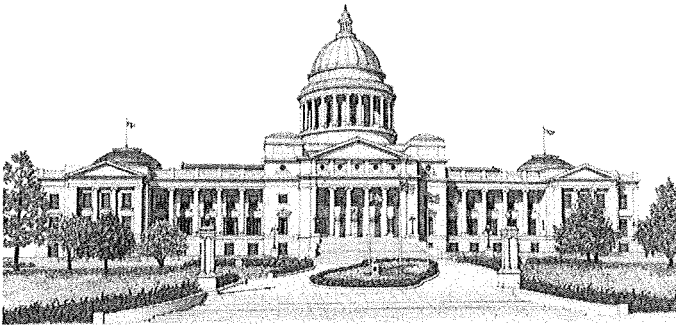


# ARKANSAS REGISTER

## Transmittal Sheet

Use only for **FINAL** and **EMERGENCY RULES**



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**For Office**

**Use Only:**

Effective Date \_\_\_\_\_ Code Number \_\_\_\_\_

Name of Agency Arkansas Racing Commission

Department Department of Finance and Administration

Contact Byron Freeland (attorney) E-mail bfreeland@mwlaw.com Phone 501-688-8810

Statutory Authority for Promulgating Rules Amendment 100 to Arkansas Constitution

Rule Title: Rule 21 Card Games

Intended Effective Date  
(Check One)

☐ Emergency (ACA 25-15-204)

☐ 10 Days After Filing (ACA 25-15-204)

☒ Other March 14, 2019  
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Date

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Electronic Copy of Rule e-mailed from: (Required under ACA 25-15-218)

Byron Freeland

bfreeland@mwlaw.com

03-01-19

Contact Person

E-mail Address

Date

### CERTIFICATION OF AUTHORIZED OFFICER

I Hereby Certify That The Attached Rules Were Adopted  
In Compliance with the Arkansas Administrative Act. (ACA 25-15-201 et. seq.)

Byron Freeland  
Signature

501-688-8810

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Phone Number

E-mail Address

Attorney for Arkansas Racing Commission

Title

03-01-19

Date

## **RULE 21 CARD GAMES**

**21.010 Authority and applicability.**

**21.020 Definitions.**

**21.025 Card game drop box procedures.**

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**21.080 Posting of rules.**

**21.090 Effective date.**

**21.010 Authority and applicability.** The Commission hereby provides for the regulation of the method of operation and fiscal affairs of games of poker and all other similar games.

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

1. Ante: A player's initial wager or predetermined contribution to the pot prior to the dealing of the first hand.

2. Call: A wager made in an amount equal to the immediately preceding wager.

3. Card game shill: An employee engaged and financed by the licensee as a player for the purpose of starting and/or maintaining a sufficient number of players in a card game.

4. Card room bank: An imprest fund which is a part of and accountable to the licensee's casino cage or bankroll but which is maintained in the card room exclusively for the purposes set forth in these Rules.

5. Card table bank: An imprest inventory of cash and chips physically located in the table tray on the card table and controlled by the licensee through accountability established with the card room bank. The card table bank shall be used only for the purposes set forth in these Rules.

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

7. Hand: One game in a series, one deal in a card game, or the cards held by a player.

8. Pot: The total amount anted and wagered by players during a hand.

9. Proposition player: A person paid a fixed sum by the licensee for the specific purpose of playing in a card game who uses his or her own funds and who retains his or her winnings and absorbs his or her losses.

10. Raise: A wager made in an amount greater than the immediately preceding wager.

11. Rake-off: A percentage of the pot which may be taken by the licensee for maintaining or dealing the game.

12. Stake: The funds with which a player enters a game.

13. Stakes player: A person financed by the licensee to participate in a game under an arrangement or understanding where by such person is entitled to retain all or any portion of his or her winnings.

14. Table tray: A receptacle used to hold the card table bank.

15. Time buy-in: A charge to a player, determined on a time basis, by the licensee for the right to participate in a game.

**21.025 Card game drop box procedures.**

1. Each card table shall have one card game drop box with the drop slot located at least four inches in front of the table tray and to the right thereof, unless the table is equipped with a drop slot located at least two inches to the right of and even with the top right-hand corner of the table tray, with a cover over the drop slot, which when activated will cause the rake to drop directly into the drop box. The card game drop box shall be a locked container marked with a permanent number corresponding to a permanent number on the card table and permanently marked to indicate game and shift, all of which markings shall be clearly visible at a distance of 20 feet. The locked container shall be locked to the card table and shall be separately keyed from the container itself.

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

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

**21.040 Accounting for transactions between card table bank and card room bank.**

1. When the card table bank is to be replenished with chips from the card room bank, all cash or chips to be transferred must be counted down by the dealer in public view on the card table and verified by the person who transports the cash or chips.

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

3. Upon written Commission approval, those licensees wishing to utilize the casino cage in lieu of a card room bank may do so provided that the same procedures as set forth in these Rules shall be followed by the casino cage for such transactions.

**21.045 Limitations on the use of card room banks and card table banks.**

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

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

**21.050 Rake-off and time buy-in.**

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

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

**21.065 Restrictions on use of shills and proposition players.**

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

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

“Arkansas gaming rules allow the use of shills and proposition players. Shills and proposition players shall be identified by management upon request.”

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

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

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

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

7. Shills may only wager chips or coins.

**21.070 Restrictions on other players.**

1. Stakes players shall not be utilized by any licensee.
2. No dealer may wager in any game in which he or she is dealing.

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

1. The maximum rake-off percentage, time buy-in, or other fee charged.
2. The number of raises allowed.
3. The monetary limit of each raise.
4. The amount of ante.
5. Other rules as may be necessary.

**End – Rule 21**