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**CHAPTER 47**

**THE BETTING AND GAMING (GENERAL CONTROL  
OF GAMING PREMISES) REGULATIONS**

Arrangement of Regulations

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S.R.O. 35/1963.  
S.R.O. 38/1963.  
S.R.O. 3/1964.  
S.R.O. 8/1964.  
S.R.O. 27/1964.  
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## THE BETTING AND GAMING ACT

## THE BETTING AND GAMING (GENERAL CONTROL OF GAMING PREMISES) REGULATIONS, MADE UNDER SECTION 5 OF THE BETTING AND GAMING ACT.

1. **SHORT TITLE.** These Regulations may be cited as the Betting and Gaming (General Control of Gaming Premises) Regulations.

2. **COMMENCEMENT.** These Regulations shall come into operation on the 5th day of December, 1963.

3. **INTERPRETATION.** (1) In these Regulations—

“person” has the meaning assigned to that word in the Act;

“Act” means the Betting and Gaming Act;

“Inspector” means any person appointed as an Inspector by the Minister.

(2) In these Regulations reference to the Act is a reference to the Act and where the context allows to any subsidiary legislation made thereunder including any amendments of the Act or of such subsidiary legislation.

4. **PERSONS TO WHOM LICENCES MAY BE GRANTED.** (1) Licences may be issued to any person who owns or manages a hotel which gives tourists the freedom of its facilities, where gaming rooms can be established or who owns the building where such an establishment is located; but no licence shall be issued to any person who has been convicted anywhere of a felony or of a misdemeanour involving moral turpitude, and in the case of persons other than natural persons all the shareholders, or directors or partners shall fulfil this requirement and in any case this requirement shall be applicable to the actual owners and not merely to the nominal owners of the hotel or of any participation or share therein:

Provided that no licence shall be granted to any person who has not the means and the organization to establish a gaming room suitable for tourists in the hotel which gives to tourists the freedom of its facilities.

(2) In case an applicant for a licence has begun but has not completed the erection of an hotel which gives tourists the freedom of its facilities where gaming rooms can be established as required by paragraph (1) hereof, the Minister may grant a licence to such an applicant in respect of other approved premises—

(a) where the owner of such other premises has no objection to the grant of the licence; and

(b) the applicant has submitted to the Minister plans of the building which is partly erected upon condition that the hotel is completed within such specified time as may be fixed by the Minister.

5. LICENCES MAY BE GRANTED SUBJECT TO CONDITION. In the exercise of his powers under these Regulations the Minister may grant any licence subject to the condition that the licensee shall comply with certain requirements as to the establishment, expansion, or improvement of particular attractions and accommodations for tourists at the place where the hotel is already established and the licence granted on the basis of such requirement or requirements shall be *ipso facto* revoked in case the requirement or requirements are not complied with within such time as may be specified in the licence by the Minister for making investment in such attractions and accommodations as may be demanded by the Minister as a condition for the granting of the licence.

6. LICENSEE MAY PROHIBIT ADMISSION TO PERSON WHO HINDERS OPERATION OF GAMING ROOM. A licensee may prohibit admission into a gaming room of any person who in his judgement would be a hindrance to the operation thereof, or would affect or annoy the well being and comfort of the patrons or employees of the gaming room provided that in regulating the admittance to the gaming room no discrimination by reason of race, colour, religion or social condition shall be made. No person shall be allowed to enter a gaming room in a state of drunkenness.

7. LICENCE FEE. The licence fee payable to the Commissioner under section 4 of the Act for the grant or renewal of a gaming Licence shall be in accordance with the following table—

## Fee

Where the hotel with which the licensed gaming premises are connected has

- |                        |   |                                 |
|------------------------|---|---------------------------------|
| (a) 80 or more rooms   | — | Three hundred thousand dollars. |
| (b) less than 80 rooms | — | One hundred thousand dollars.   |

**8. TERMS OF LICENCE.** Any licence issued under the Act shall state the name of the licensee and of the hotel where the operation of a gaming room is authorized, and no person other than the licensee and his employees may operate a gaming room nor shall the same be located at a place other than the place stated in the licence.

**9. TRANSFER OF SHARES OR INTEREST IN COMPANY ETC.** (1) Where a licensee is a company or association or body of persons corporate or incorporate any transfer or assignment of any share or interest therein shall not be transferred or assigned without the prior approval in writing of the Minister.

(2) Failure to obtain approval for such assignment or transfer as aforesaid or any concealment of the true owner of gaming premises or of any share or participation in the company or association or body of persons holding the licence shall entail the cancellation of the licence.

**10. RESTRICTION AGAINST ADVERTISEMENT.** No licensee shall offer by advertisement his facilities for gaming to the public of Antigua and Barbuda, or publicize in Antigua and Barbuda his place for gaming in newspapers, magazines, the radio or any other form of advertisement which will reach the public directly.

**11. APPLICATION FOR A LICENCE.** (1) The applicant for a gaming licence shall submit to the Minister a proposal including the different games that he plans to conduct. Once the said proposal has been approved no other games than those approved in the proposal shall be played provided that the Minister may consider a request to include any other game or games and will approve or refuse to grant the same.

(2) The application for a licence shall be supported by or upon the oath or affirmation of the applicant or of some person or persons verifying the fact that the applicant in the case of a person has not been convicted of a felony or of a misdemeanour involving moral turpitude and in the

case of persons other than natural persons that all the directors, shareholders or partners fulfil this requirement and by two references as to the character of the applicant in the form in the Schedule to these Regulations.

