, Storage, Inspections, and Removal from Use

PURPOSE: This rule establishes procedures for the handling of table game cards within the gaming operation.

(1) When decks of table game cards are received for use in the facility from a licensed supplier, the decks shall be placed for storage in a primary or secondary storage area by at least (2) employees, one (1) of whom shall be from the table games department and the other from the security department. The primary card storage area shall be located in a secure place, the location and physical characteristics of which shall be approved by the commission. Secondary storage areas, if needed, shall be used for the storage of surplus cards. Cards maintained in secondary storage areas shall be transferred to the primary card storage area before being distributed to the pits or tables. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the commission.

(2) All primary and secondary storage areas shall have two (2) separate locks. The security department shall be the authorized user of one (1) key and the pit manager, poker room manager, or supervisor thereof in the organizational hierarchy shall be the authorized user of the other key.

(3) Immediately prior to the commencement of each gaming day and at other times as may be necessary, the pit manager, poker room manager, or supervisor thereof, in the presence of a security officer, shall remove the



appropriate number of decks of table games cards from the primary card storage area for that gaming day.

(4) Once removed from the primary card storage area, the pit manager, poker room manager, or supervisor thereof, in the presence of a security officer, shall take the decks to the pit(s) and distribute the decks to the floor supervisor(s) for distribution to the dealer at each table.

(5) The pit manager, poker room manager, or supervisor thereof, shall place extra decks into a single locked compartment of a pit stand located within the pit(s). The floor supervisor or above shall have access to the extra decks of cards to be used for that gaming day.

(6) Cards will not be moved outside of the enclosed or encircled area without a security escort and notification to surveillance except when being collected by security.

(7) Prior to being placed into play, all decks shall be inspected by the dealer, and the entire inspection observed by a floor supervisor or above. Card inspection at the gaming table shall require each deck to be sorted into sequence and into suit to ensure that all cards are in the deck. As part of the inspection, the dealer shall also check the back of each card to ensure that it is not flawed, scratched, or marked in any way. Card inspection for games which use at least a six (6)-deck shoe and allow players to handle the cards may be conducted at an alternate table in the same pit. In this instance, the floor supervisor or above shall notify surveillance and surveillance shall record on the surveillance shift log both the table number where the card inspection is conducted and the table number at which the cards are to be placed into play.

(A) If, after checking the cards, the dealer finds that a card is unsuitable for use, a floor supervisor or above shall bring a replacement card from the replacement deck or replace the entire deck.

(B) The unsuitable card(s) shall be placed in a transparent sealed envelope or container, identified by the table number, date, and time removed from the table and shall be signed by the dealer and floor supervisor assigned to that table. The floor supervisor or above shall maintain the envelope or container in a secure place within the pit until collected by a security officer.

(8) When cards are placed in play, the Class B licensee shall record on each deck box the table number, the date, and the time the cards were placed on the table for use.

(9) All envelopes and containers used to hold or transport cards collected by security shall be transparent.

(A) The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(B) The envelopes or containers and seals shall be approved by the commission.

(10) Any cards which have been opened and placed on a gaming table shall be changed at least once every twenty-four (24) hours. In addition—

(A) Cards opened for use on games in which dealing procedures require the cards to be dealt only once (e.g., baccarat) shall be changed upon the completion of each shoe; and

(B) Cards opened for use on any table game in which the cards are handled by the players shall be changed at least every six (6) hours.

(11) Card(s) damaged during the course of play shall be replaced by the dealer who shall request a floor supervisor or above to bring a replacement card(s) or deck from the pit stand.

(A) The damaged card(s) shall be placed in a sealed envelope, identified by table number, date, and time removed from the table and shall be signed by the dealer and the floor supervisor or above who brought the replacement card to the table.

(B) The floor supervisor or above shall maintain the envelope or container in a secure place within the pit until collected by a security officer.

(12) At the end of the gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the licensee and approved by the commission, and at other times as may be necessary, the floor supervisor or above shall collect all used cards.

(A) These cards shall be counted down manually by the dealer or by an automated shuffler and placed in the original deck boxes. The time the decks were removed from the table shall be recorded on the deck boxes. The boxes shall be placed in a sealed envelope or container. For games in which dealing procedures require cards to be dealt only once, the sealed envelopes or containers shall be easily distinguishable from those used for all other table games. The bags will be conspicuously labeled as containing single-use cards.

(B) A label shall be attached to each envelope or container which identifies the table number, date, and time and shall be signed by the dealer and floor supervisor assigned to the table.

(C) The floor supervisor or above shall maintain the envelopes or containers in a

secure place within the pit until collected by a security officer.

(13) The licensee shall remove any cards from use any time there is indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity or fairness of the game, or at the request of the commission.

(14) At the end of each gaming day or, in the alternative, at least once each gaming day, as designated by the licensee in the internal controls and approved by the commission, and at other times as may be necessary, a pit manager or above shall collect all extra decks of cards. All extra decks with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the floor supervisor and the pit manager or above.

(15) At the end of the gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the licensee in the internal controls and approved by the commission, and at other times as may be necessary, a security officer shall collect all decks in the pit(s), including sealed decks, sealed envelopes or containers with damaged cards, decks used during the gaming day, and decks with broken seals. The collection shall be recorded on the Card and Dice Collection Log. All sealed decks shall be returned directly to the primary storage area or delivered directly to the card destruction room to be immediately cancelled or destroyed. The security officer shall return the envelopes or containers and the log to the card inspection room.

(16) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the security department, they shall be inspected within forty-eight (48) hours by a member of the security department who has been trained in proper card inspection procedures. The cards will be inspected for tampering, marks, alterations, missing or additional cards, or anything that might indicate unfair play.

(A) With the exception of cards which are changed upon the completion of each shoe and dealt only once, all cards used in table games in which the cards are handled by the player shall be inspected. Cards that are changed upon completion of each shoe and are dealt only once shall be recorded separately on the Card Inspection Log and are not required to be inspected.

(B) In other table games, if less than three hundred (300) decks are used in the gaming day, at least ten percent (10%) of those decks will be selected at random to be inspected. If three hundred (300) or more decks are used



that gaming day, at least five percent (5%) of those decks but no fewer than thirty (30) decks will be selected at random to be inspected.

(C) The licensee shall also inspect—

1. Any cards which the commission requests the licensee to remove for the purpose of inspection; and

2. Any cards the licensee removed for indication of tampering.

(D) The procedures for inspecting all decks required to be inspected under this subsection shall, at a minimum, include:

1. The sorting of cards sequentially by suit or using an automated deck checking device to establish all cards are present;

2. The inspection of the backs of the cards with an ultraviolet light; and

3. The inspection of the sides of the cards for crimps, bends, cuts, and shaving.

(E) The individuals performing said inspection shall complete the Card Inspection Log which shall detail the procedures performed and list the tables from which the cards were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.

(F) Evidence of tampering, marks, alterations, missing or additional cards, or anything that might indicate unfair play discovered at this time, or at any other time, shall be reported to the commission by the completion and delivery of a Card Discrepancy Report. All Card/Dice Discrepancy Reports generated for the cards for each gaming day shall be delivered prior to or immediately following the inspection process for that gaming day.

1. The report shall accompany the card(s) when delivered to the commission.

2. Security shall maintain the second part of the discrepancy report.

(17) The Class B licensee shall—

(A) Maintain a card inventory ledger for each primary and secondary storage location, which shall document the following:

1. Balance of decks on hand;

2. Decks removed from storage;

3. Decks returned to storage or received from the manufacturer;

4. Date of the transaction; and

5. Signatures of the security officer and the pit manager or poker room manager conducting the transaction;

(B) Verify on a daily basis the number of decks stored, distributed, destroyed, or cancelled, and returned to the storage area; and

(C) Perform an independent inventory of the cards at least once each calendar quarter.

1. This inventory shall be performed by an employee from the compliance or accounting department and shall be verified to the balance of decks on hand as recorded on the inventory ledger.

2. The employee conducting this inventory shall make an entry and sign the Cards/Dice Inventory Ledger in a manner

that clearly distinguishes this count as the independent inventory.

3. Any discrepancies shall immediately be reported to the commission agent on duty.

(18) Where cards in an envelope or container are inspected and found to be without any indication of tampering marks, alterations, missing or additional cards, or anything that might indicate unfair play, those cards shall be destroyed or cancelled. Once released by the commission, the cards submitted as evidence shall be destroyed or cancelled. Cards shall be destroyed or cancelled prior to removal from inventory. The destruction/cancellation shall be recorded on the Card and Dice Cancellation/Destruction Log.

(A) Destruction shall occur by shredding or other method approved by the commission.

(B) Cancellation shall occur by drilling a circular hole of at least one-fourth of one inch (1/4") in diameter through the center of each card in the deck, or by removing at least one-fourth of an inch (1/4") from at least one (1) corner of each card, or other method approved by the commission.

(C) The destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be approved by the commission, and shall be performed by a member of the security department specifically trained in proper procedures.

(19) The Class B licensee shall not allow players to handle cards except as permitted by the Class B licensee's internal control system Rules of the Game.

AUTHORITY: sections 313.004 and 313.845, RSMo 2000, and sections 313.805 and 313.830, RSMo Supp. 2014. Original rule filed Dec. 17, 1996, effective Aug. 30, 1997. Amended: Filed Feb. 28, 2007, effective Oct. 30, 2007. Amended: Filed Aug. 30, 2012, effective March 30, 2013. Amended: Filed July 31, 2014, effective Feb. 28, 2015.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; 313.830, RSMo 1991, amended 1993, 2000, 2010; and 313.845, RSMo 1991, amended 1993, 1994, 1995.*

11 CSR 45-5.185 Poker Cards—Receipt, Storage, Inspections, and Removal from Use

PURPOSE: This rule establishes procedures for the handling of poker cards within the gaming operation.

(1) Only plastic cards that have been approved by the commission shall be used for poker.

(2) When decks of poker cards are received

for use in the facility from a licensed supplier, the decks shall be placed for storage in a primary or secondary storage area by at least two (2) employees, one (1) of whom shall be from the table games department and the other from the security department. The primary storage area shall be located in a secure place, the location and physical characteristics of which shall be approved by the commission. Secondary storage areas, if needed, shall be used for the storage of surplus poker cards. Cards maintained in secondary storage areas shall be transferred to the primary card storage area before being distributed to the poker room or tables. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the commission.

(3) All primary and secondary card storage areas shall have two (2) separate locks. The security department shall maintain one (1) key and the table games department shall maintain the other key; provided, however, that no person employed by the table games department below the pit manager or poker room manager in the organizational hierarchy shall have access to the table games department key for the primary and secondary card storage areas.

(4) Evidence of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play discovered at any time shall be reported to the commission by the completion and delivery of a Card Discrepancy Report.

(A) The report shall accompany the card(s) when delivered to the commission.

(B) The card(s) shall be retained for further inspection by the commission.

(C) The commission agent receiving the report shall sign the Card Discrepancy Report and retain the original at the commission office.

AUTHORITY: section 313.805, RSMo Supp. 2014. Original rule filed Feb. 28, 2007, effective Oct. 30, 2007. Amended: Filed Jan. 26, 2012, effective Aug. 30, 2012. Amended: Filed July 31, 2014, effective Feb. 28, 2015.*

**Original authority: 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.190 Minimum Standards for Electronic Gaming Devices

PURPOSE: This rule establishes the minimum standards for electronic gaming devices.

(1) Electronic gaming devices shall not be programmed to pay out less than eighty percent (80%) of all wagers, including bonus games, for ten (10) million handle pulls using the volatility index calculated at a ninety-five



percent (95%) confidence level. The minimum payout percentage requirement shall be met regardless of the amount wagered per game.

