

Connecticut Department of Consumer Protection Gaming Division

Live Dealer Online Gaming Technical Specifications

The State of Connecticut Department of Consumer Protection (“DCP”) has issued the following technical specifications for all live online dealer gaming conducted under 12-865-18 and located in the state. This document is meant to serve as a framework based on existing technology and industry best practices to safeguard the interest of the consumer and ensure the integrity of the gaming process. In the event of any conflict between these technical specifications and the Regulations promulgated pursuant to Public Act 21-23, the stricter standard shall control.

1 DCP APPROVAL

All Gaming Equipment shall be DCP-approved before being placed on the Gaming Floor for gaming use. All gaming equipment shall be purchased from a State of Connecticut licensed vendor.

2 GAMING TABLE EQUIPMENT

2.1 Live Dealer Consumables – Control Requirements

All consumables to be used in a live dealer environment including but not limited to cards, dice, roulette balls, and tiles shall be controlled by at least two Occupational Licensees at all times until delivered to a gaming table for use; two-person control pertains to receipt, storage, handling, counting, inspection, delivery to a gaming table or in-pit storage area, removal, and destruction.

2.2 Standard Containers

A Standard Container shall be made of a transparent material capable of being sealed with one time use tamper evident security tape or seal that is affixed to the opening of a container, allowing a person to recognize whether the container has been opened. Tamper-evident means that one or more one-time - use seals are affixed to the opening of a container, allowing a person to recognize whether or not the container has been opened. The container shall also have a label and shall include areas for the Date, Shift, Pit/Table Number, Number of Decks/sets, Time In, Time Out; and Signature areas. The signature areas are the Time In Section, for those initially inspecting the item or the Dealer and Supervisor on receipt at the Table, and the Time Out Section, for the Dealer and Supervisor upon Table removal and Security or other Occupational Licensee upon pit removal.

2.3 Pre-Shuffled Decks Containers

A Pre-Shuffled Decks Container shall be constructed of such size as to hold a Baccarat or Blackjack Shoe full of randomly pre-shuffled cards such that their rank and order are not revealed, and any tampering of the container shall be detectable. Containers shall be secured with serialized tamper proof seals.

2.4 Cards

2.4.1 All Decks of Cards

Each deck of cards used on any Gaming Table shall:

- (a) Be constructed of paper and/or plastic.
- (b) Be packaged and sealed in tamper proof containers by the manufacturer, either as:
 - A single Deck, or as
 - A set of randomly pre-shuffled Decks packaged and sealed with a receipt verifying all Cards are present.
- (c) Contain a design, unique to the OGO/OGSP, on each card’s back, to identify that it has been manufactured solely for OGO/OGSP use in Connecticut.

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- (d) Contain cards all having identically designed and colored backs, such that the ability to place concealed markings thereon is minimal.
- (e) In a game using multiple decks in play at the same time, the backs of all cards shall be designed and colored identically.
- (f) In a game using an alternate deck or set of alternate decks, the backs of all cards in the alternate deck(s) shall be designed and colored identically, but differently from the original deck(s).
- (g) As packaged, contain various suits and denominations of cards, and possibly contain other packaging cards and/or specialty cards, depending upon the cards required for a specific game.
- (h) All cards used for gameplay shall be regularly inspected for damage, wear, and signs of tampering at intervals approved by the DCP. Cards used for Baccarat or Blackjack gameplay shall be permanently removed from service after no more than 200 hours of use, or sooner should they show signs of damage, wear, tampering, or at the request of the DCP. Cards used for other games shall be permanently removed from service after no more than 48 hours of use, or sooner should they show signs of damage, wear, tampering, or at the request of the DCP.

2.4.2 OGO/OGSP Decks (Standard Decks) of Cards

In addition to the **All Decks of Cards Section** above, a Standard Deck shall have:

- (a) 52 cards, composed as follows:
 - Four suits – Spades, Hearts, Diamonds, and Clubs; and
 - Each suit composed of 13 cards – Ace (A), King (K), Queen (Q), Jack (J), 10, 9, 8, 7, 6, 5, 4, 3, and 2.
- (b) No borders around the edges of the backs of the cards, patterns shall extend to the physical edge of the card, unless otherwise approved by the DCP, for Single-Deck novelty games requiring an Automatic Shuffler, on a case-by-case basis.

If a Gaming Table requires the removal or addition of certain Card(s), it shall be so specified in the approved game rules.

2.4.3 Table Games Card Reader Decks

In addition to the **Standard Decks of Cards Section** above, the Cards in a Card Reader Deck shall be designed to function with a Card Reader/Barcode Scanner to input card values to a Gaming System as the cards are dealt from a shoe. The Gaming System shall not allow the values of hidden/face down cards that have been dealt to be disclosed to anyone prior to those card(s) properly being exposed in the course of gameplay. The Gaming System shall not use the recorded card values to determine when it is advantageous for the house to shuffle the cards.

The OGO/OGSP may use decks of cards with DCP-approved markings on the face of the cards to support individual card identification.

2.5 Dice

2.5.1 General

Each Die shall:

- (a) Be made completely of a non-metallic substance, including the spots, and have DCP-approved identification markings to validate their authenticity.
- (b) Have each adjacent side at 90-degree angles to each other.