**12. MANAGER IN ABSENCE OF LICENSEE.** Where a licensee is not himself operating the place of gaming he shall assign a manager who will represent him permanently and meet his obligations.

**13. DISAGREEMENTS BETWEEN LICENSEE AND INSPECTOR.** In case there is a disagreement between the licensee, his manager or employees and the Inspectors appointed by the Minister regarding the exercise of their respective functions the licensee or his manager will accept the resolution of the Inspector but shall have the right to ask the Minister to review the decision.

**14. INSURANCE OF PAYMENT OF BETS.** (1) To insure the payment of the bets the licensee will have in the building a box with the minimum amount of \$25,000 in cash. If the deposit is diminished considerably during the process of the game to such a point that there would be the possibility of the house not being able to pay, the money will be replaced immediately and under no circumstances after a conscientious study will the inspector allow the game to go on without the house having money enough to back their responsibilities. The money collected at the different tables may be used at any time by the licensee to replace the bank.

(2) An Inspector shall if in his judgement it is expedient to do so, have the power to stop the gaming and in any such case the Minister will cancel the licence within the next 48 hours unless the licensee submits a written request for a review of the case within 24 hours. In such case the Minister will fix a date for the review as soon as possible and the licensee will have to show sufficient evidence to prove that the situation was created by an unexpected cause of such a nature that it was impossible for the licensee to find a solution at the moment.

**15. INFORMATION.** The licensee and his employees shall supply the Minister and his Inspectors with all the information they require regarding his place for gambling, his employees, the owners and shareholders and stock holders.

**16. DURATION OF LICENCE.** (1) A gaming licence shall be in the prescribed form and shall show the date with effect from which it is to be, or, as the case may be, to be continued, in force and, subject to paragraphs (2) and (3) of this regulation shall unless renewed or, as the

case may be, further renewed, cease to be in force at the end of the twelve month period commencing on the date it first comes into force or on the date of its renewal, as the case may be.

(2) Where application for the renewal of such a licence as aforesaid has been made, so far as lies within the control of the applicant, in accordance with the provisions of these Regulations, the licence shall not cease to be in force by virtue of paragraph (1) of this regulation before the Minister makes his determination in the application.

(3) In the event of the death of the holder of a licence as aforesaid, then during the period of 6 months commencing with the death, the licence shall not cease to be in force by virtue of paragraph (1) of this regulation, and except for the purposes of a renewal of that licence his legal personal representative shall be deemed to be the holder thereof.

**17. REGULATIONS FOR GAMING ROOMS.** (1) The gaming rooms shall be closed throughout Good Friday, and at such other times, if any, as may be specified under paragraph (7) of this regulation and shall not be used for any purpose other than the effecting of betting transactions.

(2) No person who is apparently under the age of 18 years or who is known to any person connected with the licensee's business and present in the licensed premises to be under that age, shall be admitted to or allowed to remain in those premises, so, however, that in any proceedings for a contravention of this regulation in respect of a person apparently under the said age it shall be a defence to prove that at the time of the alleged contravention he had in fact attained that age.

(3) Neither the licensee nor any servant or agent of his shall, while any other person is on the licensed premises, encourage him to bet.

(4) No facilities for—

(a) seeing any television broadcast;

(b) hearing any sound broadcast which—

(i) is transmitted by wireless telegraphy and is intended to be received by the general public; or

(ii) comprises matter other than information relating to events in connection with which betting transactions may be or have been effected in the gaming rooms,

shall be provided or allowed to be used in the gaming rooms and neither the licensee nor any servant or agent of his shall cause or permit any such facilities to be provided at any place under his control in such a manner that they can be enjoyed by persons resorting to the gaming rooms; and no music, dancing or other entertainment shall be provided or allowed.

(5) No game may be played on gaming premises except in accordance with regulations made under the Act.

(6) The Licensee—

(a) shall exhibit on the licensed premises such notices in such form and in such positions as may be prescribed; and

(b) shall comply with any prescribed restrictions with respect to the exhibition of other written matter or of signs of any description on the licensed premises.

(7) The times at which gaming rooms in any licensed premises shall be closed shall include the period between the hour of four o'clock in the morning and nine in the evening of the same day or during such other times as may be directed by the Minister in writing. The Minister may also permit in writing other periods of non-closure of gaming rooms in consideration of the payment of such fee as may be fixed by him.

(8) No alcoholic beverages shall be served in a gaming room in licensed premises.

(9) Keeping any gaming room open during those times when gaming rooms shall be closed under these Regulations, or allowing any person to play therein at any of the times or on any of the days during which gaming is not allowed by these Regulations shall be in each case a contravention of these Regulations.

**18. APPOINTMENT OF MANAGERS, ETC.** Before employing a Manager, Assistant Manager, Supervisor or any other employee to perform duties in respect of his betting transactions the licensee shall cause the Minister to be informed of the proposed appointment for the purpose of ensuring that no undesirable persons have access to the licensed premises, or to Antigua and Barbuda.

**19. INSPECTION.** (1) The licensee shall permit any inspector or any officer of the Police Force specially authorized in writing in that behalf to visit and inspect the licensed premises at such times as such inspector

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or officer may be authorized in writing to do so for the purpose of ascertaining whether the provisions of the Act or any regulations applicable to the licensed premises are being contravened.

(2) For the purposes of an inspection under this regulation any inspector as aforesaid may require the production to him of any books or documents relating to the business of gaming and may inspect and examine and copy the same, and may make such inquiries relating to such business as may be necessary for the purpose of the inspection.

(3) Any licensee who refuses to permit such an inspector or officer, after production of his authority to enter any licensed premises, or obstructs such an inspector or officer in the discharge of his functions shall be guilty of a contravention of these regulations.

