

3772-11-21 Dice and card receipt, storage, and use.

(A) Each casino operator shall ensure that dice and cards are stored in commission approved secure storage areas both before and after use for casino gaming. The storage area for used dice and cards shall be separate from the storage area for new dice and cards.

(B) Each storage area shall contain an inventory ledger. The ledgers shall be updated whenever dice or cards are added or removed from the storage area and whenever dice or cards are canceled or destroyed. The ledgers shall be reconciled on a daily basis and at a minimum include the following:

- (1) The current balance of dice and cards of each type on hand in the storage areas;
- (2) All transactions for when dice or cards are added or removed from the storage area or are canceled or destroyed;
- (3) The date and time of each transaction; and
- (4) The signature of each licensed employee involved with each transaction;

(C) When dice or cards are received for use in the casino facility all of the following requirements shall be met:

- (1) The packages shall be inspected for proper quantity and any obvious damage by at least two licensed employees, one of whom shall be from the table games department and the other from the security department or accounting department;
- (2) The dice or cards shall be recorded in the inventory ledgers by a licensed member of the security, accounting, or table games department. Any discrepancies in the invoice or packing list or any defects found shall be reported upon discovery to a commission gaming agent on duty; and
- (3) The boxes shall be placed in secured storage by at least two licensed employees, one from the table games department and the other from either the security department or accounting department.

(D) Each day, at the time listed in a casino operator's internal controls, and at other times as may be necessary, a table games supervisor, in the presence of a security department employee and after notification to surveillance, shall remove the appropriate number of dice and cards from the storage area for that gaming day.

(E) Before being transported to the pit area, all dice and cards shall be recorded on the inventory ledgers. Both the authorized table games department employee and security department employee shall sign verifying the information.

(F) Once the dice and cards are removed from storage, the table games supervisor, in the presence of a security department employee, shall take the dice and cards to the pits and distribute the dice and cards to the table games supervisors as necessary.

(G) The table games supervisor shall place extra dice and cards not immediately prepared for use into locked compartments in the pits.

(H) Dice and cards brought to the gaming floor but not used shall be returned to the inventory at the secured storage location by a table games supervisor, in the presence of a security department employee and after notification to surveillance.

(I) Any movement of dice or cards between pits after being delivered to the pit shall be made by a table games supervisor and require a security escort after notifying surveillance.

(J) The casino operator's internal controls shall include procedures for changing cards after periods of use, ~~not exceeding thirty days for poker cards.~~

(K) Dice and cards are unsuitable for use and must be removed from play if there is any indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game. Unsuitable dice or cards identified by the casino operator shall be reported to a commission gaming agent on duty and surveillance.

(L) If a single card is damaged and is therefore unsuitable for use on a game using multiple decks of cards, a single card may be replaced. The replacement shall be conducted according to the following requirements:

(1) Surveillance is notified of the replacement;

(2) The single card is replaced from a designated replacement deck kept locked in the pit stand; and

(3) The replacement deck is used only once, is made whole with the insertion of the affected card, and is immediately sealed and placed into either the cancellation or destruction process required by this chapter.

(M) If a card is damaged and therefore unsuitable for use on a game using a single deck the entire deck must be replaced.

(N) At the end of each gaming day or at any other times as may be necessary, a table games supervisor other than the person who originally inspected the dice shall visually inspect each die for evidence of tampering. Any detected evidence of tampering shall be immediately reported to the commission gaming agent on duty.

(O)) After notifying surveillance, used dice and cards must be removed from the gaming floor by security and transported to the secured storage area to be canceled or destroyed.

(P) Used dice and cards shall be transported secured in transparent sealed bags which are designed so that any tampering after they are sealed is evident. The transparent bags should include the following information:

(1) The date and time of removal from play;

(2) The table number; and

(3) The signature of the employees removing the dice or cards from play.

(Q) A physical inventory of all dice and cards both in storage and in play at the casino facility shall be conducted by employees with no incompatible functions with discrepancies reported to the commission gaming agent on duty.