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- (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 each spot on the Die manufactured by filling a hole drilled in the cube with a compound equal in weight to the cube material that shall form a permanent bond with the cube. Each spot shall extend into the cube exactly the same distance as every other spot, to an accuracy tolerance of 0.004 of an inch.
- (e) Have the texture and finish of each side identical to all other sides.
- (f) Have its weight equally distributed throughout the cube, with each side of the cube as heavy as each other side of the cube.
- (g) Have its six sides with spots from one to six respectively.
- (h) Have the spots arranged so that the totals of all spots on opposing sides are seven.
- (i) Dice contained within a shaker shall comply with (a) through (h) except shall have rounded edges and corners.
- (j) All dice used for gameplay shall be regularly inspected for damage, wear, and signs of tampering at intervals approved by the DCP. Dice used for gameplay shall be permanently removed from service after no more than 48 hours of use, or sooner should they show signs of damage, wear, tampering, or at the request of the DCP.

2.5.2 Asian Dice Sets

Each Asian Die shall:

- (a) Come as a set of three, and have the same serial number imbedded in the same position on each Die.
- (b) For individual dice sets, each die side shall be no smaller than 0.50 of an inch, nor larger than 0.65 of an inch and uniform across the set. An OGO or OGSP may seek approval from the DCP to use dice with larger dimensions, which will be reviewed on a case-by-case basis so long as all other criteria in this section are met.
- (c) Be formed in the shape of a cube manufactured to a minimal accuracy tolerance of 0.0002 of an inch.
- (d) Have all edges and corners identical to all of the other edges and corners.

2.5.3 Chuck-A-Luck Dice

Each Chuck-A-Luck Die shall:

- (a) Come as a set of three.
- (b) For individual dice sets, each die side shall be no smaller than 0.950 of an inch, nor larger than 0.975 of an inch and uniform across the set. An OGO or OGSP may seek approval from the DCP to use dice with larger dimensions, which will be reviewed on a case-by-case basis so long as all other criteria in this section are met.
- (c) Be formed in the shape of a cube manufactured to a minimal accuracy tolerance of 0.0002 of an inch.
- (d) Have all edges and corners identical to all of the other edges and corners.

2.5.4 Craps Dice

Each Craps Die shall:

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- (a) Come as a set of five, and have the same serial number imbedded in the same position on each Die.
- (b) For individual dice sets, each die side shall be no smaller than 0.750 of an inch, nor larger than 0.775 of an inch and uniform across the set. An OGO or OGSP may seek approval from the DCP to use dice with larger dimensions, which will be reviewed on a case-by-case basis so long as all other criteria in this section are met.
- (c) Be formed in the shape of a cube manufactured to a minimal accuracy tolerance of 0.0002 of an inch.
- (d) Have all edges sharp, and all corners square and pointed.

2.5.5 Sic Bo Dice

Each Sic Bo Die shall:

- (a) Come as a set of three, and have the same serial number imbedded in the same position on each Die.
- (b) For individual dice sets, each die side shall be no smaller than 0.750 of an inch, nor larger than 0.775 of an inch and uniform across the set. An OGO or OGSP may seek approval from the DCP to use dice with larger dimensions, which will be reviewed on a case-by-case basis so long as all other criteria in this section are met.
- (c) Be formed in the shape of a cube manufactured to a minimal accuracy tolerance of 0.0002 of an inch.
- (d) Have all edges and corners geometrically identical to all of the other edges and corners.

2.6 Tiles

- (a) Each Tile in a set shall be manufactured from the same opaque material and be identical in texture and finish, except for the identification markings on the face. They shall be identical in size and shape; and have each surface flat, with slightly rounded corners.
- (b) The face of each Tile shall have spots or symbols of specified colors to identify the ranking of the Tile. The description, quantity, and ranking of a Tile shall be described in each *Game-Specific SOM* using Tiles.
- (c) A set of Pai Gow Tiles shall have 32 Tiles, each approximately 1-inch wide, 2 1/2-inches long, and 3/8-inch thick; and have red and/or white spots and uniform across the set.

2.7 Roulette Balls

- (a) A Roulette Ball shall be made completely of a substance not susceptible to magnetization. The ball diameter shall be from 18 millimeters to 23 millimeters. All roulette balls used for gameplay shall be regularly inspected for damage, wear, and signs of tampering at intervals approved by the DCP, not to exceed 8 hours. Roulette balls used for gameplay shall be permanently removed from service after, either of the following but always documented and retained per DCP regulations:
 - i No more than 100 hours of human dealer operations or 3 days of continuous robotic table operations, or sooner should they show signs of damage, wear, tampering, or at the request of the DCP.
 - ii Immediately prior to each use balls shall be inspected visually, and multiple caliper readings taken at different circumference points of the ball and tested for magnetic bias using a magnet or compass, or at the request of the DCP.