(4) Nothing contained in the foregoing paragraphs of this regulation shall be construed as meaning either that an Inspector is not entitled to be present on licensed premises at all times or that it shall not be lawful for any police constable to enter licensed premises (including any gaming room) to arrest without a warrant any person whom he suspects upon reasonable ground of having committed a felony.

**20. NO REFUND OF LICENCE FEE ON CANCELLATION.** In the event of a cancellation of a licence issued under the authority of the Act no part of the licence fee shall be refunded.

**21. APPLICATION FOR RENEWAL OF LICENCE.** (1) An application for the renewal of a gaming licence is to be made to the Minister at least two months before the end of the twelve month period commencing on the date it first came into force, or on the date of its renewal, as the case may be.

(2) An application made in accordance with the preceding paragraph of this regulation shall be made in writing in the form numbered 5 in the Schedule to these Regulations and shall contain such particulars as are required thereby.

(3) Enclosed with his application for renewal the applicant shall send a crossed cheque payable to the order of the Accountant-General for a sum by way of deposit equal to half the amount of the fee for renewal. In case the licence is renewed notice of renewal shall be given the applicant and the applicant shall pay the balance of the fee not later than 10 days before the expiration of the licence or within seven days of the date of the notification whichever shall be the later. In case the licence of any applicant is not renewed the Accountant-General shall on being so informed by the

Minister forthwith return the cheque or the amount received under the cheque to the applicant.

(4) Not later than seven days after the date when the application for renewal is made, the applicant shall send a copy of the application to the Commissioner of Police and if the applicant makes any false statement in any such application or copy thereof he shall be guilty of a breach of these regulations.

**22. FORMS OF APPLICATION.** An application for a gaming licence shall be made to the Minister in such form and manner and shall contain such particulars, and give such references as may be prescribed; and not later than 7 days after the date when the application is made, the applicant shall send a copy of the application to the Commissioner of Police and if the applicant makes any false statement in any such application or copy thereof he shall be guilty of a breach of these Regulations.

**23. FORMS.** The forms in the Schedule to these Regulations shall apply subject to any necessary adaptations.

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SCHEDULE

FORM 1

APPLICATION FOR GRANT OF GAMING LICENCE

Betting and Gaming Act

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To

I \_\_\_\_\_ of \_\_\_\_\_  
 or I \_\_\_\_\_ of \_\_\_\_\_  
 (being duly authorised in that behalf by  
 a company duly incorporated in Antigua and Barbuda and having its registered  
 office at \_\_\_\_\_ ) hereby apply  
 for a gaming licence in respect of \_\_\_\_\_

A plan whereof, sufficient to show the proposed layout and location of the said premises is appended hereto, and I declare as follows:

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1. That the said company owns/manages a hotel which gives tourists the freedom of its facilities.
  2. The games it is proposed to conduct on the premises are the following:
  3. The names of the directors of the said company are:
  4. The names of the shareholders of the said company are as appears in the paper writing hereto annexed and marked "X".

Signature of Applicant.

(Two references as to the character of the applicant should accompany this application in the form hereunder. If the application is made by or on behalf of a company two references as to the character of each director thereof and of each person in accordance with whose directions or instructions the directors are accustomed to act, are to be provided in the form hereunder.)

FORM OF REFERENCE AS TO CHARACTER

I C.D. of \_\_\_\_\_ have known A.B. \_\_\_\_\_  
of \_\_\_\_\_ for a period of \_\_\_\_\_ years and am of  
the opinion that he would be a fit and proper person to be the holder of a gaming  
licence. I am not related to him.

Dated this \_\_\_\_\_ day of \_\_\_\_\_ 19 \_\_\_\_\_

C.D.

FORM 2

OATH VERIFYING FACT THAT APPLICANT HAS NOT BEEN  
CONVICTED OF FELONY OR OF ANY MISDEMEANOUR INVOLVING  
MORAL TURPITUDE

Betting and Gaming Act

I of hereby make oath and say as follows:

- 1. I am the applicant for a gaming licence in respect of premises situate at in Antigua and Barbuda.
- 2. The facts set out in my application hereto annexed and marked with the letter "A" are true and correct.
- 3. I declare that I have never been convicted of a felony or of a misdemeanour involving moral turpitude.

Sworn at the Registry )  
 in the City of Saint )  
 John's in Antigua and )  
 Barbuda this ) .....  
 day of 19 ) Signature of Deponent  
 before me:— )

A Commissioner for Oaths

FORM 3

OATH VERIFYING THE FACT THAT THE DIRECTORS AND SHAREHOLDERS OF A COMPANY APPLYING FOR A LICENCE HAVE NOT BEEN CONVICTED OF FELONY OR OF A MISDEMEANOUR INVOLVING MORAL TURPITUDE.

Betting and Gaming Act

I, X.Y. of Secretary of the Company make oath and say as follows:

- 1. I am duly authorised to make this affidavit on behalf of the above-named Company.
- 2. The paper writing now produced and shown to me and marked with the letter "A" contains a list of the Directors of the said Company and the paper writing now produced and shown to me and marked with the letter "B" contains a list of the shareholders of the said Company.

3. To the best of my knowlege, information and belief no director whose name appears on list "A" or shareholder whose name appears on list "B" has been convicted of a felony or of a misdemeanour involving moral turpitude.