(2) Electronic gaming devices that may be affected by player skill must meet the minimum payout percentage requirement even when the skill of the player provides the lowest possible return to the player from the skill portion of the game.

(3) The probability of obtaining the maximum payout on any electronic gaming device shall not be less than one (1) in fifty (50) million.

(4) Electronic gaming devices shall—

(A) Be subject to testing prior to implementation within the state and at any time thereafter by the commission or an independent testing laboratory designated by the commission, and subject to review and approval by the commission for adherence to the regulatory and technical standards adopted or approved by the commission;

(B) Be controlled by a microprocessor or the equivalent in such a manner that the game outcome is completely controlled by the microprocessor or equivalent device as approved by the commission;

(C) Utilize a communication protocol that is compatible with and interfaces with the communication protocol used by all online computerized data monitoring, data management, and ticket validation systems approved by the commission for use at licensed gaming establishments. Electronic gaming devices and any peripheral equipment or devices, including the equipment's or device's operating systems and software, shall, prior to approval for use within the state, be tested for interoperability by a commission-approved independent testing laboratory to ensure compliance with this subsection. Once approved, no modifications shall be made to said gaming devices, peripheral equipment, systems, or software that would cause them to be non-compliant with this subsection;

(D) Have a logic area in a separate locked internal enclosure within the device which houses electronic components that have the potential to significantly influence the operation of the gaming device. Electronic components required to be housed within the logic area include computer processor units (CPUs) and all critical program storage media;

(E) After January 1, 2006, clearly and accurately display, via Attendant Menu, the identification number and version, as applicable, of all software and firmware contained within the electronic gaming device and its top box which are involved in game communication or the operation and calculation of game play, game display, or game result determination;

(F) Be able to recover to the state the gam-

ing devices were in immediately prior to the occurrence of a program interruption or power loss and continue a game with no data loss. Upon program resumption, the following procedures must be performed:

1. Any communications to an external device shall not begin until the program resumption routine, including self-tests, is completed successfully;

2. Gaming device control programs test themselves for possible corruption due to failure of the program storage media; and

3. The integrity of all critical memory is checked;

(G) Have game data recall capable of providing all information required to fully reconstruct at least the last five (5) games, retrievable upon the operation of an external key-switch or other secure method not available to the player. The five (5)-game recall shall reflect bonus rounds in their entirety. For games that may have infinite free games, there shall be a minimum of fifty (50) games recallable;

(H) Have a random selection process that must not produce detectable patterns of game elements or detectable dependency upon any previous game outcome, the amount wagered, or upon the style or method of play;

(I) Clearly and accurately display applicable rules of play and the award that will be paid to the player when the player obtains a specific win, including mystery awards. The displays shall clearly indicate whether awards are designated in denominational units, currency, credits or some other unit. All pay-table information must be able to be accessed by a player prior to the player committing to a wager. Pay glass and its corresponding artwork for mechanical displays must be submitted to an independent testing laboratory designated by the commission for review and approval prior to implementation within the state;

(J) Display an accurate representation of each game outcome. After selection of the game outcome, the electronic gaming device must not make a variable secondary decision which affects the result shown to the player;

(K) Have a complete set of nonvolatile meters including amount-in, amount-out, amount dropped, total amount wagered, total amount won, number of games played and jackpots paid, or their equivalent as approved by the commission;

(L) Have available for random selection at the initiation of each play, each possible permutation or combination of game elements which produce winning or losing game outcomes; and

(M) Not automatically alter pay-tables or any function of the electronic gaming device based on internal computation of the hold percentage.

(5) When an electronic gaming device is unable to automatically provide payment of

jackpots requiring the payment to be made by the riverboat, jackpot payout tickets must be prepared either by the computerized slot monitoring system or manually by casino personnel containing the following information:

(A) The location of the electronic gaming device;

(B) The date;

(C) The time of day;

(D) The electronic gaming device number;

(E) The denomination of the game played;

(F) The amount of the jackpot payout in written and numeric form;

(G) Total before taxes and taxes withheld, if applicable;

(H) Amount to patron;

(I) Total amount played and game outcome of award, if applicable;

(J) The signature of a holder of a Class B license or the licensee employee making the payment, as approved by the commission; and

(K) A signature of at least one (1) other riverboat gaming operation employee attesting to the accuracy of the form.

(6) In addition to the requirements of this rule, all licensees shall comply with Chapter E of the Minimum Internal Control Standards as authorized by 11 CSR 45-9.105.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.800 and 313.805, RSMo Supp. 2013. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed June 25, 1996, effective Feb. 28, 1997. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed March 31, 2005, effective Oct. 30, 2005. Amended: Filed Aug. 30, 2006, effective March 30, 2007. Amended: Filed Jan. 30, 2014, effective Sept. 30, 2014.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994, 2005; and 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.192 Electronic Gaming Device Authentication

PURPOSE: This rule establishes the minimum standards for authenticating critical program storage media (CPSM). The objective of the technical standard is to require electronic gaming devices (EGD) manufacturers to support a port and protocol, referred to as game authentication terminal (GAT), for EGD verification. GAT would permit a commission agent to authenticate items defined as CPSM external to the EGD's locked logic area. In short, the central processing unit (CPU) board and CPSM will not be required to be removed in order to verify content.



(1) Electronic gaming device (EGD) platforms submitted for approval after November 30, 2011, shall provide the following support for authenticating critical program storage media (CPSM):

(A) Employ a verification mechanism, approved by the commission, which authenticates all CPSM. The authentication mechanism shall—

1. Be accessible via a communication port and protocol approved by the commission;

2. Possess an approved communication port located within the locked EGD cabinet and be accessible without requiring access to the locked logic compartment;

3. Provide on-demand authentication of each EGD CPSM. This function shall not require the EGD power to be cycled and the execution time shall not exceed twenty (20) minutes;

4. Generate a unique signature for each CPSM utilizing Secure Hashing Algorithm-1 (SHA-1) with Hash-Based Message Authentication Code (HMAC), as defined by the National Institute of Standards and Technology (NIST). Hashing methodologies will be continually reevaluated by the commission; and

5. Provide support for escrowing verification results. Verification results shall be preserved and retrievable pending a subsequent verification request or a loss of power; and

(B) Provide means for the use of third-party authentication tools approved by the commission.

(2) All EGD platforms submitted for approval prior to November 30, 2011, possessing a communication port, paragraph (1)(A)2. notwithstanding, shall comply with subsection (1)(A) of this rule by July 1, 2012, by upgrading the CPSM to meet compliance unless otherwise approved in writing by the commission. Legacy EGD platforms which do not offer a communication port are excluded from this requirement.

(3) All EGDs shall be designed to permit a copy of random access memory (RAM) to be extracted utilizing tools and procedures approved by the commission and which shall be provided by the EGD supplier.

AUTHORITY: section 313.805, RSMo Supp. 2010. Original rule filed March 30, 2011, effective Nov. 30, 2011.*

**Original authority: 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.193 Statistical Performance of Electronic Gaming Devices

PURPOSE: This rule establishes the standards for electronic gaming device statistical performance.

(1) Gaming equipment suppliers shall—

(A) Provide the volatility index (VI) on all Probability Accounting Report (PAR) sheets. The volatility index shall be calculated at ninety-five percent (95%) confidence level and at one (1)-line played, or the electronic gaming device (EGD) minimum bet where applicable. For EGDs with non-linear pay tables, the bet with the lowest payout shall be used. The calculations shall be accomplished by utilizing the below formulas:

$$VI = \kappa \sigma$$

Where κ equals the z score for the required confidence level and σ is the standard deviation for the game.

The standard deviation is calculated as follows:

$$\sigma = \sqrt{\sum_{i=1}^n ((\text{Net Pay}_i - E.V.)^2 \times \text{probability}_i)}$$

Net Pay_{*i*} = (the amount of each individual pay divided by the number of coins wagered)
E.V. = the payback percentage for the game
Probability_{*i*} = probability of each Net Pay_{*i*}

(B) Calculate PAR sheets utilizing theoretical analysis where feasible. When the Return To Player (RTP) percentage cannot be feasibly computed using theoretical analysis the RTP percentage shall be computed such that the half-width of the ninety-five percent (95%) confidence interval is not more than .01%. Within these PAR sheets, provide standard confidence intervals at a confidence level of ninety-five percent (95%) with each interval showing 10,000, 100,000, 1,000,000, 10,000,000, and 100,000,000 games played;

(C) Obtain written authorization from the commission prior to submitting any EGDs that support features which introduce independent VIs, separate from the base game VI, to an independent testing laboratory;

(D) All EGD software submitted for approval after January 1, 2014, shall ensure each EGD payout that is calculated into the PAR sheet's RTP for the game increments the appropriate coin-out, attendant-paid jackpot, attendant-paid progressive payout, or machine-paid progressive payout meter to allow for the analysis of game performance. Any features not calculated into the PAR sheet's RTP of the game shall not increment these meters; and

(E) Ensure all base game, bonus and pro-

gressive winnings from a wager are aggregated to determine whether the EGD payout is a reportable and/or taxable event requiring the EGD to lock up allowing for the preparation of a W-2G and state withholdings as required by section 313.826, RSMo.

(2) Independent testing laboratories shall—

(A) Independently verify the manufacturers' VI and RTP percentage, then detail the findings in the certification letter; and

(B) Provide standard confidence intervals at a confidence level of ninety-nine percent (99%) in the certification letters using this formula—

$$\text{Percent Payback} \pm \frac{VI}{\sqrt{\text{number of games played}}}$$

with the number of games played for each interval being 10,000, 100,000, 1,000,000, 10,000,000, and 100,000,000.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.800 and 313.805, RSMo Supp. 2012. Original rule filed Sept. 27, 2012, effective May 30, 2013.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994, 2005; and 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.194 Operator Content Delivery Systems

PURPOSE: This rule establishes the minimum standards for operator content delivery systems (OCDSs). The OCDSs technology authorizes video mixing technology which is displayed on the Electronic Gaming Device (EGD) monitor(s). The OCDS is limited to activities involving promotional and service windows.

(1) For the purposes of this rule, the following words are defined as:

(A) Content—All images, graphics, text, and messages displayed on the electronic gaming device (EGD) game monitor(s);

(B) Game monitor(s)—The video display(s) used by an EGD;

(C) Gaming window—A window that contains the underlying content which is produced, controlled, and transmitted by the EGD critical program storage media (CPSM), displayed on the EGD game monitor(s);

(D) System window—A window that contains the underlying content, which is produced, controlled, and transmitted by a source independent of the EGD CPSM, displayed on the EGD game monitor(s);



(E) Operator content delivery systems (OCDSs)—Hardware and software which is responsible for providing content to the system window;

(F) Promotional giveaway credits—Credits based on predefined criteria outlined by the rules of the promotion, where the patron provides no consideration and there is no chance or skill involved in the attainment of the credits; and

(G) Player reward credits—Credits that are earned by patrons and which increment with play based on predetermined formulas (e.g., player reward points).

(2) The manufacturer and supplier of any OCDSs which include functionality to introduce communication messages between an EGD or its host online computer monitoring system, as defined by 11 CSR 45-1.090 and 11 CSR 45-5.220 respectively, shall obtain a supplier's license as outlined in 11 CSR 45-4.

(3) OCDSs shall be subject to testing by the commission or a commission licensed independent testing laboratory. The OCDS shall be reviewed and approved by the commission prior to the implementation of the system by a Class B licensee and following implementation, prior to any changes thereto, or at any other time the commission deems appropriate. The cost for review and approval shall be borne by the submitting licensee.

