

AMENDATORY SECTION (Amending WSR 07-09-033, filed 4/10/07, effective 1/1/08)

WAC 230-15-005 Requirements for public card games. At any time public card game licensees are conducting card games, they must have:

(1) ~~((Have))~~ The food and/or drink business being commercially stimulated open to the public; and

(2) ~~((For Class E,))~~ A licensed card room employee on duty and in the public card room area if operating the following card games:

(a) Class F(~~(7)~~); or

(b) House-banked (card games, have a licensed card room employee on duty and in the public card room area); or

(c) Commercial nonhouse-banked card games of poker or other non-house-banked card games specifically approved by the director or the director's designee and a fee is collected to play.

AMENDATORY SECTION (Amending WSR 16-23-153, filed 11/22/16, effective 12/23/16)

WAC 230-15-080 Authorized fees and authorized methods of collection. Card game licensees must collect only one type of card game fee at a table at any given time. The following are authorized types of fees, the card game licensees who may use those fee types, and the methods of collection:

Authorized types of fees	Licensees authorized to use the fee types	Authorized methods of collection	Maximum amount to collect
<p>(1) Period of time -</p> <p>(a) Licensees must collect the fee at least once per hour at times the licensee chooses, for example, at thirty minute increments; and</p> <p>(b) Licensees must record all fees immediately after collection; or</p>	<p>((Class A, B, C, E, F)) <u>Nonhouse-banked card games, Class F, and house-banked</u></p>	<p>Direct collection; or Chip rack - Only allowed if licensed for three or fewer tables; or Drop box.</p>	<p>Not more than ten dollars per hour, per player.</p>
<p>(2) Per hand played -</p> <p>(a) Players must place fees charged on a per-hand basis in a designated area of the table and dealers must collect them before dealing the first round of cards; and</p> <p>(b) After collecting the fees, dealers must deposit all chips or coins in either the drop box or chip rack; or</p>	<p>Class F and house-banked</p>	<p>Drop box; or Chip rack - Only allowed if licensed for three or fewer tables.</p>	<p>Not more than one dollar per hand, per player.</p>

Authorized types of fees	Licensees authorized to use the fee types	Authorized methods of collection	Maximum amount to collect
<p>(3) Rake -</p> <p>(a) Dealers must collect fees charged on the amounts wagered during the play of the hand and place the fees in a designated area of the table; and</p> <p>(b) Once dealers accumulate the maximum fee for a hand, they must spread the chips or coins to allow players and the surveillance system to view the amount collected. After spreading the chips or coins, the dealer deposits them in either the drop box or chip rack.</p>	Class F and house-banked	Drop box; or Chip rack - Only allowed if licensed for three or fewer tables.	Not more than ten percent of the total wagers for a hand.

AMENDATORY SECTION (Amending WSR 07-09-033, filed 4/10/07, effective 1/1/08)

WAC 230-15-100 Providing cards and chips in card games. (1) Card game licensees, except for ~~((Class D))~~ nonhouse-banked card game licensees that do not charge a fee to play, must supply all chips and cards and not allow any other chips or cards to be used on their premises.

(2) Card game licensees must not charge additional fees to players for chips and cards except as allowed under WAC 230-15-110.

AMENDATORY SECTION (Amending WSR 07-09-033, filed 4/10/07, effective 1/1/08)

WAC 230-15-110 Standards for chips. (1) Chips must be of conventional size and design that maximize the integrity of the card games. Chips must be identifiable as belonging to the licensee and must:

- (a) Include the house name or logo; and
- (b) Denote the chip value; and
- (c) Be made by a licensed manufacturer; and
- (d) Be purchased from a licensed manufacturer or distributor.

(2) ~~((Class D))~~ Nonhouse-banked card game licensees that do not charge a fee to play are exempt from subsection (1) of this section.

(3) Card game licensees must:

- (a) Safeguard all chips in their possession; and
- (b) Not allow any other person to buy or sell chips for use in card games on their premises.