Sworn at the Registry	)	
in the City of Saint	)	
John's in Antigua and	)	
Barbuda this	)	
day of	)	.....
19	)	Signature of Deponent
Before me:	)	

A Commissioner for Oaths

\_\_\_\_\_

FORM 4

GAMING LICENCE

Betting and Gaming Act

\_\_\_\_\_

The Minister hereby grants to \_\_\_\_\_ or to  
a company incorporated under the laws of Antigua and Barbuda and having its  
registered office at \_\_\_\_\_ this  
gaming licence authorising the said/Company to use the premises situated at  
\_\_\_\_\_ for the purpose of gaming.

The games authorised to be played at the above mentioned premises in  
pursuance of this licence are the following—

and such other games as may from time to time be permitted by the written consent  
of the Minister and endorsed on this licence in pursuance of such consent.

This licence is issued subject to the following special conditions (if any):

This Licence is issued subject to the provisions of the Betting and Gaming  
Act, and all Regulations made thereunder.

This licence shall be in force from the \_\_\_\_\_ day of \_\_\_\_\_  
19 \_\_\_\_\_

Dated the \_\_\_\_\_ day of \_\_\_\_\_ 19 \_\_\_\_\_

Minister

FORM 5

APPLICATION FOR RENEWAL OF GAMING LICENCE

*Betting and Gaming Act*

To

I, A.B. \_\_\_\_\_ of \_\_\_\_\_  
[being duly authorised in that behalf by the (insert name of Company)] hereby  
apply [for and on behalf of the said Company] for the renewal of the gaming  
licence in respect of (insert address and description of premises) [granted] [last  
renewed] on the \_\_\_\_\_ day of \_\_\_\_\_ 19 \_\_\_\_\_,  
and declare as follows:

(1) That the said Company is the holder of a gaming licence [granted] [last  
renewed] on the \_\_\_\_\_ day of \_\_\_\_\_ 19 \_\_\_\_\_, by the Minister.

(2) That the said Company (owns) (manages) a hotel which gives tourists  
the freedom of its facilities.

(3) That there has been no change in the lay out and location of the said  
premises since the [grant] [last renewal] of the said licence [other than the changes  
shown on the plan appended hereto.].

(4) That the names and addresses of the directors and secretary of the said  
Company and of the persons in accordance with whose directions or instructions  
the directors thereof are accustomed to act are as follows—

(indicate who are directors and who is secretary).

Dated the \_\_\_\_\_ day of \_\_\_\_\_  
19 \_\_\_\_\_

Signature of Applicant:

Description of Applicant:

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THE BETTING AND GAMING (CONTROL  
OF GAMES) REGULATIONS

Arrangement of Regulations  
Regulation

1. Short title.
  2. Commencement.
  3. Interpretation.
  4. Supervision of Games.
  5. The Players.
  6. Duty of Inspector.
  7. Order in Gaming Rooms.
  8. General Rules for the Games.
  9. Conditions applicable to all Games.
  10. Unauthorised Instruments of Gaming.
  11. Control of Slot Machines.
  12. Authorised Games
- SCHEDULE.
- 

S.R.O. 39/1963.  
S.R.O. 2/1964.

THE BETTING AND GAMING ACT

THE BETTING AND GAMING (CONTROL OF GAMES)  
REGULATIONS MADE UNDER SECTION 5 OF THE  
BETTING AND GAMING ACT.

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**1. SHORT TITLE.** These Regulations may be cited as the Betting and Gaming (Control of Games) Regulations.

**2. COMMENCEMENT.** These Regulations shall come into operation on the 16th day of December, 1963.

**3. INTERPRETATION.** (1) In these Regulations—

“Inspector” means any person appointed as an Inspector by the Minister;

“Act” means the Betting and Gaming Act;

“player” in relation to a game of chance includes any person taking part in the game against whom other persons taking part in the game stake, play or bet.

**4. SUPERVISION OF GAMES.** (1) The supervision and the exercise of surveillance over the bets and operation of the games of chance in the gaming rooms shall be by or under the direction of such person or persons as the Minister shall appoint (hereinafter referred to as “the Board”).

(2) No game shall be played in any licensed premises in the absence of the Inspector.

(3) No person under the age of 21 years shall be employed by the licensee for the purpose of assisting the licensee in the conduct of the games without the special authorisation of the Minister.

(4) If for any reason the Inspector is unable to attend at the hour of opening, the gaming may begin subject to such conditions as the Board may from time to time stipulate.

(5) Every employee will be required to obtain a licence issued by the Ministry of Finance which will be granted without cost. The application for this licence shall be accompanied by a “good conduct letter” from the Commissioner of Police and two photographs of the applicant. No one may be employed by a licensee without possessing the above described licence and each employed person who is granted such a licence shall always have it in his possession while performing his duties. The Commissioner of Police may take a reasonable time to make any investigations he may consider necessary for the purpose of performing his duty under this regulation.

(6) The croupiers and other employees of the licensee must wear a dinner jacket while they are on duty.

(7) The croupiers and other employees of the gambling casino shall not smoke in the gaming rooms.

(8) The croupiers and other employees shall not play at any game of chance in the gaming rooms of the licensed premises when they are employed or at any other place.

**5. THE PLAYERS.** (1) The players shall not raise their voices or make gestures with intent to irritate other persons who may be on the licensed premises.

(2) All male players shall wear a jacket or "sport" jacket while in a gaming room and women shall be properly attired.

**6. DUTY OF INSPECTOR.** (1) In case the licensee, his agent or employee acts in contravention of the Act or any Regulations made under the Act including these Regulations, any Inspector shall intervene to prevent the violation and within not less than 24 hours he shall submit a report thereof to the Board. The decision of the Inspector shall be in force until the licensee has appealed to the Board within the seventy-two hours following the Inspector's decision and the Board shall decide on the appeal.