(4) A system window being displayed during game play shall not, unless otherwise approved in writing—

(A) Overwrite, overlap, or otherwise obscure content in the gaming window; and

(B) Exceed thirty percent (30%) of the game monitor.

(5) A system window being displayed while an EGD has credits shall not obstruct the view of the credit meter.

(6) The OCDS shall—

(A) Accurately remap and/or reproduce the content and equipment functionality associated with the original gaming window;

(B) Be designed in a manner which logically separates critical files from noncritical files;

(C) Be designed to permit an on-demand, independent integrity check of all files which are deemed critical to the proper operation of the OCDS by a commission licensed independent testing laboratory. The integrity check (i.e., authentication process) shall be accomplished by utilizing a commission-approved, external third-party verification tool; and

(D) Perform an integrity check of all critical memory, including a self-test before any communication is established to an external

device.

(7) A system window may be displayed at any time provided the window does not interfere with or impede the EGD from displaying information required by the Missouri *Code of State Regulations* (CSR) and Minimum Internal Control Standards (MICS).

(8) Any OCDS which interfaces with an EGD must do so in such a manner that does not adversely impact the requirements set forth by 11 CSR 45-5.270, the play of the game, operation of peripheral hardware or software on the EGD, or any computer monitoring system meters.

(9) EGDs connected to an OCDS shall include a mechanism, approved by the commission, which permits the patron to close the system window, on demand, and return to the original gaming window.

(10) OCDSs shall be prohibited from delivering content which is considered a gambling game as defined in Chapter 572, RSMo, or which is otherwise prohibited by commission rules. The use of promotional giveaway credits and player reward credits as consideration in order to participate in any type of promotional activity with a chance of winning something of value would be considered a gambling game and hence prohibited. The Class B licensees shall be responsible for all content displayed in the system window.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.800 and 313.805, RSMo Supp. 2010. Original rule filed May 26, 2011, effective Jan. 30, 2012.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994, 2005; and 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.200 Progressive Slot Machines

PURPOSE: This rule establishes the process for having progressive slot machines.

(1) Definitions. As used in this rule—

(A) Base amount means the amount of the progressive jackpot initially offered before it increases;

(B) Incremental amount means the difference between the amount of a progressive jackpot and its base amount;

(C) Progressive jackpot means a slot machine payoff that increases over time solely as a function of the amount of wagers played on a machine or group of machines;

(D) Wide-area progressive means a system of slot machines with a progressive jackpot

linked across a communication network approved by the commission which connects separate gaming establishments licensed or approved by the commission; and

(E) "United States Government Agency Securities" means negotiable, senior, non-callable, debt obligations issued by a United States agency that on the date of funding, possesses an issuer credit rating equivalent to the highest investment grade rating given by Standard & Poor's or Moody's Investors Service.

(2) A meter that shows the accurate amount of the progressive jackpot must be conspicuously displayed at or near the machines to which the jackpot applies. At a minimum, on the same day each week while the casino is closed, each licensee shall record the amount displayed on each progressive's top award jackpot meter at the licensee's establishment, except for wide-area progressive systems and stand-alone progressives where the software for the progressive is embedded within the EGD's Critical Program Storage Media (CPSM). The top award jackpot amount shall be reconciled to the system meters by multiplying the progression rate by the amount-in for the period between which the meter amounts were recorded, less any jackpots that have occurred plus any reset amounts. In order to perform this reconciliation, the top award jackpot on these local progressive games shall require the EGD to lock-up requiring a hand-paid jackpot. The licensee authorized to provide a wide-area progressive system shall perform the required reconciliation for each system provided by such licensee. At the conclusion of the reconciliation, if a variance exists between the amount shown on each progressive jackpot meter and the expected amount, the licensee shall document the variance amount. The licensee shall make the necessary adjustment(s) to ensure the correct amount is displayed by the end of the gaming day following the day on which the reconciliation occurred. Explanations for meter reading differences or adjustments thereto shall be maintained with the progressive meter reading sheets. In addition to the weekly reconciliation, each licensee shall record the top award jackpot progressive meter display amount once each banking day for each non-exempt progressive EGD to ensure jackpot resets occurred properly, to determine whether the meters incremented since the last reading, and to identify any obvious atypical results which could indicate there is a problem with the progressive meter. If known variances are discovered during the daily review, which require a change to the meter display of one dollar (\$1) or more, the meter display shall be adjusted by the end of the gaming day. Each licensee shall record



the base amount of each progressive jackpot the licensee offers.

(3) A licensee may impose a limit on the jackpot of a progressive slot machine if the limit imposed is greater than the possible maximum jackpot payout on the slot machine at the time the limit is imposed. The licensee must inform the public with a prominently posted notice of progressive slot machines that have limits. Such notice shall clearly state the amount of the limits and must be approved by the commission.

(4) A licensee shall not reduce the amount displayed on a progressive jackpot meter or otherwise reduce or eliminate a progressive jackpot unless—

(A) A player wins the jackpot; or

(B) The licensee adjusts the progressive jackpot meter to correct a malfunction or to prevent the display of an amount greater than a limit imposed pursuant to section (3) of this rule and the licensee documents the adjustment and the reasons for it; or

(C) The licensee's gaming operations at the establishment cease for any reason other than a temporary closure where the same licensee resumes gaming operations at the same establishment within a month; or

(D) The licensee distributes the incremental amount to another progressive jackpot as approved in writing by the commission and—

1. The licensee documents the distribution;

2. Any machine offering the jackpot to which the licensee distributes the incremental amount does not require that more money be played on a single play to win the jackpot than the machine from which the incremental amount is distributed;

3. Any machine offering the jackpot to which the incremental amount is distributed complies with the minimum theoretical payout requirement of 11 CSR 45-5.190(1); and

4. The distribution is completed within thirty (30) days after the progressive jackpot is removed from play or within a longer period as the commission for good cause may approve; or

(E) The commission for good cause approves a reduction, elimination, distribution, or procedure not otherwise described in this section, which approval is confirmed in writing.

(5) The operation of wide-area progressive slot machines is allowed subject to compliance with all other requirements of this rule, in addition to the following conditions:

(A) The wide-area system must have the ability to monitor entry into the main door of each networked slot machine as well as the

logic area of each networked slot machine and report it to the central system immediately;

(B) A licensee utilizing a wide-area progressive system must suspend play on the system if a communication failure in the system cannot be corrected within a period of time approved by the commission prior to the commencement of play on the wide-area progressive system. If a communication failure occurs in a wide-area progressive system, the licensee authorized to provide the system must take a reading during the time the system is down to make sure that the jackpot amount is the same at all excursion gambling boats connected to the system before bringing the system that failed back online;

(C) The licensee authorized to provide a wide-area system must keep a hard or electronic copy log of all events for a period of at least sixty (60) days;

(D) Jackpot verification procedures must include the following:

1. When a jackpot is won, the licensee authorized to provide the wide-area system may inspect the machine when accompanied by a gaming agent. The inspection shall include examining the critical program storage media, the error events received by the central system, and any other data which could reasonably be used to ascertain the validity of the jackpot;

2. The central system shall produce reports that will clearly demonstrate the method of arriving at the payoff amount. This shall include the amount contributed beginning at the polling cycle or data transfer immediately following the previous jackpot and will include all amounts contributed up to, and including, the polling cycle or data transfer, which includes the jackpot signal. Amounts contributed to the system before the jackpot message is received will be deemed to have been contributed to the progressive amount prior to the current jackpot. Amounts contributed to the system subsequent to the jackpot message being received will be deemed to have been contributed to the progressive amount of the next jackpot;

3. The jackpot may be paid in installments as long as each machine clearly displays the fact that the jackpot will be paid in installments. In addition, the number of installments and time between installments must be clearly displayed on the face of the machine in a non-misleading manner that is approved by the commission; and

4. Two (2) jackpots that occur in the same polling cycle or data transfer will be deemed to have occurred simultaneously and therefore, each "winner" shall receive the full amount shown on the meter unless another

method of operation has been approved in advance by the commission;

(E) Approval by the commission of any wide-area progressive system shall occur in two (2) phases—

1. The "initial approval" stage, wherein the underlying gaming devices and any associated device or system, including all hardware and software, shall be subject to testing by the commission or an independent testing laboratory designated by the commission; and review and approval by the commission. Testing shall include examination for adherence to the regulatory and technical standards adopted by the commission; and

2. The "on-site testing" phase, wherein a field inspection is conducted at the central computer site as well as multiple field sites to ensure compliance with these rules. Operation of the system will be authorized only after the commission is satisfied that the system meets both the Phase I and Phase II testing requirements, as well as any other requirements that the commission may impose to assure the integrity, security and legal operation of the wide-area progressive system;

(F) Any licensee authorized to provide a wide-area progressive system, must supply reports to the commission which support and verify the economic activity on the system;

(G) Any licensee authorized to provide a wide-area progressive system, must supply, as requested, reports and information to the commission indicating the amount of, and basis for, the current jackpot amount (the amount currently in play). Such reports shall include an "aggregate report" and a "detail report." The "aggregate report" shall show only the balancing of the system with regard to system-wide totals. The "detail report" shall be in such form as to indicate for each machine, summarized by location, the amount-in and amount-out totals as such terms are commonly understood in the industry. In addition, upon the invoicing of any licensee participating in a wide-area progressive system, each such licensee must be given a printout of each machine at that licensee's establishment linked to the system, the amount contributed by each machine to the jackpot for the period for which an invoice is remitted, and any other information required by the commission to confirm the validity of the licensee's contributions to the jackpot amount;

(H) The licensee authorized to provide a wide-area progressive system, must obtain approval from the commission as to the methods of funding the progressive prize pool and calculating and receiving payments from participating licensees for the provision of equipment and services associated with



the wide-area progressive system;

(I) In calculating Adjusted Gross Receipts, a licensee may deduct its *pro rata* share of the present value of any progressive jackpots awarded during the month. The deducted amount shall be listed on the detailed accounting records provided by the licensee authorized to provide the wide-area progressive system. A licensee's contribution is based on the amount-in from machines at that licensee's gaming establishment which are on the wide-area progressive system, compared to the total amount-in on the whole system for the time period(s) between jackpot(s) awarded;

(J) The right to receive the jackpot payments may not be encumbered, assigned, or otherwise transferred in any way by any winner, estate, or heir(s) of a deceased winner, except to the estate or heir(s) of such person upon his/her death and that any attempt to make a prohibited transfer may result in such person forfeiting the right to receive future payments;

(K) In the event a licensee ceases operations and a progressive jackpot is awarded subsequent to the last day of the final month of operation, the licensee may not file an amended tax return or make claim for a gaming tax refund based on its contributions to that particular progressive prize pool;

(L) The central monitoring system for the wide-area progressive system must be in a location approved by the commission. The office containing the central monitoring system shall be secure and shall have surveillance coverage that has been approved by the commission. The central monitoring system shall employ on-line data redundancy that permits a complete and prompt recovery of all information in the event of any malfunction and utilize environmental controls such as uninterruptible power supplies and fire-proof and waterproof materials to protect critical hardware and software from natural disasters. The licensee authorized to provide a wide-area progressive system shall be required to keep and maintain an entry and exit log for the office in a manner approved by the commission. The commission shall at all times have the right to immediate access to the office containing the central monitoring system and the system itself. If the licensee operating the central monitoring system proposes to locate the system outside the state of Missouri, the licensee shall reimburse the commission for all reasonable and necessary expenses incurred by its agents—

1. To travel to the site to inspect the system's configuration and operation prior to authorizing use of the system;

2. To otherwise inspect the system loca-

tion in connection with investigations concerning failures of the system or its operation; or

3. For such other reasons as the commission deems appropriate;

(M) The provider of the wide-area progressive system may not allow any agent or employee to work on any component of the system until that person has obtained a level II occupational license from the commission; however, the commission may require any agent or employee of the licensee to obtain a level I occupation license;

(N) The licensee authorized to provide a wide-area progressive system, must maintain a copy of all lease and contractual agreements relating to the wide-area progressive system and supply a copy to the commission upon request;

(O) The licensee authorized to provide a wide-area progressive system shall ensure the wide-area progressive system prize fund (the amount of money contributed by the participating licensees) is audited, in accordance with generally accepted auditing standards, on the fiscal year-end of the licensee, by an independent certified public accountant licensed by the Missouri State Board of Accountancy pursuant to Chapter 326, RSMo. Two (2) copies of this report must be submitted to the commission upon issuance of the audit report or ninety (90) days after the conclusion of the licensee's fiscal year, whichever occurs first. The cost of the audit shall be paid by the licensee providing the wide-area progressive system; and

(P) Gaming devices connected to a common wide-area progressive system shall:

1. All require the same maximum wager; or

2. If requiring different maximum wagers, utilize the expected value of winning the top award by setting the odds of winning the top award in proportion to the amount wagered. The method of equalizing the expected value of winning the top award shall be conspicuously displayed on each device connected to the system.