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2.8 Roulette Wheels

- (a) A Roulette Wheel shall be at least 30 inches in diameter and be of a Single-Zero or Double-Zero variety. The numbers shall be arranged around the Wheel as depicted in a diagram or photograph as approved by the DCP and certified by a DCP licensed independent laboratory.
- (b) A Single-Zero Wheel shall have 37 equally spaced pockets around the Wheel, with one marked **0** and colored green, and others marked **1** through **36** and colored red or black to match the Table layout colors.
- (c) A Double-Zero Wheel shall have 38 equally spaced pockets around the Wheel, with one marked **0** and colored green, one marked **00** and colored green, and others marked **1** through **36** and colored red or black to match the Table layout colors.
- (d) A Lightning Roulette Wheel shall consist of a Single-Zero or Double-Zero Roulette Wheel that is Fully Automated and stands alone. The Roulette Wheel is powered by an independent electric motor, and the Roulette Ball is spun pneumatically, powered by an air compressor in an adjacent area.
- (e) Roulette Wheels shall be inspected and maintained at the time of each routine layout change in accordance with a standard maintenance program. If the inspection reveals an imperfection or flaw, the wheel shall be refurbished or replaced. Routine maintenance of Roulette shall contain the following elements:
 - i. A log for each roulette wheel shall be kept. Alternatively, one separate roulette log may be maintained for all roulette wheels, but in that instance, the log shall be automated to allow for sorting by individual wheel and by type of maintenance performed.
 - ii. Check the level of the roulette wheel any time the platter is removed from the bowl, The platter should be set in the bowl when checking with a level.
 - iii. A maintenance schedule for all planned maintenance shall be submitted to DCP for review and approval.
 - iv. The DCP shall be notified in writing prior to a new or refurbished roulette wheel being placed on the gaming floor, when a wheel is being removed from the gaming floor, or prior to a platter and bowl being sent out for repair/and or maintenance offsite. The written notification shall contain at a minimum the following:
 - a. Date and approximate time of the move:
 - b. Location of platter and bowl:
 - c. Serial number affixed to platter and bowl; and
 - d. An explanation of the activity.

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2.9 Money Wheels

2.9.1 Casino Money Wheels

- (a) A Money Wheel shall be circular in shape and be at least five feet in diameter, as depicted in a diagram or photograph as submitted to the DCP and certified by a DCP licensed independent laboratory.
- (b) The rim of the Money Wheel shall be divided into 54 equally spaced sections, separated near the Wheel rim by Pegs. A Clapper shall be affixed, stationary above the top of the Wheel, positioned such that it shall extend down between two adjacent Pegs on the Wheel, when the Wheel comes to rest.
- (c) The Money Wheel shall have twenty-four (24) sections containing \$1 bills, fifteen (15) sections containing \$2 bills, seven (7) sections containing \$5 bills, four (4) sections containing \$10 bills, two
- (d) Money Wheels shall be inspected and maintained at the time of each routine layout change in accordance with a standard maintenance program. If the inspection reveals an imperfection or flaw, the wheel shall be refurbished or replaced. Routine maintenance of Money Wheels shall contain the following elements:
 - a. A log for each Money Wheel shall be kept. Alternatively, one separate log may be maintained for all Money Wheels, but in that instance, the log shall be automated to allow for sorting by individual Money Wheel and by type of maintenance performed.
 - b. A maintenance schedule for all planned maintenance shall be submitted to DCP for review and approval.
 - c. The DCP shall be notified in writing prior to a new or refurbished Money Wheel being placed on the gaming floor, when a Money Wheel is being removed from the gaming floor, or prior to it being sent out for repair/and or maintenance offsite. The written notification shall contain at a minimum the following:
 - i. Date and approximate time of the move:
 - ii. Location of the Money Wheel:
 - iii. Serial number affixed to the Money Wheel; and
 - iv. An explanation of the activity.

2.9.2 Crazy Time Main Game Wheel

- (a) A Crazy Time Main Game Wheel shall be circular in shape and be at least five feet in diameter, as depicted in a diagram or photograph as submitted to the DCP and certified by a DCP licensed independent laboratory.
- (b) The rim of the Wheel shall be divided into 54 equally spaced sections, separated near the Wheel rim by Pegs. A Clapper shall be affixed, stationary above the top of the Wheel, positioned such that it shall extend down between two adjacent Pegs on the Wheel, when the Wheel comes to rest.
- (c) The Wheel shall have twenty-one (21) sections containing the number one (1), thirteen (13) sections containing the number two (2), seven (7) sections containing the number five (5), four (4) sections containing the number ten (10), two

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- (2) sections containing the word Pachinko, and two (2) sections containing the phrase “Cash Hunt”, four (4) sections containing the phrase “Coin Flip” and one (1) section containing the phrase “Crazy Time”.. The DCP may consider an alternative wheel layout or section distribution with a separate online game submission.
- (d) The wheel shall be inspected and maintained at the time of each routine layout change in accordance with a standard maintenance program. If the inspection reveals an imperfection or flaw, the wheel shall be refurbished or replaced. Routine maintenance of the wheel shall contain the following elements:
- i. A log for the wheel shall be kept. Alternatively, one separate log may be maintained for the wheel, but in that instance, the log shall be automated to allow for sorting by wheel and by type of maintenance performed.
 - ii. A maintenance schedule for all planned maintenance shall be submitted to DCP for review and approval.
 - iii. The DCP shall be notified in writing prior to a new or refurbished Wheel being placed on the gaming floor, when a Wheel is being removed from the gaming floor, or prior to it being sent out for repair/and or maintenance offsite. The written notification shall contain at a minimum the following:
 - a. Date and approximate time of the move:
 - b. Location of the Wheel:
 - c. Serial number affixed to the Wheel; and
 - d. An explanation of the activity.

