CHAPTER 605a. ELECTRONIC GAMING TABLES

Authority

The provisions of this Chapter 605a issued under 4 Pa.C.S. §§ 13A02(1) and (2), 13A41, 1317.2, 1319 and 1319.1, unless otherwise noted.

Source

The provisions of this Chapter 605a adopted July 6, 2012, effective July 7, 2012, 42 Pa.B. 4305, unless otherwise noted. (Incorrect version published at 42 Pa.B. 2675 (May 12, 2012). Office of Attorney General notice rescinding approval published at 42 Pa.B. 3595 (June 23, 2012).)

Cross References

This chapter cited in 58 Pa. Code § 633b.5 (relating to Blackjack played on a hybrid gaming table).

§ 605a.1. Definitions.

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Electronic wagering system—A computer or server and any related hardware, software or other device that permits wagering to be conducted at a gaming table or an electronic wagering terminal.

Electronic wagering terminal—A mechanical, electrical or computerized device utilizing an electronic wagering system which, upon insertion of cash or cash equivalents or the placement of a wager, is available for operation by a player wagering at a hybrid gaming table.

Game account—The funds that are available to a player for use at an electronic gaming table or electronic wagering terminal.

Hybrid gaming table—A banked table game operable with the assistance of a dealer that is connected to one or more electronic wagering terminals.

Local area progressive controller—The hardware and software used to configure, maintain and operate a shared link between progressive table games within a licensed facility.

Authority

The provisions of this § 605a.1 amended under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (2.1), (4) and (6), 13A25(c) and 13A65(a).

§ 605a.2. Electronic wagering systems.

(a)   A certificate holder may conduct electronic wagering at a gaming table or electronic wagering terminal in accordance with this chapter. Electronic wagering at a gaming table shall be conducted through the use of an electronic wagering system. If an electronic wagering system is in use, wagers placed at that gaming table or at each player's electronic wagering terminal, or only those wagers that are specified in the rules of the game, shall be made using the electronic wagering system at the table or at each player's electronic wagering terminal.

(b)   An electronic wagering system must be a dedicated computer system. The computer or server controlling the system shall be under dual key control, with one key controlled by the finance department and the other key controlled by the table games department or the slot operations department if the computer or server is controlling a fully automated electronic gaming table or an electronic wagering terminal.

(c)   All aspects of an electronic wagering system or electronic wagering terminal, including the computer or server and any related hardware, software or related devices shall be tested by the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval) prior to use at any licensed facility in this Commonwealth.

(d)   An electronic wagering system must:

(1)   Credit funds to the game account of a player when a player buys in to a game at a particular gaming table or on an electronic wagering terminal and debit any remaining funds from the game account when a player cashes out of the game.

(2)   Permit a player to wager from a game account, collect losing wagers from the game account and pay winning wagers by crediting the amount of the winnings and corresponding wager to the game account.

(3)   In the game of Poker:

(i)   Debit game accounts and increment pots for wagers placed, and distribute winning pots by crediting the game accounts of the winning players in the appropriate amounts.

(ii)   Extract the rake from players or pots according to the rake procedures established in accordance with § 637a.17 (relating to Poker revenue) and debit the game accounts of players in the appropriate amounts.

(iii)   Make each player's balance or table stakes visible to all players in the game.

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(4)   Depict the transactions described in paragraphs (1)—(3) through one or more electronic fund displays that are visible to each player and the dealer or boxperson.

(5)   Disclose to each player at all times the current balance in the player's game account.

(6)   Accurately report and audit the table game or electronic wagering terminal win or loss or Poker revenue in accordance with § 637a.17.

(7)   Be capable of generating reports setting forth, by gaming day, for each gaming table or electronic wagering terminal using the electronic wagering system:

   (i)   The total amount deposited into game accounts by all players.

   (ii)   The total amount credited to the game accounts of all players in payment of winnings.

   (iii)   The total amount collected from all players as losing wagers.

   (iv)   For Poker, if applicable:

      (A)   The total amount collected from the accounts of all players for collection of Poker rake time charges in accordance with § 637a.17.