(2) The Board's decision shall be issued within a period of 5 days from the submission of the appeal to the Board and their decision shall be final and without appeal.

**7. ORDER IN GAMING ROOMS.** (1) All the regulations prescribed with respect to the different games shall be exhibited in the gaming rooms in English by displaying copies of the rules of the games.

(2) Any payment to be paid by the different games played in a room will be notified by notices in a conspicuous place in the gaming room and as close as possible to the table of the game to which the said fees correspond.

(3) There shall be no crowding around the tables or in the gaming rooms.

(4) The Board shall have the authority to fix the limit to the number of persons who will be permitted to assemble in any gaming room for the purposes of gaming therein.

(5) Any notice required to be exhibited in accordance with any of the foregoing provisions of this regulation shall be exhibited in such manner that the matter exhibited cannot be read from outside those premises.

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(6) The licensee shall fix the maximum amounts and the minimum amounts to accept for the different games played in the room not exceeding the maximum stipulated by the Board for each game.

**8. GENERAL RULES FOR THE GAMES.** (1) Subject to the provisions of these Regulations the games shall be played strictly according to the specific rules agreed between the Board and the licensee or his representative for each game.

(2) The Board will fix the maximum number of players who will take part in each game.

(3) No player will play his bets after the employee of the respective tables has indicated that bids are not admitted any more.

(4) The bets will be made with chips which represent to the licensee the amounts due to the holder. The cashier will cash the same to the person who presents them in Eastern Caribbean or American legal currency at the same price fixed at the table of the game.

(5) The players will limit their bets to the maximum amount fixed by the licensee in respect of each game, but the maximum fixed by the licensee shall not exceed at any time the maximum stipulated by the Board. If a player places a bet exceeding this maximum the bet will be considered valid up to the said maximum, and the excess amount will be returned to the player.

(6) The licensee shall be at liberty to fix the limits for minimums and maximums for each play as long as this does not exceed the maximums authorised by the Board, but the limits that the licensee or his agent plans to establish within the limits fixed by the Board will have to be submitted to the Board at least ten days in advance and they may not be enforced until they receive the approval of the Board. The maximum and minimum limits referred to in this regulation shall as far as practicable be in proportion and agree at all times with the tables included in the rules applicable to all the games and which form part of these Regulations.

(7) Bets shall at no time and under no circumstances be accepted in cash except in the operation of those games played by means of machines and they shall be made with chips at the gaming tables.

(8) The maximum stakes in respect of the different games shall be prescribed by the Board.

(9) No amount under five dollars in chips shall be sold to any one player.

(10) The licensee shall assign employees for the tables.

(11) No employee of the licensee or any Inspector or member of the Board or any person having duties to perform under the Act or the Regulations under the Act including these Regulations shall take part either directly or indirectly in any kind of games in any place where games of chance are allowed under the authority of any law.

(12) The employees shall abstain from making suggestions to the players as to the manner in which they should bet.

**9. CONDITIONS APPLICABLE TO ALL GAMES.** (1) In all games of chance the following conditions shall apply—

(a) either—

(i) the chances in the game are equally favourable to all the players, or

(ii) the gaming is so conducted that the chances therein are equally favourable to all the players; and

(b) no money or money's worth which any of the players puts down as stakes or pays by way of losses or exchanges for tokens used in playing the game shall be disposed of otherwise than by payment to a player as winnings; and

(c) no other payment in money or money's worth is required for a person to take part in the gaming.

(2) No payment of money or money's worth shall be required in order to obtain access to a gaming room.

**10. UNAUTHORISED INSTRUMENTS OF GAMING.** (1) No gambling machine which is not approved by the Board for the purpose and marked and numbered shall be introduced into any licensed premises.

(2) In this regulation a "gambling machine" means a machine for playing a game of chance being a game which requires no action by any player other than actuation or manipulation of the machine.

**11. CONTROL OF SLOT MACHINES.** (1) The licensee should make a sworn statement to the effect that any slot machine intended for use in

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his gaming room or rooms is so fixed that it gives from 85 to 90 per cent of the winnings to the players.

(2) If it is found at any time that the machine is not fixed to afford the above percentage to the players the licence of the licensee shall be cancelled forthwith.

**12. AUTHORISED GAMES.** The games of chance referred to in the Schedule to these Regulations are hereby authorized to be played on premises licensed under the Act provided each game is conducted in accordance with the rules contained in that Schedule relating to that particular game. No game is to be played in a gaming room unless it is permitted by the written consent of the Minister.

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## SCHEDULE

### I. ROULETTE

**1. EQUIPMENT.** The type of roulette authorized will be the one known as "American Roulette with 36 numbers and the signs O and OO" [the roulette known as French with 36 numbers and only one O will not be allowed to be installed and operated in any gaming room without the previous approval in writing of the Board]. The American roulette is made of wood, on a concave form and with a diameter of approximately 32 inches in the inside. The centre of this concave circle has at least the returns also made of wood and turns around a central axis made of steel and is mounted on ball bearings so the action will be smooth and continuous. The disk or plate on this upper part has a smooth surface slightly convex. On the edge of this plate or disk the numbers from 1 through 36 in black and white alternated in divisions of metal as well as the signs O and OO in green. The disk is the only part of the roulette that turns and operates only by pushing it by the hand. The use of the double cloth roulette is permitted.

**2.** The balls to be used can be made of polished ivory or synthetic composition and of different diameters.

**3.** The layout cloth will have distinctly marked the numbers from 1 to 36 and the signs O and OO in their respective colours and the squares for the bids with double and single chance.