2.9.3 Pachinko Board

- (a) The Pachinko Board shall be at least 7 feet tall and 6 feet wide with 10 drop zones and 16 landing zones. Each zone shall be equally spaced and have a width of at least 4 inches.
- (b) The Pachinko board shall have 275 equally spaced pegs.
- (c) A CT Licensed Independent Gaming Test Laboratory approved Random Number Generator will be used to determine the drop zone the Pachinko Puck is released from and the multipliers appearing in the landing zones.

2.10 Dealing Shoes

Dealing Shoes shall be designed and constructed to contain features that maintain the integrity of the game and at minimum shall adhere to the following:

2.10.1 Standard Single Deck Dealing Shoes

For a Standard Single Deck Dealing Shoe:

- (a) The faceplate (front wall) against which the next card to be dealt rests, which typically contains a cutout, shall be opaque and incorporate a stop underneath the top to preclude movement of the next card to be dealt for more than 1/8-inch distance.
- (b) The baseplate (interior shelf) on which the cards rest shall be opaque.
- (c) The sides shall be opaque.
- (d) Contain a device(s) that prevent the cards from moving backwards and upwards within the Shoe

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and being dealt out of order.

- (e) Be secured to the Table in a manner approved by the DCP.
 - (f) A Harrington Plate, if required by the DCP, shall be attached to the faceplate to conceal completely the backs of the Cards in the Shoe.
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2.10.2 Standard Multi-Deck Dealing Shoes (for six or eight decks)

For a Standard Multi-Deck Dealing Shoe:

- (a) The faceplate (front wall) against which the next card to be dealt rests, which typically contains a cutout, shall be opaque and incorporate a stop underneath the top to preclude movement of the next card to be dealt for more than 1/8-inch distance.
- (b) The baseplate (interior shelf) on which the cards rest shall be opaque for at least four inches from the faceplate.
- (c) The sides shall be opaque for at least four inches from the faceplate.
- (d) Contain a device(s) that prevent the cards from moving backwards and upwards within the Shoe and being dealt out of order.
- (e) Be secured to the Table in a manner approved by the DCP.
- (f) A Harrington Plate, if required by the DCP, shall be attached to the faceplate to conceal completely the backs of the Cards in the Shoe.

2.10.3 Electronic Dealing Shoe

In addition to Standard Multi-Deck Dealing Shoe requirements, an electronic dealing shoe shall:

- (a) Have all programming such as EPROMS, Software or firmware certified by a licensed independent gaming test laboratory and reviewed by the DCP prior to being placed into operation.
- (b) Not be able to communicate the outcome of a hand or identity of each card prior to public disclosure of cards.
- (c) Not be used to determine when it is advantageous for the house to shuffle the cards.
- (d) Not disclose value or “count” of cards remaining in shoe.

2.11 Gaming Equipment Storage Rooms and Cabinets

Gaming Equipment Storage Areas shall have one Security-controlled lock, and one OGO/OGSP-controlled lock; and Gaming Equipment Storage Cabinets shall have at least a single OGO/OGSP controlled lock.

2.12 Pit Stand Storage of Gaming Equipment

A Pit Stand shall be designed to provide storage space for Gaming Equipment not stored at Gaming Tables, and store documentation used by the Tables and Pit personnel. It shall have an OGO/OGSP controlled lock.

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2.13 Crazy Coin Flip Coin

Each Crazy Coin Flip Coin shall be fabricated from aluminum, have a diameter of 70 millimeters, and thickness of 6 millimeters. The coin shall weigh 45 Grams with a +/- tolerance of 1% or 0.45 Grams. The coin shall be painted a gold color with the center of one side having a 54 Millimeter Diameter Red color circle affixed, and the other side having a 54 Millimeter Diameter Blue color circle affixed.

2.14 Pachinko Puck

Each Pachinko Puck shall be fabricated from an acrylic cover holder, a polyethylene cover and a polycarbonate core. The diameter of the puck in its widest part (cover holder) is 71 mm. The silicone bumper is Seven (7) mm thick at its widest point and Four (4) mm thick when measured from the cover holder base. The assembled puck with bumper is 21.90 mm thick and its diameter is 78.50 mm. The hollow chamber inside the puck contains an accumulator battery, LED lights and LED lights controller module. The Pachinko Puck shall weigh 111.5 grams with a +/- tolerance of 2.5% or 2.25 grams.

2.1.5 Coin Flipper

A Coin Flipper is a device that consists of a stand with a padded bowl, and a coin launcher. A “Crazy Coin Flip” coin is manually placed in the launcher and pneumatically launched into the bowl. The coin lands in the padded bowl and the result is revealed. Coin Flipper shall have CT licensed Independent Gaming Test Laboratory approved software on the launch controller to ensure randomness.

3 GAMING TABLES

3.1 General

3.1.1 Each Gaming Table shall have at minimum:

- (a) A DCP-approved Table Layout that is marked as depicted in a diagram or photograph, which contains at minimum:
 - Each table used for live online casino games shall contain a symbol imprinted on it that clearly indicates that the Online Gaming Operator is offering the game for play in Connecticut. The name or logo of the Master Wagering Licensee or Online Gaming Operator.
 - Designated area for each wager accepted at the table; the designated area(s) for each wager may be designated by a digital overlay viewable through the player interface.
 - Designated area for placement of Dealer or Community cards.
- (b) An Identification Sign containing the Pit Number/Studio Location, Game Identifier, and Table Number affixed to the Table.
- (c) Minimum and maximum wagers permissible displayed and clearly visible on the Table; a digital overlay viewable through the player interface may be used to display minimum and maximum permissible wagers.