(4) ~~((Class A, B, C, and E))~~ Nonhouse-banked card game licensees ~~((with))~~ that charge a fee to play and have five or fewer tables may use chips without a house name or logo if the chips are identifiable

as belonging to the licensee and they prominently post values of the chips in the card room.

AMENDATORY SECTION (Amending WSR 09-11-087, filed 5/18/09, effective 7/1/09)

WAC 230-15-115 Standards for cards. (1) Card game licensees must:

- (a) Supply cards of conventional size and design to maximize the integrity of the card games; and
- (b) Safeguard all cards; and
- (c) Not allow cards that have been modified or marked in any manner.

(2) For ~~((Class E,))~~ Class F, ~~((and))~~ house-banked ~~((games)), and nonhouse-banked card game licensees that play poker or other games approved by the director or the director's designee and collect a fee to play,~~ the cards must:

- (a) Be made by a licensed manufacturer; and
 - (b) Be purchased from a licensed manufacturer or distributor.
- (3) Cards with the house name or logo must be used for house-banked card games.

AMENDATORY SECTION (Amending WSR 07-09-033, filed 4/10/07, effective 1/1/08)

WAC 230-15-120 Fees for decks of cards. (1) Card game licensees may charge a fee to a player asking for a new deck of cards.

(2) In addition, ~~((Class D))~~ nonhouse-banked card game licensees who do not charge a fee to play may charge a fee for every deck supplied to a table.

(3) The fee must not be greater than the licensee's actual cost for the deck.

(4) At the time licensees introduce new decks, they must collect the fee in cash directly from the player requesting the deck or the players of the game.

AMENDATORY SECTION (Amending WSR 16-23-153, filed 11/22/16, effective 12/23/16)

WAC 230-15-135 Wagering limits for nonhouse-banked card games. Card room licensees must not exceed these wagering limits:

- (1) **Poker** -
 - (a) There must be no more than five betting rounds in any one game; and
 - (b) There must be no more than four wagers in any betting round, for example, the initial wager plus three raises; and

(c) The maximum amount of a single wager must not exceed forty dollars; however, Class F and house-banked card game licensees may offer a single wager not to exceed three hundred dollars;

(2) **Games based on achieving a specific number of points** - Each point must not exceed five cents in value;

(3) **Ante** - No more than the maximum wager allowed for the first betting round for any game, except for Panguingue (Pan). The ante may, by house rule:

(a) Be made by one or more players, but the total ante may not exceed the maximum wager allowed for the first betting round; and

(b) Be used as part of a player's wager;

(4) **Panguingue (Pan)** - The maximum value of a chip must not exceed ten dollars. An ante must not exceed one chip. We prohibit doubling of conditions. Players going out may collect no more than two additional chips for going out from each participating player.

AMENDATORY SECTION (Amending WSR 07-09-033, filed 4/10/07, effective 1/1/08)

WAC 230-15-200 Reporting card game activity ((semiannually)). Card game licensees, except for Class D, must submit an activity report for their card games to us.

(1) Licensees must complete the report in the format we require; and

(2) We must receive the completed report, or the report must be postmarked, no later than thirty days after the end of the reporting period; and

(3) The highest ranking executive officer or designee must sign the report. If someone other than the licensee or an employee prepares the report, the preparer must print his or her name and phone number on the report; and

(4) Prior to July 1, 2018, licensees must report activities for:

(a) January 1 through June 30; and

(b) July 1 through December 31; and

(5) Beginning July 1, 2018, reports required by this section must be submitted quarterly, as set forth in WAC 230-05-102; and

(6) Licensees must submit a report for any period of time their license was valid. If licensees do not renew, they must submit a report for the period between the previous ((semiannual)) report they filed and the date their license expired.

AMENDATORY SECTION (Amending WSR 08-21-087, filed 10/14/08, effective 1/1/09)

WAC 230-15-205 Card tournament licenses. ((1)) Class ((A, B, E, F, or)) F, house-banked, and nonhouse-banked card game licensees may conduct a card tournament where a fee or buy-in is charged without getting a card tournament license, but they must only operate those card games approved for their license ((class)) type.

((2) Class D licensees must obtain a card tournament license to charge a fee for a card tournament.))