**4.** Each roulette table will be equipped with a set of chips in 6 different colours, one for each player plus one or two colours for the payments of the highest denominations.

5. NUMBER OF PLAYERS. No more than 6 players will be allowed around a single cloth table and no more than 12 at a double cloth table.

6. PERSONNEL. Each roulette table will have a croupier who will be in charge of the table. This employee will see to it that all the rules of the game are observed and he will instruct the public about the same. The croupier will be the only person authorized to turn the roulette, collect the losing bets, and pay the winners. There will be another employee to help out the croupier in his work but his only duty will be to pick up and pile up the chips.

7. The licensee keeps for himself the right to assign the employees at each table.

8. The player has the privilege to ask the licensee or manager to substitute the croupier if there is no opposition from the other players at the table but never before the croupier has thrown the ball at least five times. The players at no time will abuse this privilege.

9. (1) RULES OF THE GAME OF ROULETTE. The players will start placing their bets putting their chips on the different numbers and other bets according to what is indicated on the cloth. The croupier will turn the disk of the roulette throwing the ball in the opposite direction to which the plate is turning. The players will be able to go on placing their bets until the croupier announces "no more bets please". Any bets placed after this announcement will not be valid and the chips so placed will be returned. As soon as the ball falls in any of the metal divisions of the plate this marks the winning number. The winner collects the winning chips single or doubles. Immediately the croupier has to call the winning number out loud and showing it on the cloth before proceeding to ask for the losing bets and to pay the winners. The signs O and OO will always win over the bets singles or doubles.

(2) When separate bets are made, the maximum limits will be those indicated in the following table:

BET	LIMIT	HOUSE PAY
Straight	\$ 20.00	35 to 1
Split	40.00	17 to 1
Street	60.00	11 to 1
Quarter or Corner	80.00	8 to 1
Line (1-2-3-0) French Roulette	80.00	8 to 1
Line (1-2-3-0-00) American Roulette	100.00	6 to 1
Line	120.00	5 to 1
Columns	240.00	2 to 1
1st-2nd-3rd Dozen	240.00	2 to 1
Colour	360.00	Even

Even	360.00	Even
Odds	360.00	Even
1 to 18 Low	360.00	Even
19 to 36 High	360.00	Even

These maximum limits are multiples of 20 and shall not be altered to change the proportion established in the preceding table. Therefore a bet on column shall have a maximum of the limit authorised (or \$20) for the series of numbers which are bet (or 12) and which will total \$240. The player shall not therefore be deprived from reaching the limits hereby established.

The maximum limit for a number on the roulette may not go over \$20 straight in addition to \$20 in each of its splits and corners and \$20 on each one of the two lines and in the street touching the number. In other words, \$20 can be bet any way you can reach the number. However, sums played on a number all round (starred) cannot be played on a number straight by not making the bets around the number.

## II. CRAPS

1. **EQUIPMENT.** An oval or rectangular table will be used of approximately 4' or 5' wide by 11' or 12' long with a band all around of 8" or 10" high which will be covered on its inner side surface by a big rubber band. The surface of the table will be covered with a green felt or any other kind of similar material on which the following bets will be marked: "Win or Pass Line", "Lose or do not Pass Line" with the indication that there is no play with one of these combinations double one (1-1) or double six (6-6), at the choice of the licensee; one play of "field" with the following numbers marked 2-3-5-9-10-11-12; one square to play all the "craps"; squares separated to play any other "crap" separated; squares separated for the plays of "7" and "11" and "6" and "8" squares for "Come" and "Do not come". This last play will have the indication there is no other play with the combinations of double one (1-1) or double six (6-6). All these bids have to appear on the felt cloth plus any other bets that the licensee wishes to offer to the players.

2. The dice will have to be made of hard and transparent celluloid smoothly polished and will have to balance perfectly within the colours no less than one thousandth of an inch. The size of the dice will be between  $\frac{1}{2}$  and  $\frac{3}{4}$  of an inch and their edge will have to be razor or slightly bevelled edged and the spots marking the numbers will be polished up to the same level as the rest of the dice (flush spots). The use of dice with polished edges, round corners or concave spots will not be permitted. There will be used 6 dice or more — 2 will be used for the conduct of the game and those remaining to be used as substitutes when necessary. The dice will be kept at the players side all the time.

3. To pass the dice to the players the "stickman" will use a stick made of bamboo.

4. The chips to be used will be according to the necessary denominations.

5. PERSONNEL. There will be three employees in charge of each table, two "croupiers" and one "stickman". The "croupiers" are in charge of paying the winning bets and collecting the losers. They are also in charge of selling the chips to the players unless the house or the licensee decides to use another employee for this purpose. The "stickman" will pass the dice to the players with the stick and will call the different plays and win or lose. The "stickman" will be the only person at the table to call officially the plays and will be the arbitrator in charge of the decisions of the game.

6. NUMBER OF PLAYERS. As many as can be around the table.

7. RULES OF THE GAME OF CRAPS. (1) The players will place their bets with chips on the felt. The "stickman" will hand the dice to the player in turn to throw them. The player will place a bet to Win or Pass Line or to Lose or Do not Pass Line before throwing the dice, but any other bet he wants to make as soon as the player receives the dice from the "stickman" and after making the bet he throws the dice along the table according to the rules of this game. The two dice will have to fall and remain flat on the felt. When the two dice have stopped rolling the addition of the two will give a combination. If this is "7" or "11" all the bets against the house Win or Pass Line will have won and the bets in favour of the house "Lose or Do not Pass Line" will have lost. This is called a "natural". The payers will proceed to pay the winning bet and collect the losers. If in any throw the combination reads 4-5-6-8-9 or 10 this means that the thrower has a point. The point is valid for all the players and all those playing to win will have won when the thrower of the dice has equalled this point before the combination of 7. If he gets 7 before the point then those who play to win lose their bets, the ones who play to lose win when he gets 7 before the point and they will lose when point is equalled.