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- (d) Paytables may be imprinted on the layout and shall be made available through a player interface menu for patrons to view at any time; if there is a discrepancy between physical and player interface paytables, the payable more favorable to the patron must be honored.
- (e) If a Table offers a special optional wager(s), its Name and Pay Table may be posted on the layout and shall be made available through a player interface menu for patrons to view at any time; and the rules for its play, as approved by the DCP, shall be available for patrons to review through a player interface menu. Special/optional paytables may be imprinted on the layout and shall be made available through a player interface menu; if there is a discrepancy between physical and player interface paytables, the payable more favorable to the patron must be honored.
- (f) If the Table offers optional styles of play, the optional style of the play may be posted on the Table and shall be made available through the player interface; and the rules for its play, as approved by the DCP, shall be available for patrons to review through the player interface.
- (g) If a Table uses Gaming Equipment that cannot be stored with the Table inventory when the Table is closed, to safeguard such equipment the Table may have an Equipment Storage Drawer attached, which shall have an OGO/OGSP-controlled lock.

3.1.2 A Gaming Table may have:

Non-Gaming equipment such as signage and/or electronic devices that detect, illuminate, and/or display information about the game either physically or through a digital overlay on the player interface, provided such item shall:

- (a) Have no effect on the play or outcome of the game – actual play shall determine the outcome,
- (b) Not mislead the patrons as to the results and outcomes of the game, and
- (c) Not obstruct view by Surveillance cameras.

3.2 Acey-Deucey (Red Dog)

The cloth covering the Table shall have imprinted thereon:

- (a) Designated patron wager areas for the **BET** and **RAISE** wagers, a digital overlay viewable through the player interface may be used to designate wager areas
- (b) An area designated for the placements of the first, second, and third card.
- (c) Payout odds based on the spread between the first and second cards may be imprinted on the layout and shall be made available in a player interface menu.

3.3 Baccarat-Based Table Games

The cloth covering the Table shall have imprinted thereon:

- (a) Wager areas for designated **BANKER**, **PLAYER**, and **TIE**, and an inscription of their seat number if applicable, a digital overlay viewable through the player interface may be used to designate wager areas.
- (b) Areas for the **BANKERS** and **PLAYERS** hands.
- (c) An inscription **TIE 8 TO 1**.
- (d) A discard rack, or alternatively a removable receptacle shall be mounted on each table to allow the discarding of used cards.
- (e) A Card Reader/Barcode Scanner may be used.

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3.4 Blackjack-Based Table Games

3.4.1 Standard Blackjack (Blackjack)

- (a) The cloth covering the Table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas
- (b) The inscriptions **BLACKJACK PAYS 3 TO 2; INSURANCE PAYS 2 TO 1;** and either the **DEALER MUST DRAW TO 16, AND STAND ON ALL 17'S; DEALER MUST DRAW ON A SOFT 17, AND STAND ON A HARD 17 AND ALL 18'S** or **DEALER MUST HIT SOFT 17** shall be imprinted on the table and/or be viewable as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.

As an exception to the above, on a 6-5 Blackjack Table Layout **BLACKJACK PAYS 6 TO 5** shall replace the **BLACKJACK PAYS 3 TO 2** inscription or digital overlay.

- (c) Approved optional wager(s) may be inscribed on a Table accepting such wager or may be designated by a digital overlay viewable through the player interface
- (d) A Card Reader/Barcode Scanner may be used.

3.4.2 Spanish 21

- (a) The cloth covering the Table shall have patron wager areas imprinted thereon for the Basic **SPANISH 21** Wager and the **MATCH THE DEALER** Wager, a digital overlay viewable through the player interface may be used to designate wager areas; the inscriptions **DEALER MUST DRAW TO 16, AND STAND ON ALL 17'S** or **DEALER MUST STAND ON ALL 17'S** and **INSURANCE PAYS 2 TO 1**, and payout odds for **BONUS 21 HANDS** shall be imprinted on the table and/or be viewable as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (b) A Card Reader/Barcode Scanner may be used.
- (c) All 10's shall be removed from the card decks.

3.4.3 Speed Blackjack

- (a) The cloth covering the Table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas.

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- (b) The inscriptions BLACKJACK PAYS 3 TO 2; INSURANCE PAYS 2 TO 1; DEALER MUST HIT SOFT 17; and DRAW CARDS WHEN YOU ARE READY shall be imprinted on the table and/or be visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (c) Approved optional wager(s) may be inscribed on a Table accepting such wager or may be designated by a digital overlay viewable through the player interface.
- (d) A Card Reader/Barcode Scanner may be used.