(6) Licensees shall preserve the records required by this rule for at least five (5) years after they are made unless the commission approves otherwise in writing. The records should be stored in a location acceptable to the commission.

(7) During the normal mode of progressive slot machines, the progressive controller, or other approved device must continuously monitor each machine on the link for amounts inserted and must multiply the accepted amounts by the rate of progression

and denomination in order to determine the correct amounts to apply to the progressive jackpot. The progressive display must be constantly updated, in a manner approved by the commission, as play on the link is continued.

(8) Progressive slot machines shall not be multi-game or multi-denomination devices unless:

(A) The computerized slot monitoring system required by 11 CSR 45-5.220 separately and accurately accounts for the amount-in for each denomination and game, or all games offered for play by the devices contribute to the progressive jackpot; and

(B) The odds of attaining the winning combination are the same for each game; and

(C) Each game requires the same maximum wager to win the progressive jackpot, or if requiring different maximum wagers, utilizes the expected value of winning the top award by setting the odds of winning the top award in proportion to the amount wagered. The method of equalizing the expected value of winning the top award shall be conspicuously displayed on each device connected to the system.

(9) The odds of winning a progressive jackpot shall not be greater than one in fifty million (1:50,000,000) unless specifically approved in writing by the commission.

(10) Each progressive controller must be housed in a secure, locked location which allows only authorized accessibility and which contains a progressive entry authorization log that is completed by any person gaining entrance to the secured location. Both the location housing progressive controllers and the form on which entry is logged shall be approved by the commission prior to use. The storage medium that contains the progressive controller program shall have a unique signature that allows program verification by an agent of the commission through use of a commission-approved verification device. After verification the storage medium shall be secured in the controller with a commission security seal. The security seal must be affixed by and may only be broken and removed by an authorized commission agent. Additionally, each progressive controller linking one (1) or more wide-area progressive slot machines must be housed in a double-keyed compartment. A gaming agent must be in possession of one (1) of the keys and no person may have access to the controller without the presence of a gaming agent. Normal operation of progressive gaming devices notwithstanding, communication to a progressive



controller shall be permitted only by authorized personnel through entrance to the controller's secured location and who document such access and the purpose therefore on the progressive entry authorization log.

(11) If this rule prescribes multiple items of information to be displayed on a slot machine, it is sufficient to have the information displayed in an alternating fashion.

(12) In addition to the metering requirements provided for in the Minimum Internal Control Standards (MICS), each slot machine attached to one (1) or more wide-area progressive slot machine meters must have a separate software meter that counts the number of times each primary progressive meter is activated.

(13) Each machine must have a separate key and key switch to reset the progressive meter or meters or another reset mechanism approved in writing by the commission.

(14) Unless the commission has approved the payment of prizes by installments, a licensee who has a progressive slot machine must maintain minimum cash reserves in accordance with 11 CSR 45-8.150. The commission must approve all such cash reserves. Notwithstanding the provisions of 11 CSR 45-5.240 Periodic Payments, to the contrary, the commission shall require that the licensee authorized to provide a wide-area progressive system—

(A) Maintain in a restricted account a reserve consisting of cash, United States Government Treasury Securities, United States Government Agency Securities and/or Missouri state debt instruments of not less than the sum of the following amounts:

1. The present value of the aggregate remaining balances owed on all jackpots previously won by patrons through the wide-area progressive system; and

2. An amount sufficient to fully fund the present value of all amounts currently reflected on the progressive meters of the wide-area progressive systems; and

(B) In addition, the licensee authorized to provide the wide-area system shall at all times satisfy and be in compliance with the following ratios and tests:

1. An interest coverage ratio of not less than three to one (3:1); and

2. Debt to EBITDA (earnings before interest, taxes, depreciation and amortization) of not more than four to one (4:1); and

3. Satisfaction of one (1) of the following ratios and tests:

A. A current ratio of not less than two

to one (2:1); or

B. Working capital that is greater than twenty percent (20%) of the licensee's total jackpot liability; or

C. Working capital in excess of one hundred (100) million dollars and a credit rating from at least two (2) of the following credit rating organizations equal to or higher than the following:

(I) Standard & Poor's Corporate BBB-;

(II) Moody's Long-Term Baa3; or

(III) Fitch Corporate BBB-.

(15) The requirements of this rule shall apply equally to one (1) progressive gaming device linked to a progressive controller or which is internally controlled, as well as several progressive gaming devices linked to one (1) progressive controller within one (1) casino or multiple casinos.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.800 and 313.805, RSMo Supp. 2011. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed Aug. 30, 1996, effective March 30, 1997. Amended: Filed July 2, 1997, effective Feb. 28, 1998. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed Aug. 30, 2002, effective March 30, 2003. Amended: Filed Jan. 24, 2003, effective Aug. 30, 2003. Amended: Filed Feb. 24, 2004, effective Oct. 30, 2004. Amended: Filed Jan. 18, 2005, effective Aug. 30, 2005. Amended: Filed Aug. 30, 2006, effective March 30, 2007. Amended: Filed July 28, 2010, effective Feb. 28, 2011. Amended: Filed July 28, 2011, effective March 30, 2012.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994, 2005; and 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.210 Integrity of Electronic Gaming Devices

PURPOSE: This rule establishes the standards for the integrity of electronic gaming devices.

(1) Electronic gaming devices shall—

(A) As authorized by the commission, accept only electronic cards, tickets, coupons, credits, currency, or tokens as wagers;

(B) Be electronic in design and operation

and not be electromechanical or mechanical in operation;

(C) Not subject a player to physical hazards;

(D) Contain a surge protector on the line that feeds power to the electronic gaming device. A battery back-up or an equivalent shall be installed on the device for the electronic meters and shall be capable of accurately maintaining all information required for thirty (30) days after power is discontinued from the electronic gaming device. The battery back-up shall be kept within the locked logic area;

(E) Have a secure and dedicated data protocol link to any central computer monitoring system, which shall be a closed system inaccessible to communication with any other computer, device or mode of telecommunications unless otherwise approved by the commission;

(F) Have an on/off switch that controls the electrical current used in the operation of the electronic gaming device and any associated equipment which shall be located in an accessible place within its interior;

(G) Be designed so that it shall not be adversely affected by magnetic, electromagnetic, electrostatic or radio frequency interference;

(H) If designed to accept physical tokens, have at least one (1) electronic token acceptor. Token acceptors must be designed to accept designated tokens and reject others. The token acceptor on an electronic gaming device must be designed to prevent the use of cheating methods such as slugging, stringing, spooning, the insertion of foreign objects, and other manipulation. All token acceptors are subject to approval by the commission. Tokens accepted but which are inappropriate token-ins must be rejected to the coin tray, returned to the player by activation of the hopper or printer or credited toward the next play of the electronic gaming device. The electronic gaming device control program must be capable of handling rapidly fed tokens or simultaneously fed tokens so that occurrences of inappropriate token-ins are prevented. Gaming devices, shall have sensors capable of determining the direction and speed of token travel in the receiver and any improper direction or coin traveling at too slow of a speed shall result in the electronic gaming device going into an error condition;

(I) Be designed so the internal space of the electronic gaming device is not readily accessible when the front door is both closed and locked;

(J) Have its locked logic area(s) within the electronic gaming device and the critical program storage media housed therein sealed



with commission security seals. The security seals must be affixed by an authorized commission agent and must include the date, signature or initials and identification number of the agent. These seals may only be broken or removed by an authorized commission agent;

(K) Have a hopper contained in a locked area within the electronic gaming device if designed to dispense tokens. The electronic gaming device control program shall ensure the diverter directs tokens to the hopper or, in the alternative, to the drop compartment when the token level in the hopper makes contact with the diverter's hopper-full sensor probe. Hopperless gaming devices shall always divert tokens to the drop compartment;

(L) Contain no hardware or software switches that alter the pay-tables or payout percentages in its operation, other than as approved by the commission and which require access to a locked logic area;

(M) Have an identification plate with the following information securely affixed by the manufacturer to the exterior of the electronic gaming device cabinet:

1. Manufacturer;
2. Serial Number;
3. Model Number; and
4. Date of manufacturer;

(N) Contain the rules of play for each electronic gaming device displayed on the face or screen. Rules shall be complete, clear and easily understood. Each electronic gaming device must also display the credits wagered and the credits awarded for the occurrence of each possible winning combination based on the number of credits wagered. All information required by this subsection must be kept under glass or another transparent substance and at no time may stickers or other removable items be placed over this information. Additionally:

1. If the game contains a bonus feature including a game within a game, the following rules shall be met:

A. The game shall display clearly to the player which game rules apply to the current game state;

B. If the game requires obtaining several events or symbols toward a bonus feature, the number of events or symbols needed to trigger the bonus feature shall be indicated along with the number of events or symbols collected at any point;

C. The game shall not adjust the likelihood of a bonus feature occurring based on the history of prizes obtained in previous games;

D. If a bonus game is triggered after accruing a certain number of events or symbols or combination of events or symbols of a

different kind, the probability of obtaining like events or symbols shall not decrease as the game progresses; and

E. The game display shall make it clear to the player that the game is in a bonus mode;

2. If a bonus feature requires extra credits to be wagered and the game accumulates all winnings to a temporary win meter, the game shall:

A. Provide a means where winnings on the temporary meter can be bet to allow for instances where the player has an insufficient credit meter balance to complete the feature;

B. Transfer all credits on the temporary meter to the credit meter upon completion of the feature; and

C. Provide the player an opportunity not to participate;

3. If the game offers a menu of games to a player:

A. The methodology employed by a player to select and discard a particular game for play shall be clearly displayed on the gaming device and easily followed;

B. The gaming device shall be able to clearly display to the player, at the player's request, all games, game rules and pay-tables before the player must commit to playing any game;

C. The player shall at all times be made aware of which game has been selected for play and is being played, as applicable;

D. The player shall not be forced to play a game just by selecting that game. The player shall be able to return to the main menu;

E. It shall not be possible to start a new game before the current play is completed and all game meters have been updated;