(2) When on the first turn the player throws any of the combinations double one (1-1), double six (6-6) or one-two (1-2), this is called a "crap". These combinations lose for the bets played to win (Win Line) and win for the bets played to lose with the exception of the Lose Line which does not win or lose.

(3) If the player loses his turn because he did not equal his point the player at his right will follow him and he will follow the same procedure as the former players.

8. BETS. Besides the bets previously mentioned, the following bets can be made:

Bets	Player Wins	Player Loses	The House Pays
Field	2-3-5-9-10-11-12	With any other combination	Even
Seven	7	"	4 1
Any Crap	2-3-12	"	7 1
Once	11	"	15 1
Individual Crap	3-(1-2) (2-1)	"	15 1
Individual Crap	2-(1-1)	"	30 1
Individual Crap	12-(6-6)	"	30 1

9. GENERAL RULES. (1) It is not necessary for the dice to hit the band opposite to the player when he throws the dice. Generally a column is put in the middle of the table dividing it into two sections of exactly the same size. When the player throws the dice and the dice goes to the other side and stays flat on the felt at that section opposite to the place from where the player is throwing the dice, the licensee may ask any player to throw the dice to hit against the opposite wall of the table.

(2) The player will get the dice from the "stickman" and he has to throw them to roll immediately. He must not manipulate them, rub them, scratch them or hold them in his hand long enough to interfere with the whole game.

(3) The dice have to roll not slide.

(4) If any of the dice while falling hits an obstacle or remains crooked against the band of the table the "stickman" will annul the throw calling it "no dice" or "no roll". The throw will be annulled and a new throw has to be made.

(5) No player will call "No Dice".

(6) The "stickman" may call "No Dice" when according to his judgment the play was illegal, according to the rules already stated. In this case he has to show the player all the rules.

(7) The player has the privilege of asking for a change of dice before getting a new point, but he will not be allowed to do so during the play to equal such a point.

(8) The "stickman" will handle the dice with the stick and will try at all times not to touch them with his hands unless this is necessary for inspection or when it is physically impossible to do it with the stick because there is a big number of chips piled on the felt.

(9) The house has the privilege of depriving a player of his turn to throw the dice if he repeatedly insists in violating the rules of the game.

**10. LIMITS AND ODDS AUTHORISED BY THE BOARD.**

BETS	HOUSE PAYS	LIMIT
Pass Line	Even	\$100.00
Do Not Pass	Even	100.00
Come	Even	100.00
Do Not Come	Even	100.00
Field	Even	100.00
Any Seven	4 to 1	75.00
Any Crap	7 to 1	50.00
Hardway Six (3-3)	9 to 1	25.00
Hardway Eight (4-4)	9 to 1	25.00
Hardway Four (2-2)	7 to 1	25.00
Hardway Ten (5-5)	7 to 1	25.00
Eleven (5-6)	15 to 1	20.00
Ace Deuce (1-2) (2-1)	15 to 1	20.00
Two Aces (1-1)	30 to 1	20.00
Two Sixes (6-6)	30 to 1	20.00

**Behind the Pass Line**

Player receives the odds		
If winning number is 4 or 10	2 to 1	No more than bet on line
If winning number is 5 or 9	3 to 2	No more than bet on line
If winning number is 6 or 8	6 to 5	No more than bet on line

**Behind the Do Not Pass Line**

Player pays or lays the odds		
Point 4 or 10	Player lays 2 to 1	Double of what is bet on the line
Point 5 or 9	Player lays 3 to 2	One and a half times more of what is bet on the line
Point 6 or 8	Player lays 6 to 5	Whatever is bet on the line plus 1/5

**Off the Point Bets**

Player takes Odds		
On number 4 or 10	House pays 9 to 5	\$100.00
On number 5 or 9	House pays 7 to 5	100.00
On number 6 or 8	House pays Even	100.00
Player gives Odds		
On number 4 or 10	Player lays 11 to 5	100.00
On number 5 or 9	Player lays 8 to 5	100.00
On number 6 or 8	Player lays 5 to 4	100.00

**11. DICE MAXIMUM LIMITS.** The maximum limit of the dice will be fixed by the Board according to the preceding tables. At any time it will be possible to change the minimum limit of the bet without keeping in proportion with the maximum. For instance, if the maximum authorized by the Board is \$100.00 and the minimum is \$1.00, this minimum will not be subject to increase as long as the Board has not authorized a maximum over \$100.00. If the house has a maximum of \$50.00 then they would have to lower their minimum to 50c. to keep the same proportion.

**III BLACK JACK (*Vingt-et-un*)**

**1. EQUIPMENT.** (1) There will be a standard table for the game of "Black Jack". The surface of this table is in the shape of a half moon approximately 75" long and 39" wide covered with green felt on which will be marked in squares for 6 or more players plus the place for the "croupier". There will be also marked the following sentences: "Black Jack pays 3 to 2" and "Dealer must stand on 17 and must draw to 16".

(2) A box of metal to distribute the cards.

(3) A box to receive the cards.

(4) Two decks of cards known as "American" cards with 52 cards plus a "joker" which will be used to cover the last card of the deck.

(5) A chip box.