3.4.4 Power Blackjack

- (a) The cloth covering the Table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas.
- (b) The inscriptions BLACKJACK PAYS 3 TO 2; INSURANCE PAYS 2 TO 1; DEALER MUST STAND ON ALL 17'S, and ALL 9'S and 10'S ARE REMOVED shall be imprinted on the table and/or be visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (c) Approved optional wager(s) may be inscribed on a Table accepting such wager or may be designated by a digital overlay viewable through the player interface.
- (d) A Card Reader/Barcode Scanner may be used.
- (e) All 9's and 10's shall be removed from the card decks. DCP may require the 9'S and 10'S be removed at the gaming table during initial inspection prior to play.

3.4.5 Fun Fun 21

- (a) The cloth covering the Table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas.
- (b) The inscriptions BLACKJACK PAYS 3 TO 2; DOUBLE DOWN ANY TIME; DEALER MUST HIT SOFT 17; PLAYER WINS ALL 21s; 10s REMOVED shall be imprinted on the table and/or be visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (c) Approved optional wager(s) may be inscribed on a Table accepting such wager or may be designated by a digital overlay viewable through the player interface.
- (d) A Card Reader/Barcode Scanner may be used.
- (e) All 10's shall be removed from the card decks. DCP may require the 10's be removed at the gaming table during initial inspection prior to play.

3.4.6 Easy Blackjack

- (a) The cloth covering the Table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas.
- (b) The inscriptions DEALER MUST DRAW TO 16 AND STAND ON ALL 17'S shall be imprinted on the table and/or be visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (c) Approved optional wager(s) may be inscribed on a Table accepting such wager or may be designated by a digital overlay viewable through the player interface.
- (d) A Card Reader/Barcode Scanner may be used.

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3.5 Casino War

(a) The cloth covering the Table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas. A digital overlay viewable through the player interface will appear at the time of wagering which states **TIE BETS PAY 10-200 : 1**.

(b) A Card Reader/Barcode Scanner may be used.

3.6 Chuck-A-Luck

The cloth covering the Table shall have patron wager areas imprinted thereon for the numbers **1, 2, 3, 4, 5, and 6**, a digital overlay viewable through the player interface may be used to designate wager areas; **FIELD PAYS 1 TO 1; OVER 10 PAYS 1 TO 1; and UNDER 11 PAYS 1 TO 1** shall be imprinted on the table and/or be viewable as a digital overlay or menu in the player interface.

3.7 Craps

(a) The Craps Table shall be oblong with rounded corners and high-walled sides. The inner walls at each end of the Table shall have protrusions to assist the Dice in tumbling randomly when thrown against them.

(b) Each Table shall have a device, pre-approved by the DCP, installed on the tabletop beneath the layout to prevent Dice from being able to slide across the Table, unless a dice launcher is in use.

(c) The cloth covering the Table shall have patron wager areas inscribed thereon, a digital overlay viewable through the player interface may be used to designate wager areas:

PASS LINE, DON'T PASS BAR, FIELD, COME, DON'T COME BAR, PLACE BETS, FIRE BETS, BUY BETS, HARDWAYS, and all approved Proposition Bets (**ONE ROLL BETS**) that are being offered.

3.8 Money Wheel (Big Six)

The cloth covering the Table shall be marked with wagering areas corresponding to the symbols or United States currency denomination bill or insignia on the money wheel, a digital overlay viewable through the player interface may be used to designate wager areas.

3.9 Pai Gow (Tiles)

(a) The cloth covering the Table shall have imprinted thereon a House Hand area (**1**), patron wager areas (**2 through 7**), and a dead hand placement area (**8**).

(b) A Random Number Generator may be used.

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3.10 Novelty Table Games

The cloth covering of the table shall be marked with areas for card placement and various wagers as indicated in the DCP approved Online Game submission for a particular game; a digital overlay viewable through the player interface may be used to designate wager areas and patron card placement.

3.10.1 Three Card Poker

- (a) The cloth covering the table shall have a patron wager area imprinted thereon for the Basic ANTE and PLAY Wagers and the optional PAIR PLUS and 6 CARD BONUS Wagers, a Digital overlay viewable through the player interface may be used to designate wager areas; the inscription DEALER PLAYS/QUALIFIES WITH QUEEN HIGH OR BETTER shall be imprinted on the table and/or visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (b) A Card Reader/Barcode Scanner may be used.
- (c) A single deck Automatic Shuffler may be used.
- (d) A Dealing Shoe shall be used unless an Automatic Shuffler with a Dealing Nest is being used.

3.10.2 Ultimate Texas Hold'em

- (a) The cloth covering the table shall have patron wager area imprinted thereon for the Basic ANTE, BLIND and PLAY wagers and the optional TRIPS wager, a Digital overlay viewable through the player interface may be used to designate wager areas; the inscription ANTE PUSHES IF DEALER HAS LESS THAN A PAIR shall be imprinted on the table and/or visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (b) A Card Reader/ Barcode Scanner may be used.
- (c) A single deck Automatic Shuffler may be used.
- (d) A Dealing Shoe shall be used unless an Automatic Shuffler with a Dealing Nest is being used.

3.10.3 Casino Hold'em

- (a) The cloth covering the table shall have patron wagering area imprinted thereon for the Basic ANTE and PLAY wagers and the optional BONUS wager, a digital overlay viewable through the player interface may be used to designate wager areas; the inscription DEALER QUALIFIES WITH A PAIR OF 4'S OR BETTER shall be imprinted on the table and/or visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (b) A Card Reader / Barcode Scanner may be used.
- (c) A single deck Automatic Shuffler may be used.
- (d) A Dealing Shoe shall be used unless an Automatic Shuffler with a Dealing Nest is being used.