F. The set of games offered to the player for selection or the pay-table can be changed only by a secure method approved by the commission, which includes turning on and off games available for play through a video screen interface; and

G. No changes to the set of games offered to the player for selection or to the pay-table are permitted while there are credits on the player's credit meter or while a game is in progress;

(O) Be capable of communication with a central computer system accessible to the commission, using an industry standard data protocol format approved by the commission;

(P) Be capable of continuing the current game with all current game features after a malfunction is cleared. This rule does not apply if an electronic gaming device is rendered totally inoperable. The current wager and all credits appearing on the screen prior

to the malfunction shall be returned to the patron;

(Q) If designed to accept tokens, have attached a drop bucket housed within a locked compartment separate from any other compartment of the electronic gaming device to collect and retain all tokens, diverted to the drop compartment;

(R) Be capable of detecting and displaying the following error conditions which an attendant must clear:

1. Token-in jam;
2. Token-out jam;
3. Hopper empty or time-out;
4. Program error;
5. Hopper runaway or extra token paid out;
6. Reverse token-in;
7. Reel error; and
8. Door open;

(S) Use a data communication protocol which ensures that erroneous data or signals will not adversely affect the operation of the electronic gaming device;

(T) Display a Missouri Gaming Commission registration number permanently imprinted, affixed or impressed on the outside of each electronic gaming device;

(U) Have the capacity to display on the front of each electronic gaming device its rules of play, character combinations requiring payouts and the amount of the related payouts. In addition, the holder of a Class A license shall display on each electronic gaming device either—

1. A clear description of any merchandise or thing of value offered as a payout, including the cash equivalent value of the merchandise or thing of value offered, the dates the merchandise or thing of value will be offered if the holder of a Class A license establishes a time limit upon initially offering the merchandise or thing of value and the availability or unavailability to the patron of the optional cash equivalent value; or

2. The name or a brief description of the merchandise or thing of value offered; provided, however, a sign containing the information specified in paragraph (1)(U)1. of this subsection shall be displayed in a prominent location approved by the commission near the electronic gaming device;

(V) Have a mechanical, electromechanical or electronic device that automatically precludes a player from operating the electronic gaming device after a jackpot requiring a manual payout and requires an attendant to reactivate the electronic gaming device;

(W) Be designed in such a manner that the microprocessor or equivalent which operates the electronic gaming device is assigned a unique identification code, and that the critical



program storage media is subject to authentication via an external third-party verification tool approved by the commission;

(X) If designed to accept currency, tickets, or coupons, have a bill validator-acceptor device into which a patron may insert such items in exchange for an equal value of electronic gaming device credits. Electronic gaming devices containing bill validator-acceptor devices:

1. May accept any single denomination or combination of denominations of the following United States currency:

- A. One dollar (\$1) bills;
- B. Five dollar (\$5) bills;
- C. Ten dollar (\$10) bills;
- D. Twenty dollar (\$20) bills;
- E. Fifty dollar (\$50) bills; and
- F. One hundred dollar (\$100) bills;

2. May accept tickets and coupons in compliance with established commission regulations;

3. Shall have software programs that enable the validator-acceptor to differentiate between genuine and counterfeit bills to a high degree of accuracy;

4. Shall be equipped with a bill validator-acceptor drop box to collect the currency, tickets, and/or coupons inserted and accepted by the bill validator-acceptor. The bill validator-acceptor drop box shall:

A. Be housed in a locked compartment separate from any other compartment of the electronic gaming device;

B. Be accessible by a key that will access only the bill validator-acceptor drop box and no other area of the electronic gaming device;

C. Have a slot opening through which currency, tickets, or coupons can be inserted;

D. Be readily identifiable to the electronic gaming device from which it was removed; and

E. Have a separate lock to secure access to the contents of the drop box, the key to which shall not access any other area of the electronic gaming device; and

5. Shall maintain sufficient electronic metering to report the:

A. Total monetary value of all items accepted;

B. Total number of all items accepted;

C. Number of bills accepted for each bill denomination;

D. Number of items accepted for each item type; and

E. The last five (5) items accepted; and

(Y) Have a tower light or candle located conspicuously on top of the gaming device that automatically illuminates when a player has won an amount or is redeeming credits

the device cannot automatically pay, an error condition has occurred, or a call attendant condition has been initiated by the player. This requirement may be substituted for an audible alarm for bar-top style devices.

(2) Any electronic gaming device manufacturer holding a supplier license under the provisions of 11 CSR 45-4 et seq. shall notify the commission of any malfunction or anomaly affecting the integrity or operation of devices or systems provided under the scope of such license regardless of the gaming jurisdiction in which the malfunction or anomaly occurred or was discovered. The notification shall occur within forty-eight (48) hours of the supplier licensee being apprised of the malfunction or anomaly and shall be in a format approved by the commission.

AUTHORITY: sections 313.004, 313.800 and 313.805, RSMo 2000. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed March 31, 2005, effective Oct. 30, 2005.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994; and 313.805, RSMo 1991, amended 1993, 1994, 2000.*

11 CSR 45-5.220 Computer Monitoring Requirements of Electronic Gaming Devices

PURPOSE: This rule establishes computer monitoring of electronic gaming devices.

(1) The holder of a Class A license must have a computer connected to all electronic gaming devices in the riverboat to record and monitor the activities of these devices. Unless otherwise approved by the commission, electronic gaming devices shall be operated on-line and in communications with a computer monitoring system approved by the commission. This computer monitoring system shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the commission.

(2) The computer permitted by section (1) of this rule shall be designed and operated to automatically perform and report functions relating to electronic gaming device meters, and other exceptional functions and reports in the riverboat as follows:

(A) Record the number and total value of tokens placed in the electronic gaming device for the purpose of activating play;

(B) Record the number and total value of tokens deposited in the drop bucket of the electronic gaming device;

(C) Record the number and total value of tokens automatically paid by the electronic gaming device as the result of a jackpot;

(D) Record the number and total value of tokens to be paid manually as the result of a jackpot;

(E) Have an on-line computer alert and alarm monitoring capability to insure direct scrutiny of any device malfunction, tampering, or any open door to the electronic gaming device or drop area. In addition, any person opening the electronic gaming device or drop area shall make an entry to that effect in the machine entry authorization log and the entry shall include the time, date, machine identity and reason for entry;

(F) Be capable of logging in and reporting any revenue transactions not directly monitored by token meter, such as tokens placed in the electronic gaming device as a result of a fill and any tokens removed from the electronic gaming device in the form of a credit;

(G) Identify any electronic gaming device taken off-line or placed on-line with the computer monitoring system, including the date, time and electronic gaming device identification number; and

(H) Not be connected to or accessible by any other computer, device or telecommunications link and possess adequate safeguards to prevent any such access, unless access has specifically been authorized by the commission under conditions that have been specified in the Class A and B licensee's system of internal controls and approved by the commission.

(3) The holder of an operator's license shall store, in machine-readable format, all information required by section (2) of this rule for the period of one (1) year. The holder of an operator's license shall store all information in a secure area and certify that this information is complete and unaltered. This information shall be available in the format and media approved by the commission.

(4) The commission surveillance room for the sole accessibility of commission personnel provided in accordance with these rules shall house a secured dedicated computer monitoring line which provides computer accessibility to commission personnel to review, monitor and record data identical to that specified in this rule.

AUTHORITY: sections 313.004, 313.800 and



313.805, RSMo 1994.* Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed June 2, 1995, effective Dec. 30, 1995. Amended: Filed June 25, 1996, effective Feb. 28, 1997. Amended: Filed Dec. 17, 1996, effective July 30, 1997. Amended: Filed May 13, 1998, effective Oct. 30, 1998.

*Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994; and 313.805, RSMo 1991, amended 1993, 1994.

11 CSR 45-5.225 Request for Gaming Devices and Associated Equipment Approval

PURPOSE: This rule establishes the process for requesting approval of gaming equipment for use in Missouri. Suppliers, Class A and Class B licensees are required to provide the documentation listed herein to be considered a valid request. All suppliers and Class A and Class B licensees must receive an authorization letter from the commission for gaming devices and associated equipment and slot accounting systems to be considered approved for use within the state of Missouri.

- (1) Prior to any new technology being certified for the Missouri jurisdiction, the manufacturer shall consult with the commission to assure such new technology would be compliant with Missouri's regulations.
- (2) Effective September 30, 2014, the commission will become the sole approval authority for all gaming devices and associated equipment and slot accounting systems. Suppliers, Class A, and Class B licensees must receive an authorization letter from the commission before such gaming equipment and slot accounting systems are considered "approved" for use in the state of Missouri.
- (3) Effective September 30, 2014, gaming equipment and slot accounting systems actively in service at Class B licensees' facilities will remain in an approved status. Supplier, Class A, or Class B licensees must notify the commission prior to placing any gaming equipment or slot accounting system into service which has been previously certified by an ITL, but was not actively in service in Missouri on September 30, 2014, to be reviewed for approval by the commission. The commission will issue approval for such request, provided such gaming equipment or slot accounting system does not contain any known malfunctions or anomalies.

(4) The supplier, Class A, or Class B licensee submitting a request for approval of gaming equipment or a slot accounting system shall do so through the commission's electronic portal.

(A) All information in the request shall be complete and accurate. Should such request be determined inaccurate, the commission shall be notified immediately. The request shall include the following:

- 1. ITL's certification documentation;
- 2. A complete list of hardware and software modifications requested for approval;
- 3. Test Script version number used by the ITL for testing;
- 4. Probability Accounting Report (PAR) sheets, if applicable;
- 5. Documentation describing the installation and configuration procedures;
- 6. The applicable functionality being requested; and
- 7. Any additional supplemental documentation clarifying the technology requested for approval (e.g., white paper).

(B) Additional information may be requested by the commission at any time, including the digital image(s) (critical executable files) of the production version of the device.

(C) The submitting supplier, Class A, or Class B licensee shall digitally sign a statement that the product meets all regulatory requirements.

(5) The commission may make a preliminary, nonbinding determination whether any new gaming equipment or slot accounting system meets the Missouri rules, regulations, and statutes. At the commission's sole discretion, the commission may require any new gaming equipment or slot accounting system to be tested in a field trial environment(s) at a licensed gaming establishment(s). Each field trial shall be conducted for at least thirty (30) calendar days and no more than one hundred eighty (180) calendar days under terms and conditions that the commission may approve or require. The supplier shall submit a report to the commission every thirty (30) days detailing the performance of the product being tested, exception reports outlining any exception codes triggered, a list of customer complaints and inquiries regarding the performance, and other items as determined by the commission. A field trial may be terminated at any time, in which case the new gaming equipment or slot accounting system will not be approved as a result of such field trial.

AUTHORITY: section 313.004, RSMo 2000, and section 313.805, RSMo Supp. 2013. Original rule filed Jan. 30, 2014, effective Sept. 30, 2014.*

*Original authority: 313.004, RSMo 1993, amended 1994 and 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.

11 CSR 45-5.230 Certification and Registration of Electronic Gaming Devices

PURPOSE: This rule establishes the certification and registration of electronic gaming devices.