**2. NUMBER OF PLAYERS.** There will not be any more players than squares marked on the felt.

**3. SHUFFLE AND CUT.** The "croupier" will shuffle the cards of the two packs to make them one. Then he will give this pack to any of the players for him to cut, putting the "joker" face to face with the last card on the deck. After this he will place the pack with the cards face down on the distribution box. The first card will be "burned", that is, will be taken out of the box and shown to all the players. After this procedure the "croupier" will start the game.

**4. BETS.** Before dealing any cards the players will place their bets in chips behind the square. At no time will the amount of the bet exceed the maximum or the minimum announced by the house.

**5. PROCEDURE OF THE GAME.** When all the players have placed their bets the "croupier" will deal one card uncovered to each one of the players starting from the left and going towards the right, then he will get an uncovered card for himself; he will give another uncovered card to each one of the players following the same procedure of distribution and he will get one covered for himself. In this manner every player will have two cards uncovered and the "croupier" one covered and one uncovered.

**6. OBJECT OF THE GAME.** Counting the Aces as one or eleven, as you wish, the figures as 10 and all the rest of the cards by their numbers, the player will try to get a game of 21 or as close to 21 as possible without exceeding.

**7. NATURALS.** If the first two cards of the player are an Ace and a figure or a 10 he will have a count of 21 that means a Natural or "Black Jack". If a player has "Black Jack" and the "croupier" has not got "Black Jack" the "croupier" must immediately pay to this player the amount of his bet in proportion of 3 to 2. If the "croupier" has 21 natural or "Black Jack", immediately he will collect all the bets of all the players who did not have "Black Jack", but no player has to pay more than his original bet. If the "croupier" or any other player have both at the same time "Black Jack" (21 natural), the result is tie and the player who has "Black Jack" has to retire the amount of his bet and nobody collects or pays. If the card uncovered by the "croupier" is a 10, one figure or an Ace he can look at his card covered to ascertain if he has "Black Jack"; if his card uncovered is any other he will not be able to look at it until it is his turn to ask for a new card.

**8. ASKING FOR CARDS.** (1) If the "croupier" has not got "Black Jack" immediately after paying the players who had one he will proceed to offer more cards to the players in turn starting at the left. The players can stop after two cards or he can ask the "croupier" to give him more cards one at a time until

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he decides to stop. If the cards are 21 or less, or if it is over 21, in which case he loses his bet. The "croupier" passes to the next turn player and serves him in the same fashion.

(2) When the "croupier" has served in this way all the players he will uncover his covered cards. If he has a total of 17 or more he will be forced to stop; if his total is 16 or less he will have to ask for one card and go on asking for cards until his total gets to be 17 or more, then he has to stop.

(3) If the "croupier" has an Ace and counting it as 11 his count is 17 or more (but not 21) he will be forced to count it as 11 and stop.

**9. TRANSACTION.** Once paid or collected, a bet will not be returned. If the payer is over 21 he will have to pay to all of those players who stopped at 21 or less. If the point of the payer is 21 or less he will have to pay all those bets of the players who had a point higher than him; he will pass to collect all of those bets of the players whose point was less than his and will be a tie with those players who have the same points.

**10. SHUFFLE.** After the bets are settled the "croupier" will gather up the cards from each player and will put them in the discard box. The "croupier" will go on using the cards remaining in the distribution box until the "joker" appears showing that the cards already shuffled are reaching an end. At this point, the "croupier" interrupts the distribution, shuffles all the cards that are not being used, has one or more other players cut them, and again he puts the "joker" at the end of the pack and goes on serving the cards. If before starting the new distribution the "croupier" realizes that there are not enough cards in the box to serve him for all the players, he can take from the box the remaining cards and shuffle them all together.

**11. BREAKING UP OF TWO CARDS OF A KIND.** If the first two cards given to a player are the same, say two Jacks or two sixes, the player can consider them as two separate hands. The amount of the original bet in this case will remain with one of the two cards and he will bet a similar amount to the original on the second hand. When it is his turn of asking for cards he will ask for one card for each hand uncovered. The player may ask for cards for any hand in any order he wants until he has passed or he stops on both hands. The two hands will be considered separate, the "croupier" will adjust each hand according to its merits.

**12. OTHER BETS.** (1) There are other types of bets as for example, one card for the double, (down for double) (insurance) and one additional hand to each player which can be given but the house has the privilege of accepting or denying that right.

(2) If the player has 11 on his first two cards, he can double them out of his bet and ask only for one more card which will be given to him covered. He will not be able to look at this card until the "croupier" has taken his covered card. This play is known as "Down for Double".

(3) The play of insurance can be done at the croupiers discretion when a player gets an Ace as his first card. The player can bet to the covered card being a face card or a ten, and if it is this bet will win in a proportion of two to one; if it is not a picture card or a 10 this bet will lose, but the player's original hand can be kept until there is a decision in the usual way.

(4) It is up to the "croupier" to accept a player to play more than one hand, except in the case when according to rule the "croupier" has to stick to the rules of this game.

**13. ERRORS.** (1) As all the cards given to the players are uncovered there is no penalty for any irregularities, but when an irregularity is discovered before the bet is settled it has to be corrected. After the transaction of the bet there will not be any correction. If the "croupier" has a "Black Jack" and he does not call it before serving an additional card to any of the players his hand counts as 21 and ties with the hand of any other player whose total would be 21 in three or more cards.

(2) In case of any disagreement in the interpretation of the rules of the game the Inspector of the Board will be the arbitrator.

**14. LIMITS.** The maximum limit accepted by the Board is \$100 per player. Under no circumstances the minimum over \$1.00 will be demanded, but the Board will be able to adopt a maximum between \$50.00 and \$100.00. If the maximum is reduced the minimum will be reduced in the same proportion.

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