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3.11 Roulette Based Table Games

3.11.1 Standard Roulette (Roulette)

- (a) The cloth covering the Table shall have imprinted thereon the numbers **0, 00** (only on double-zero layout), and **1 through 36** on the center of the Table; **ODD, EVEN, RED, BLACK, 1 TO 18, 19 TO 36, 1st 12, 2nd 12, and 3rd 12** along the side of the numbers nearest the patrons; and **2 TO 1** at the base of each column, a digital overlay viewable through the player interface may be used to designate wager areas.
- (b) A Roulette Table having a Neighbor Bet or European Bet may have a unique area on the layout for placement of the wager, a digital overlay viewable through the player interface may be used to designate these wagers.
- (c) A Roulette Table may be constructed with a layout on either side of the Roulette Wheel.

3.12 Sic Bo

The Sic Bo Table shall have:

- (a) Community patron wagering areas, with each wagering area showing the winning payoff odds, for each possible wager in the game, based on the numeric value on each of the three Dice, a digital overlay viewable through the player interface may be used to designate wager areas.
- (b) An Electrical Device imbedded in the Table that when the numeric value of each Die has been manually entered causes each winning combination on the Table to be illuminated, or a digital overlay viewable through the player interface may be used to designate winning combinations.

3.13 Live Dealer Hybrid Games

3.13.1 Lightning Roulette

- (a) A digital overlay viewable through the player interface is used to designate wager areas. The digital overlay shall consist of the number **0**, and **1 through 36** on the center of the layout; **ODD, EVEN, RED, BLACK, 1 TO 18, 19 TO 36, 1st 12, 2nd 12, and 3rd 12** along the side of the numbers nearest the base of the display; and **2 TO 1** at the base of each column.
- (b) A Lightning Roulette game having a Neighbor Bet or European Bet may have a unique area on the digital overlay viewable through the player interface to designate these wagers.
- (c) A Lightning Roulette game must use a Lightning Roulette Wheel.
- (d) After all bets are closed for the spin, randomly selected, “Lucky Numbers” with “Lucky Payouts” shall be displayed and highlighted on the digital overlay betting area viewable through the player interface.
- (e) The Random Number Generator responsible for “Lucky Numbers and Lucky Payouts” shall be certified by a DCP approved Independent Gaming Test Laboratory.

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3.13.2 Crazy Coin Flip

- (a) A digital overlay viewable through the player interface is used to display the Qualification and Top Up phases.
- (b) A digital overlay viewable through the player interface is used to display the amount wagered per slot spin.
- (c) Coin Flip Bonus round is hosted by a live dealer who places the Coin Flip Coin into the coin flipper.
- (d) Coin Flip Bonus round has a digital overlay viewable through the player interface that displays the RNG multiplier for the round.

3.13.3 Video Poker Live

- a) The cloth covering the Table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas.
- b) A digital overlay viewable through the player interface is used to display the number of hands and total wager amount of the round.
- c) An interactive digital overlay viewable through the player interface is used to display the physical cards dealt for the player's initial hand.
- d) A CT licensed Independent Gaming Test Laboratory approved Random Number Generator will be used to determine the outcome of all hands after the initial 5 physical cards dealt.
- e) A Card Reader/ Barcode Scanner may be used.
- f) A single deck Automatic Shuffler may be used.
- g) A Dealing Shoe shall be used unless an Automatic Shuffler with a Dealing Nest is being used.

3.13.4 Crazy Time

- a) A digital overlay viewable through the player interface is used to designate wager areas. The digital overlay shall consist of the numbers 1, 2, 5 and 10 and the phrases Cash Hunt, Pachinko Coin Flip and Crazy Time.
- b) Crazy Time main round is hosted by a live dealer whom spins the Crazy Time Main Game wheel.
- c) A CT licensed Independent Gaming Test Laboratory approved Random Number Generator will be used to determine the outcome of all virtual bonuses.
- d) A two-reel Top Slot mini-game will be displayed on a TV screen above the Crazy Time Main Game Wheel.
- e) Cash Hunt Bonus Game is a wall of screens with 108 random multipliers.
- g) Pachinko Bonus Game is a physical board with random multipliers operated by a live dealer.
- h) Coin Flip Bonus Game uses a Crazy Coin Flip coin and a Crazy Coin Flip Flipper.

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- i) Crazy Time Bonus round is a digital overlay 64 segment wheel containing bonus multipliers.

3.13.5 Red Door Roulette

- (a) A digital overlay viewable through the player interface is used to designate wager areas. The digital overlay shall consist of the numbers 0, 00, and 1 through 36 on the center of the layout; ODD, EVEN, RED, BLACK, 1 TO 18, 19 TO 36, 1st 12, 2nd 12, and 3rd 12 along the side of the numbers nearest the base of the display; and 2 TO 1 at the base of each column.
- (b) A Red Door Roulette game having a Neighbor Bet or European Bet may have a unique area on the digital overlay viewable through the player interface to designate these wagers.
- (c) A Red Door Roulette game must use a Lightning Roulette Wheel.
- (d) After all bets are closed for the spin, a screen resembling a single reel slot machine will display randomly selected bonus number which will determine the number of keys that shall be displayed and highlighted on the digital overlay betting area viewable through the player interface.
The Random Number Generator responsible for “Amount of Bonus Keys and Multipliers” shall be certified by a DCP approved Independent Gaming Test Laboratory.
- (e) The Crazy Time Bonus round is triggered when the outcome of the spin coincides with the number that has been randomly assigned a key symbol.