- (1) The commission will review all electronic gaming devices for proper mechanical and electronic functioning. Before certification of an electronic gaming device, the commission may employ the services of an independent electronics laboratory to evaluate the device.
- (2) After completing evaluations of the electronic gaming device, the commission may certify the electronic gaming device for registration.
- (3) Gaming shall be prohibited with any electronic gaming device which has not been registered with the commission.
- (4) The holder of a Class A license shall not operate an electronic gaming device in Missouri unless the electronic gaming device has a commission registration number.
- (5) The supplier of the electronic gaming device, after receiving the appropriate documentation, will reimburse the commission for any cost incurred in any evaluation process.
- (6) The holder of a Class A license shall not alter the operation of registered electronic gaming devices and shall maintain the electronic gaming devices in a suitable condition. Each holder of a Class A license shall keep a written list of any repairs made to electronic gaming devices offered for play to the public. Repairs include, without limitation, replacement of parts that may affect the game's outcome. The holder of a Class A license shall make the list available for inspection by the commission upon request.
- (7) The holder of a Class A license shall keep a written list of the date of each distribution, the serial number of each electronic gaming device and the commission registration number.
- (8) The holder of a Class A license shall not dispose of any electronic gaming device without prior written approval of the commission.

AUTHORITY: sections 313.004, 313.800 and 313.805, RSMo 1994. Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993,*



expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.

*Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994; and 313.805, RSMo 1991, amended 1993, 1994.

11 CSR 45-5.235 Analysis of Questioned Electronic Gaming Devices

PURPOSE: This rule establishes the process for analysis of questioned electronic gaming devices.

(1) If the operation of any electronic gaming device is questioned by any holder of a Class A license, patron or commission agent, the questioned device will be examined in the presence of a commission agent and a representative of the holder of a Class A license. If the malfunction cannot be cleared by other means to the mutual satisfaction of the patron and the holder of a Class A license the electronic gaming device will be subjected to an EPROM (erasable, programmable, read-only memory) memory test to verify signature comparison by a commission agent.

(2) In the event that the malfunction cannot be determined and corrected by this testing, the electronic gaming device may be removed from service and secured in a remote, locked compartment. The electronic gaming device may then be transported to an industry-recognized laboratory selected by the commission where the device will be fully analyzed to determine the status and cause of the malfunction. All costs for transportation and analysis will be borne by the holder of a Class A license and the commission will bill the holder of a Class A license.

AUTHORITY: sections 313.004, 313.800 and 313.805, RSMo 1994.* Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.

*Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994; and 313.805, RSMo 1991, amended 1993, 1994.

11 CSR 45-5.237 Shipping of Electronic Gaming Devices, Gaming Equipment or Supplies

PURPOSE: This rule requires licensees to obtain Missouri Gaming Commission approval prior to shipping electronic gaming devices into, out of, or within the state.

(1) Licensees shipping electronic gaming devices or gaming equipment/supplies as defined in 11 CSR 45-1.090, with the exception of critical program storage media as defined in 11 CSR 45-1.090, into, out of, or within Missouri, must file a request in a format specified by the Missouri Gaming Commission (MGC) at least five (5) days prior to such shipment. The licensee shall receive MGC approval of the request prior to shipping the listed items.

(2) Critical program storage media shall be approved for use in the state prior to shipment and shall be shipped separately from electronic gaming devices unless otherwise approved in writing by the commission.

AUTHORITY: section 313.004, RSMo 2000, and sections 313.805 and 313.807.4, RSMo Supp. 2013.* Original rule filed Sept. 2, 1997, effective March 30, 1998. Amended: Filed April 3, 2001, effective Oct. 30, 2001. Amended: Filed Oct. 31, 2005, effective May 30, 2006. Amended: Filed June 19, 2006, effective Feb. 28, 2007. Amended: Filed Oct. 31, 2013, effective June 30, 2014.

*Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000; and 313.807, RSMo 1991, amended 1993, 2000.

11 CSR 45-5.240 Periodic Payments

PURPOSE: This rule establishes the process of periodic payments.

(1) Except as provided in this rule, a holder of a Class A license shall remit the total winnings and noncash prizes awarded to a patron as the result of any licensed game, tournament, contest, or promotional activity upon validation of the win.

(2) For the purpose of this rule, the following words have the following meanings:

(A) Independent financial institution means—

1. A financial institution licensed by Missouri or a national institution with an office in Missouri; or

2. An insurance company admitted to transact insurance in Missouri with an A.M. Best Insurance rating of A or another equivalent rating; and

3. One which is not affiliated through common ownership with a gaming licensee;

(B) Periodic payments means a series of payments that are paid at least annually; and

(C) Trust means an irrevocable fiduciary relationship in which one (1) person is the holder of the title to property subject to an equitable obligation to keep or use the property for the benefit of another.

(3) Periodic payments of winnings and non-cash prizes awarded to a patron as a result of any licensed game, tournament, contest or promotional activity may be made if the method of funding the periodic payments provides these payments to a winning patron by establishing—

(A) An irrevocable surety bond or an irrevocable letter of credit with an independent financial institution which provides periodic payments to a winner should the licensee default for any reason. The written agreement establishing an irrevocable surety bond or the irrevocable letter of credit shall be submitted to the commission for approval;

(B) An irrevocable trust with an independent financial institution in accordance with a written trust agreement approved by the commission, which provides periodic payments from an unallocated pool of assets to winning patrons which must expressly prohibit the winners from encumbering, assigning or otherwise transferring in any way their rights to receive the deferred portion of the winnings except to their estates. The assets of the trust must consist of federal government securities including, but not limited to, treasury bills, treasury bonds, savings bonds or other federally guaranteed securities in an amount sufficient to meet the periodic payment(s) as required; or

(C) Another irrevocable method of providing the periodic payments to a winning patron consistent with the purpose of this rule and which is approved by the commission.

(4) The funding of the periodic payments must be completed within thirty (30) days of the date the patron wins or is awarded a prize.

(5) Periodic payments must not be used for winnings of or noncash prizes worth one hundred thousand dollars (\$100,000) or less. Periodic payments for total amounts won greater than one hundred thousand dollars (\$100,000) shall be paid as follows:

(A) For amounts won greater than one hundred thousand dollars (\$100,000), but less than two hundred thousand dollars (\$200,000), payments must be at least ten thousand dollars (\$10,000) annually;



(B) For amounts won of two hundred thousand dollars (\$200,000) or more, payments must be no less than one-twentieth (1/20) of the total amount annually; and

(C) The first payment must be made upon validation of the win.

(6) Periodic payments of noncash prizes may only be offered if the patron shall have the right to elect whether to receive the noncash prize or cash equivalent of the noncash prize each time a periodic payment is to be made. The cash equivalent shall be the actual cost to the licensee of the noncash prize on the day the prize is won. The amount of the periodic payments to be funded shall be determined by the present value of the cash equivalent of the noncash prize.

(7) For any licensed game, tournament, contest or promotional activity for which periodic payments are utilized, the licensee must display signs on each gaming device or, if no gaming device is used, then the licensee must display signs in each gaming, promotional, tournament or contest area specifically setting forth either the amount or terms of the payment to be made each time a periodic payment is to be made. The licensee must include in all radio, television or print advertising regarding the activities set forth in this section, the fact that periodic payments are utilized for total amounts offered as a prize to a patron.

(8) Whenever there is an award of winnings to be made by periodic payments, and the Class A licensee fails to fund the periodic payments as required by this rule, the licensee shall immediately notify the commission in writing and shall immediately cease offering any licensed game, tournament, contest or promotional activity for which periodic payments are utilized.

(9) The commission may waive one (1) or more of the requirements of this rule if it makes a written finding that the waiver is consistent with the public policy set forth in the Act.

*AUTHORITY: sections 313.004, 313.800 and 313.805, RSMo 1994. * Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994; and 313.805, RSMo 1991, amended 1993, 1994.*

11 CSR 45-5.250 Finder's Fees

PURPOSE: This rule establishes a process for finder's fees.

(1) Except as limited by section (2) of this rule, the term finder's fee means any compensation in money in excess of the sum of ten thousand dollars (\$10,000), or real or personal property valued in excess of the sum of ten thousand dollars (\$10,000) which is paid or transferred or agreed to be paid or transferred to any person in consideration for the arranging or negotiation of an extension of credit to a holder of a Class A license, a registered company, or applicant for licensing or registration if the proceeds of the extension of credit are intended to be used for any of the following purposes:

(A) To acquire an interest in a gaming establishment or registered company; and

(B) To finance the gaming operations of a licensed gaming establishment.

(2) The term finder's fee shall not include:

(A) Compensation to the person who extends the credit;

(B) Normal and customary payments to employees of the person to whom the credit is extended if the arranging or negotiation of credit is part of their normal duties;

(C) Normal and customary payments for bona fide professional services rendered by lawyers, accountants, engineers and appraisers; and

(D) Underwriting discounts paid to a member of the National Association of Securities Dealers, Inc.

(3) It is an unsuitable method of operation for any holder of a Class A license, registered company or applicant for licensing or registration to pay a finder's fee without the prior approval of the commission. An application for approval of payment of a finder's fee shall make a full disclosure of all material facts. The commission may disapprove any such application if the person to whom the finder's fee is proposed to be paid does not demonstrate that s/he is suitable to hold a state gaming license.

*AUTHORITY: sections 313.004 and 313.805, RSMo 1994. * Emergency rule filed Sept. 1, 1993, effective Sept. 20, 1993, expired Jan. 17, 1994. Emergency rule filed Jan. 5, 1994, effective Jan. 18, 1994, expired Jan. 30, 1994. Original rule filed Sept. 1, 1993, effective Jan. 31, 1994. Amended: Filed May 13, 1998, effective Oct. 30, 1998.*

**Original authority: 313.004, RSMo 1993 and 313.805, RSMo 1991, amended 1993, 1994.*

11 CSR 45-5.260 Dice Specifications

PURPOSE: The purpose of this rule is to establish minimum standards for dice used for gambling games.

(1) Except as otherwise provided in section (2), each die used in gaming shall—

(A) Be formed in the shape of a perfect cube and of a size no smaller than .750 of an inch (.750") on each side nor any larger than .775 of an inch (.775") on each side;

(B) Be transparent and made exclusively of cellulose except for the spots, name or trade name of the Class B licensee and serial numbers or letters contained thereon;

(C) Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;

(D) Have all edges and corners perfectly square and forming perfect ninety degree (90°) angles;

(E) Have the texture and finish of each side exactly identical to the texture and finish of all other sides;

(F) Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;

(G) Have its six (6) sides bearing white circular spots from one to six (1)–(6) respectively with the diameter of each spot equal to the diameter of every other spot on the die;

(H) Have spots arranged so that the side containing one (1) spot is directly opposite the side containing six (6) spots, the side containing two (2) spots is directly opposite the side containing five (5) spots and the side containing three (3) spots is directly opposite the side containing four (4) spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch (.0004"); and

(I) Have the name or trade name of the Class B licensee in which the die is being used imprinted or impressed thereon.

(2) Each die used in gaming at pai gow poker shall comply with the requirements of section (1) except as follows:

(A) Each die shall be formed in the shape of a perfect cube not larger than .8 of an inch (.8") on each side;



(B) Instead of the name or trade name of the Class B licensee, the commission may approve an identifying mark or logo to be imprinted or impressed on each die;

(C) The spots on each die do not have to be equal in diameter;

(D) Edges and corners may be beveled so long as beveling is similar on each edge and each corner;

(E) Tolerances required by subsection (1)(H) of this regulation as applied to pai gow poker dice shall require accuracy of only .004 of an inch (.004"); and

(F) Dice designs shall be submitted by the Class B licensee to the commission and must be approved by the commission prior to use.

AUTHORITY: sections 313.004 and 313.845, RSMo 2000, and sections 313.805 and 313.830, RSMo Supp. 2014. Original rule filed Dec. 17, 1996, effective Aug. 30, 1997. Amended: Filed Feb. 19, 1998, effective Aug. 30, 1998. Amended: Filed May 13, 1998, effective Jan. 30, 1999. Amended: Filed July 31, 2014, effective Feb. 28, 2015.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994; 313.830, RSMo 1991, amended 1993; and 313.845, RSMo 1991, amended 1993, 1994, 1995.*

11 CSR 45-5.265 Dice—Receipt, Storage, Inspections and Removal from Use

PURPOSE: The purpose of this rule is to establish procedures for the handling of dice within the gambling operation other than dice used in pai gow poker.

(1) When dice are received for use in the facility from a licensed supplier, the boxes shall be placed for storage in a primary or secondary storage area by at least two (2) employees, one (1) of whom shall be from the table games department and the other from the security department. The primary storage area shall be located in a secure place, the location and physical characteristics of which shall be approved by the commission. Secondary storage areas, if needed, shall be used for the storage of surplus dice. Dice maintained in secondary storage areas shall be transferred to the primary storage area before being distributed to the pits or tables. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the commission.

(2) All primary and secondary storage areas shall have two (2) separate locks. The securi-

ty department shall maintain one (1) key and the table games department shall maintain the other key; provided, however, that no person employed by the table games department below the pit manager or poker room manager in the organizational hierarchy shall have access to the table games department key for the primary and secondary storage areas.

(3) Immediately prior to the commencement of each gaming day and at other times as may be necessary, the pit manager, poker room manager, or supervisor thereof, in the presence of a security officer, shall remove the appropriate number of dice from the primary storage area for that gaming day.

(4) Once removed from the primary storage area, the pit manager, poker room manager, or supervisor thereof, in the presence of a security officer, shall take the dice to the pit(s) and distribute the dice to the floor supervisor(s) or directly to the boxperson at each table.

(A) At any time prior to being introduced into play and in the presence of the floor supervisor, a boxperson at each craps table or another floor supervisor shall inspect the dice on a flat surface at the craps table or pit stand with a micrometer or any other approved instrument approved by the commission which performs the same function, a balancing caliper, a steel set square and a magnet to ensure that the dice are in a condition to ensure fair play and otherwise conform to sections 313.800 to 313.850, RSMo and the rules of the commission. These instruments shall be kept in a compartment at a craps table or pit stand and shall be at all times readily available for use by the commission upon request.

(B) Following this inspection the boxperson shall in the presence of the floor supervisor place the dice in a cup on the table for use in gaming, and at all times while the dice are at the table, they shall never be left unattended. If the dice are inspected by a floor supervisor for future use that gaming day, the floor supervisor shall, in the presence of another floor supervisor, place the inspected dice in a single locked compartment in the pit stand.

(C) The pit manager shall place extra dice for dice reserve in a single locked compartment in the pit stand separate from any pre-inspected dice. The floor supervisor or above shall have access to the extra dice to be used for that gaming day.

(D) No dice taken from the reserve shall be used for actual gaming unless the dice are inspected in accordance with this rule.

(5) The Class B licensee shall remove any dice from use any time there is any indication of tampering, flaws, or other defects that might affect the integrity or fairness of the game, or at the request of the commission.

(6) At the end of each gaming day and at such other times as may be necessary, a floor supervisor, other than the person who originally inspected the dice shall visually inspect each die for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the commission.

(A) Any die showing evidence of tampering shall be placed in a sealed envelope or container in a secure place within the pit until collected by a security officer.

1. A label shall be attached to each envelope or container which shall identify the table number, date, and time and shall be signed by the boxperson and floor supervisor.

2. A Card/Dice Discrepancy Report shall be completed. The Card/Dice Discrepancy Report and the damaged die shall be maintained in a secure place within the pit until collected by a security officer. The Card/Dice Discrepancy Report shall be delivered to the MGC agent on duty for signature. Once completed, security shall retain one (1) copy of the report.

(B) All other dice shall be put into envelopes or containers at the end of each gaming day.

1. A label shall be attached to each envelope or container which shall identify the table number, date, and time and shall be signed by the boxperson and floor supervisor.

2. The envelope or container shall be appropriately sealed and maintained in a secure place within the pit until collected by a security officer.

(7) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the Class B licensee and approved by the commission, and at such other times as may be necessary, a pit manager or supervisor of the pit manager shall collect all extra dice in dice reserve.

(A) All extra dice in dice reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit manager.

(B) All extra dice in dice reserve that are not to be destroyed or cancelled shall be returned to primary storage.



(8) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the Class B licensee and approved by the commission, and at such other times as may be necessary, a security officer shall collect—

(A) All envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or cancelled and shall transport them to the security department for cancellation or destruction;

(B) All extra dice in dice reserve that are not to be destroyed or cancelled and shall transport them to primary storage; and

(C) All copies of Card/Dice Discrepancy Reports.

(9) No dice that have been placed in a cup for use in gaming shall remain on a table for more than twenty-four (24) hours.

(10) The Class B licensee shall submit to the commission for approval procedures for—

(A) A dice inventory system which shall include, at a minimum, the recordation of the following:

1. The balance of dice on hand;
2. The dice removed from storage;
3. The dice returned to storage or received from the manufacturer;
4. The date of the transaction; and
5. The signatures of the individuals involved.

(B) A reconciliation on a daily basis of the dice distributed, the dice destroyed and cancelled, the dice returned to the primary storage area; and

(C) A physical inventory of the dice at least once each calendar quarter.

1. This inventory shall be performed by an employee from the compliance or accounting department and shall be verified to the balance of dice on hand as recorded on the inventory ledger.

2. The employee conducting this inventory shall make an entry and sign the Cards/Dice Inventory Ledgers in a manner that clearly distinguishes this count as the independent inventory.

3. Any discrepancies shall immediately be reported to the commission.

(11) Dice placed on a gaming table shall be cancelled and/or destroyed within a week.

(A) Cancellation shall occur by drilling a circular hole of at least three-sixteenths of one inch (3/16") in diameter through the center of each die or other method approved by the commission.

(B) Destruction shall occur by shredding or other method approved by the commission.

(C) The destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the commission.

(12) This rule shall not apply to pai gow poker dice.

AUTHORITY: sections 313.004 and 313.845, RSMo 2000, and sections 313.805 and 313.830, RSMo Supp. 2014. Original rule filed Dec. 17, 1996, effective Aug. 30, 1997. Amended: Filed Feb. 19, 1998, effective Aug. 30, 1998. Amended: Filed Feb. 28, 2007, effective Oct. 30, 2007. Amended: Filed July 31, 2014, effective Feb. 28, 2015.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000; 313.830, RSMo 1991, amended 1993, 2000; and 313.845, RSMo 1991, amended 1993, 1994, 1995.*

11 CSR 45-5.270 Safety Standards for Electronic Gaming Devices

PURPOSE: This rule establishes safety standards for electronic gaming devices.

(1) All Class A licensees shall be responsible for ensuring that all electronic gaming devices in operation on the excursion gambling boat meet the following safety requirements:

(A) Electrical and mechanical parts and design principles must not subject a player to physical hazards; and

(B) Spilling a conductive liquid on the electronic gaming device must not create a safety hazard or alter the integrity of the electronic gaming device's performance; and

(C) The power supply used in an electronic gaming device must be designed to make minimum leakage of current in the event of an intentional or inadvertent disconnection of the alternate current power ground; and

(D) Electronic gaming devices must be Underwriter's Laboratories approved or equivalent by January 1, 1998.

(2) All Class A licensees are responsible for ensuring that a surge protector is installed on each electronic gaming device that is in operation on the excursion gambling boat.

(A) Surge protection can be internal to the power supply or external.

(3) A battery backup device must be installed and capable of maintaining accuracy of required electronic meter information after

power is discontinued from the electronic gaming device. The device must be kept within the locked or sealed logic board compartment and be capable of sustaining stored information for one hundred eighty (180) days.

AUTHORITY: sections 313.004, 313.800 and 313.850, RSMo 1994. Original rule filed Feb. 19, 1997, effective Aug. 30, 1997. Amended: Filed May 13, 1998, effective Oct. 30, 1998. Amended: Filed Jan. 5, 1998, effective July 30, 1999.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1992, 1993, 1994; and 313.850, RSMo 1993.*

11 CSR 45-5.280 Forfeiture of Illegal Winnings

PURPOSE: This rule establishes the procedure under section 313.832, RSMo for the commission to seize winnings won by excluded persons under section 313.805(7), RSMo, including disassociated persons under 11 CSR 45-17; in exchange for a bribe intended to affect the outcome of a gambling game under 313.832.1(1), RSMo; or in violation of sections 313.800 to 313.840, RSMo.

(1) Any Class A licensee or other person shall forfeit anything of value, including all traceable proceeds, including but not limited to, real and personal property, moneys, negotiable instruments, securities, and conveyances, if the item was used for any of the following:

(A) In exchange for a bribe intended to affect the outcome of a gambling game; or

(B) In exchange for or to facilitate a violation of sections 313.800 to 313.840, RSMo, including, but not limited to:

1. As amounts wagered by and claimed to be won by excluded persons under section 313.805(7), RSMo, and 11 CSR 45-15;

2. As amounts wagered by and claimed to be won by disassociated persons under sections 313.805(7), RSMo, and 11 CSR 45-17; or

3. As amounts wagered in or claimed to be won from illegal gambling, including, but not limited to, underage gambling as defined in section 313.817.4, RSMo, occurring on excursion gambling boats.

(2) All moneys, coin, and currency found in close proximity of wagers, or of records of wagers are presumed forfeited. The burden of proof is upon the claimant of the property to rebut this presumption.



(3) Seizure may be effected by a law enforcement officer authorized to enforce the criminal laws of this state prior to the filing of a petition and without a writ of seizure if the seizure is incident to a lawful arrest, search, or inspection and the officer has cause to believe the property is subject to forfeiture. Within four (4) days of the date of seizure, such seizure shall be reported by said officer to the attorney general; and if in the opinion of the attorney general forfeiture is warranted, the attorney general shall, within ten (10) days after receiving notice of seizure, file a petition for forfeiture with the circuit court of the county in which the property is located or seized. The petition shall state the date and place of seizure. The burden of proof will be on the commission to prove all allegations contained in the petition.

AUTHORITY: section 313.832, RSMo 1994. Emergency rule filed Nov. 10, 1997, effective Nov. 20, 1997, expired May 18, 1998. Original rule filed Nov. 10, 1997, effective June 30, 1998. Amended: Filed May 13, 1998, effective Oct. 30, 1998.*

**Original authority: 313.832, RSMo 1991.*

11 CSR 45-5.290 Bingo Games

PURPOSE: This rule prohibits casinos from conducting bingo games on excursion gambling boats.

(1) The following words and terms, when used in this rule, shall have the following meanings:

(A) “Bingo games,” all games commonly known as bingo as defined in section 313.005(1), RSMo, and any variation thereof, including but not limited to electronic bingo games, bingo games played on electronic gaming devices, and promotional bingo games;

(B) “Promotional bingo games,” all bingo games offered by a Class A licensee to their patrons in order to directly or indirectly promote the licensee’s gambling games, whether or not the licensee receives consideration from the patrons playing the bingo games.

(2) Notwithstanding any other provision of this chapter to the contrary, no Class A licensee may conduct bingo games on an excursion gambling boat.

(3) No Class A licensee may lease or donate any part of its premises to another person or organization for the purpose of conducting bingo games.

AUTHORITY: sections 313.004 and 313.805, RSMo 2000. Original rule filed Dec. 7, 2001, effective June 30, 2002. Amended: Filed July 9, 2004, effective Jan. 30, 2005.*

**Original authority: 313.004, RSMo 1993, amended 1994 and 313.805, RSMo 1991, amended 1993, 1994, 2000.*

11 CSR 45-5.300 Progressive Table Games

PURPOSE: This rule establishes the process for offering progressive table games.