3.13.6 Bet Stacker Blackjack

- (a) The cloth covering the table shall have patron wager areas imprinted thereon, a digital overlay viewable through the player interface may be used to designate wager areas.
- (b) The inscriptions BLACKJACK PAYS 3 TO 2; INSURANCE PAYS 2 TO 1; DEALER MUST HIT SOFT 17; 10% FEE FOR MAIN BET; AND MULTIPLIERS ON INITIAL CARDS shall be imprinted on the table and/or be visible at all times as a digital overlay or menu in the player interface; if there is a discrepancy between physical and player interface rules, the rules more favorable to the patron must be honored.
- (c) Approved optional wager(s) may be inscribed on the table accepting such wager or may be designated by digital overlay viewable through the player interface.
- (d) A CT Licensed Independent Gaming Test Laboratory approved random number generator will be used to determine the bonus element.
- (e) A card reader/barcode scanner may be used.

4 GAMING DEVICES

4.1 Automatic Shufflers

An Automatic Shuffler shall be certified by a Connecticut licensed independent gaming test laboratory as being designed to randomly mix all cards placed in it, indicate when it is operating properly, and indicate when it has a card jam. Shuffler software is to be verified by the DCP prior to use. In addition, a shuffler that deals cards shall indicate if the improper number of cards has been counted for the deck. A shuffler may contain a Dealing Nest, from which cards may be dealt directly, instead of using a Dealing Shoe.

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4.2 Card Readers

A Card Reader shall be certified by a Connecticut licensed independent gaming test laboratory. A Card Reader shall be permitted for the purpose of visually indicating to the Dealer, without exposing the Dealer's Hole Card to the patrons, that the Dealer has a Blackjack. A Card Reader shall be attached to the Table directly in front of the Dealer near the Chip Rack.

An OGO/OGSP may use an automated card reader to input card values to a Gaming System as the cards are dealt from a shoe. An automated card reader shall not be able to communicate the outcome of a hand or identity of each card prior to public disclosure of cards.

4.3 Lammers and Buttons

Some Table Games may require lammers or buttons to indicate the betting strategy for how some bets are wagered.

4.4 Random Number Generators

A Random Number Generator shall be certified by a Connecticut licensed independent gaming test laboratory. A Table may have electronics imbedded into or attached to the Table to display a randomly selected number that shall indicate the patron spot that is to receive the first hand dealt or indicate what the winning number(s) is/are. Random number generators shall be certified by a Connecticut licensed independent gaming test laboratory.

4.5 Dice Shakers, Dice Cages, Dice Cups, and Dice Throwers/Launchers

A Dice Shaker/Cage/Cup/Thrower/Launcher shall be certified by a Connecticut licensed independent gaming test laboratory. A Dice Shaker, Dice Cage, Dice Cup, or Dice thrower/launcher shall when activated, either electrically or manually, causes the Die/Dice to be randomly shaken/tumbled/thrown in order to arrive at a random winning number or combination of numbers. The Device shall be constructed such that:

- (a) The Die/Dice may be viewed and read, and if in an enclosed container shall be of sufficient size to provide adequate space for random shaking/tumbling.
- (b) Except for a Dice Thrower/Launcher hardware shall effectively seal all parts encasing the Die/Dice.
- (c) For an electrically activated Device, have a Dealer or Patron operated mechanism to initiate the tumbling cycle that has sufficient power and duration to ensure randomness within the tumbling cycle. The means for varying of power or duration shall not permit unauthorized tampering.
- (d) For a manually activated Device, except for a Dice Cage or Dice Thrower/Launcher, have a separate opaque cover that conceals the Die/Dice while shaken/tumbled.

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5 GAMING TABLE COMPUTER EQUIPMENT AND SYSTEMS

- (a) Any computer system or Progressive Gaming Table Jackpot Systems shall be DCP-approved before use.
- (b) Server computers and associated computer operating programs of these systems shall be physically located in a DCP-approved controlled area.
- (c) Access to these systems shall be restricted to authorized OGO/OGSP personnel, or licensed venders under their supervision.

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5.1 Progressive Gaming Table Jackpot Systems.

Gaming Table(s) offering a progressive jackpot shall be equipped with an automated progressive wager accounting system and meters that shall accurately and securely count all wagers accepted toward the progressive jackpot, Jackpots paid and any manual adjustments made to the progressive pool. Progressive jackpot system equipment may include an electronic keypad, computer, electronic display signs, and an electronic device that detects and indicates that a progressive wager has been made, and causes the jackpot to be incremented. Manual or electronic keys or switches may be required to process computer functions regarding play and jackpot payouts. The primary computer shall have a DCP-controlled lock or other DCP-approved access control system to ensure program security, if any additional locks are used, they shall be OGO/OGSP-controlled.

An electronic display depicting the amount of the progressive jackpot(s) shall be visible at any game where that particular jackpot(s) is offered and/or displayed graphically through the player interface.