(1) Definitions. As used in this rule—

(A) Base amount means the amount of the progressive jackpot initially offered before it increases;

(B) Incremental amount means the difference between the amount of a progressive jackpot and its base amount; and

(C) Progressive jackpot means a table game payoff that increases over time solely as a function of the wagers played on the progressive game at a table game or group of table games.

(2) A meter that shows the accurate amount of the progressive jackpot must be conspicuously visible to the players at each table game to which the jackpot applies.

(3) A licensee shall not reduce the amount displayed on a progressive jackpot meter or otherwise reduce or eliminate a progressive jackpot unless—

(A) A player wins the jackpot; or

(B) The licensee adjusts the progressive jackpot meter to correct a malfunction and the licensee documents the adjustment and the reasons for it; or

(C) The licensee’s gaming operations at the establishment cease for any reason other than a temporary closure where the same licensee resumes gaming operations at the same establishment within a month; or

(D) The licensee distributes the incremental amount to another table game progressive jackpot as approved in writing by the commission and—

1. The licensee documents the distribution;

2. Any table game offering the jackpot to which the licensee distributes the incremental amount does not require that more money be played on a single play to win the jackpot than the table game from which the incremental amount is distributed; and

3. The distribution is completed within thirty (30) days after the progressive jackpot is removed from play or within a longer period as the commission for good cause may approve; or

(E) The commission for good cause approves in writing a reduction, elimination, distribution, or procedure not otherwise described in this section.

(4) Licensees shall preserve the records required by this rule for at least five (5) years after they are made unless the commission approves otherwise in writing. The records should be stored in a location acceptable to the commission.

(5) During the normal mode of progressive table games, the progressive controller, or other approved device, must continuously monitor each table gaming position on the link for the progressive amounts wagered and must multiply the accepted amounts by the rate of progression in order to determine the correct amounts to apply to the progressive jackpot. The progressive display must be constantly updated, in a manner approved in writing by the commission, as play on the link is continued.

(6) Progressive games shall not be used across multiple table games unless—

(A) The progressive monitoring system separately and accurately accounts for the total number of progressive wagers for each table game and all games offered for play contribute to the progressive jackpot; and

(B) The odds of attaining the winning combination are the same for each game; and

(C) Each game requires the same wager amount to win the progressive jackpot.

(7) The odds of winning a progressive jackpot shall not be greater than one in fifty million (1:50,000,000) unless specifically approved in writing by the commission.

(8) Each progressive controller must be housed in a secure, locked location which allows only authorized accessibility and which contains a Machine Entry Authorization Log (MEAL) that is completed by any person gaining access to the secured location. Both the location housing progressive controllers and the form on which entry is logged shall be approved by the commission prior to use. The storage medium that contains the progressive controller program shall have a unique signature that allows program verification by an agent of the commission through use of a commission-approved verification device. After verification the storage medium shall be secured in the controller with a commission security seal. The security seal must be affixed by and may only be broken and removed by an authorized commission agent. Normal operation of progressive gaming



devices notwithstanding, communication to a progressive controller shall be permitted only by authorized personnel through access to the controller's secured location and who document such access and the purpose therefore on the progressive entry authorization log.

(9) Each type of progressive game must have a unique key used to reset the progressive meter(s) or another reset mechanism approved in writing by the commission.

(10) Unless the commission has approved the payment of prizes by installments, a licensee who has a progressive table game must maintain minimum cash reserves in accordance with 11 CSR 45-8.150. The commission must approve all such cash reserves.

(11) Progressive jackpots shall not be shared between multiple Class B licensees.

AUTHORITY: section 313.004, RSMo 2000 and sections 313.800 and 313.805, RSMo Supp. 2010. Original rule filed July 28, 2010, effective Feb. 28, 2011.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.800, RSMo 1991, amended 1993, 1994, 2005; and 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010.*

11 CSR 45-5.400 Junket, Junket Enterprises, Junket Representatives—Definitions

PURPOSE: This rule establishes terms and definitions applicable to junkets.

(1) The following words and terms, when used in 11 CSR 45-5.400 through 11 CSR 45-5.420, shall have the following meanings unless the context clearly indicates otherwise.

(A) "Agent" means any person, including a junket representative, junket enterprise, or employee thereof acting as a junket representative, acting directly or indirectly on behalf of a Class A or Class B licensee or its affiliate.

(B) "Applicable laws" means all those applicable existing and future statutes, laws, rules, regulations, orders, permits, codes, authorizations, building regulations, zoning laws, ordinances, and all other requirements of any governmental authority.

(C) "Business day" means Monday through Friday, excluding federal and state holidays.

(D) "Compensation" means any form of remuneration whatsoever, including, but not limited to, the payment of cash, the forgiveness or forbearance of a debt, or the direct or indirect provision of a product, service, or

item without charge or for less than full value.

(E) "Complimentary" means a service, item, or accommodation provided to a person at no cost, or at a reduced price not generally available to the public under similar circumstances; provided, however, that the term shall include any service, item, or accommodation provided to a person at a reduced price due to the anticipated or actual gambling activities of that person.

(F) "Governmental authority" means any federal, state, county, and/or municipal government or quasi-governmental entity or agency, whether now in existence or enacted hereafter, which maintains jurisdiction over the subject matter of any agreement executed by and between a Class A or Class B licensee and a junket enterprise or junket representative or the parties thereto.

(G) "Junket" means an arrangement made by and between a junket enterprise or junket representative and a Class A or Class B licensee the purpose of which is to induce any person, selected or approved for participation therein on the basis of the person's ability to satisfy a financial qualification obligation related to the person's ability or willingness to gamble or on any other basis related to the person's propensity to gamble to come to a Class B licensee's premises for the purpose of gambling and pursuant to which, and as consideration for which, any or all of the cost of transportation, food, lodging, and entertainment for said person is directly or indirectly paid by a licensee or employee or agent thereof.

(H) "Junket enterprise" means any person or entity, other than the holder of a Class A or Class B license, who employs or otherwise engages the services of a junket representative in connection with a junket to a Class B licensee's premises.

(I) "Junket representative" means any person who negotiates the terms of or engages in the referral, procurement, or selection of persons who may participate in a junket to a Class B licensee's premises. A Class A or Class B licensee's employee who holds a commission-issued occupational license or a Class A licensee's employee who receives no compensation either directly or indirectly from a junket enterprise or junket representative, and who performs the functions of a junket representative for the Class A or Class B licensee by which employed is not deemed a junket representative.

(J) "Theoretical win" means a Class B licensee's estimated win per customer based upon the customer's rated table and/or slot gaming activity. Table game theoretical equals average bet × length of gaming activity ×

decisions per hour × house advantage. Electronic gaming device (slot machine) theoretical equals coin or cash in × machine hold percentage.

AUTHORITY: sections 313.004 and 313.807, RSMo 2000 and section 313.805, RSMo Supp. 2010. This rule previously filed as 11 CSR 45-4.500. Original rule filed Aug. 3, 2009, effective March 30, 2010. Moved and amended: Filed March 30, 2011, effective Nov. 30, 2011.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; and 313.807, RSMo 1991, amended 1993, 2000.*

11 CSR 45-5.410 Junket Enterprise; Junket Representative; Agents; Employees—Policies and Prohibited Activities

PURPOSE: This rule establishes prohibited activities applicable to junket enterprises, junket representatives, and the agents and employees thereof.

(1) A Class A or Class B licensee shall ensure the junket enterprise, junket representative, or agent or employee thereof, with which the Class A or Class B licensee has entered into a junket agreement, shall not—

(A) Be compensated on any basis other than theoretical win unless specifically approved in writing by the commission;

(B) Engage in collection efforts;

(C) Solicit, receive, or accept any fee or service charge, or solicit any gratuity from a patron for the privilege of participating in a junket or for the performance of the functions for which licensed;

(D) Pay for services, including transportation or other items of value, provided to or for the benefit of any patron participating in a junket, unless disclosed in writing to the Class B licensee for which the junket was arranged;

(E) Extend credit to or grant credit on behalf of a Class A or Class B licensee to a patron participating in a junket;

(F) Accept an advance of money or a loan from any patron participating in a junket;

(G) Conduct themselves in a manner that compromises the integrity of gaming in Missouri, tarnishes the image and reputation of the state of Missouri, or reflects poorly on the Missouri Gaming Commission or any licensee thereof;

(H) Conduct advertising and public relations activities in a manner other than with decency, dignity, good taste, and honest and fair representation; or



(I) Cater to, assist, employ, or associate with, either socially or in business affairs, persons of notorious or unsavory reputation or who have felony police records or the employing either directly through a contract or other means, of any firm or individual in any capacity where the repute of the state of Missouri or the gaming industry is liable to be damaged because of the unsuitability of the firm or individual.

AUTHORITY: sections 313.004 and 313.807, RSMo 2000 and section 313.805, RSMo Supp. 2010. This rule previously filed as II CSR 45-4.530. Original rule filed Aug. 3, 2009, effective March 30, 2010. Moved and amended: Filed March 30, 2011, effective Nov. 30, 2011.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; and 313.807, RSMo 1991, amended 1993, 2000.*

11 CSR 45-5.420 Junket—Agreements and Final Reports

PURPOSE: This rule establishes requirements for junket agreements and reports to be filed and maintained by Class B licensees.

(1) Junket Agreements.

(A) Every agreement entered into by and between a Class A or Class B licensee and a junket enterprise or junket representative for junket services shall be in writing, a signed and executed copy of which shall be filed with the commission prior to any junket being scheduled to arrive at a Class B licensee's premises.

(B) Every agreement shall include the following conditions:

1. If, at any time, either prior to or subsequent to the initiation of the agreement, the commission disapproves the terms and conditions of the agreement, or determines the junket enterprise or junket representative to be unsuitable for any reason, the agreement shall be deemed terminated as of the date of such disapproval, or determination as though such date were the date originally fixed for termination of the agreement;

2. The junket enterprise or junket representative shall at all times maintain in good standing and effect all necessary and proper business licenses and other licenses and permits relating to its business operations; and

3. Junket enterprise or junket representative represents and warrants that its services will comply with all applicable laws.

(2) Junket final reports shall—

(A) Be prepared by a Class B licensee for each junket engaged in or on its premises and shall include:

1. The origin of the junket, its arrival date and time, and departure date and time;

2. The name of all junket representatives and junket enterprises involved in the junket;

3. A junket manifest listing the names and addresses of the junket participants;

4. The actual amount of complimentary services, accommodations, and items provided to each junket participant;

5. The total amount for services or other items of value provided to or for the benefit of a patron participating in the junket which was paid for by the junket enterprise, junket representative, or agent or employee thereof and disclosed in writing to the Class B licensee in compliance with 11 CSR 45-5.410;

(B) Be prepared and signed by an employee of the Class B licensee; and

(C) Be prepared within seven (7) days of the completion of the junket, maintained in compliance with 11 CSR 45-8.040, and made immediately available to the commission upon request.

AUTHORITY: sections 313.004 and 313.807, RSMo 2000 and section 313.805, RSMo Supp. 2010. This rule previously filed as II CSR 45-4.540. Original rule filed Aug. 3, 2009, effective March 30, 2010. Moved and amended: Filed March 30, 2011, effective Nov. 30, 2011.*

**Original authority: 313.004, RSMo 1993, amended 1994; 313.805, RSMo 1991, amended 1993, 1994, 2000, 2008, 2010; and 313.807, RSMo 1991, amended 1993, 2000.*