      (B)   The total amount collected from Poker pots for collection of Poker rake in accordance with § 637a.17.

   (v)   The total amount withdrawn from game accounts by all players.

   (vi)   The table game or electronic wagering terminal gross table game revenue.

(e)   After installation, electronic wagering systems, hybrid gaming tables and electronic wagering terminals shall be inspected by the Bureau of Gaming Laboratory Operations in accordance with § 461a.4 prior to use at any licensed facility in this Commonwealth.

Authority

The provisions of this § 605a.2 amended under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (2.1), (4) and (6), 13A25(c) and 13A62(a).

Source

The provisions of this § 605a.2 amended December 15, 2017, effective December 16, 2017, 47 Pa.B. 7563. Immediately preceding text appears at serial pages (373159) to (373160) and (375789).

Cross References

This section cited in 58 Pa. Code § 461a.4 (relating to submission for testing and approval); 58 Pa. Code § 605a.4 (relating to electronic gaming tables); 58 Pa. Code § 607a.2 (relating to table game device master list); 58 Pa. Code § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections); 58 Pa. Code § 639a.2 (relating to Caribbean Stud Poker table physical characteristics); 58 Pa. Code § 641a.2 (relating to Four Card Poker table physical characteristics); 58 Pa. Code § 643a.2 (relating to Let It Ride Poker table physical characteristics); 58 Pa. Code § 647a.2 (relating to Texas Hold 'Em Bonus Poker table physical characteristics); 58 Pa. Code § 649a.2 (relating to Three Card Poker table physical characteristics); 58 Pa. Code § 653a.2 (relating

to Ultimate Texas Hold 'Em Poker table physical characteristics); 58 Pa. Code § 655a.2 (relating to Mississippi Stud table physical characteristics); and 58 Pa. Code § 657a.2 (relating to Crazy 4 Poker table physical characteristics).

§ 605a.3. Procedures for buying in to and cashing out of a table game using an electronic wagering system.

(a)   A player shall buy in to a table game using an electronic wagering system as follows:

(1)   If the gaming table or electronic wagering terminal is equipped with a bill validator, a player shall buy in to the game by either:

(i)   Inserting currency or, if the table game is a fully automated electronic gaming table or an electronic wagering terminal, a gaming voucher, into the bill validator. The electronic wagering system must credit an equivalent amount of funds into the game account of the player, which must be displayed on the electronic fund display.

(ii)   Presenting currency or value chips to the dealer or boxperson if the table game is not a fully automated electronic gaming table or an electronic wagering system.

(2)   If the gaming table is not equipped with a bill validator, a player shall buy in to the game by presenting currency or value chips to the dealer or boxperson.

(3)   When a player presents currency or value chips to a dealer or boxperson, the dealer or boxperson shall credit an equivalent amount of funds to the game account of the player, which shall be registered on the electronic fund display and acknowledged by the player.

(b)   A player shall cash out of a table game using an electronic wagering system as follows:

(1)   If the gaming table is a fully automated electronic gaming table or an electronic wagering terminal, by receiving a gaming voucher equal in value to the balance in the game account of the player.

(2)   If the gaming table is not a fully automated electronic gaming table or an electronic wagering terminal, by receiving value chips from the dealer or boxperson from the table inventory container equal in value to the balance in the game account of the player.

(3)   If the gaming table is not a fully automated electronic gaming table or an electronic wagering terminal, after cashing out the player, the dealer or boxperson shall zero out the amount on the electronic fund display of the player.

Authority

The provisions of this § 605a.3 amended under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (2.1), (4) and (6), 13A25(c) and 13A62(a).

Cross References

This section cited in 58 Pa. Code § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections); 58 Pa. Code § 639a.2 (relating to Caribbean Stud Poker table physical characteristics); 58 Pa. Code § 641a.2 (relating to Four Card Poker table physical characteristics); 58 Pa. Code § 643a.2 (relating to Let It Ride Poker table physical characteristics); 58 Pa. Code § 647a.2 (relating to Texas Hold 'Em Bonus Poker table physical characteristics); 58 Pa. Code § 649a.2 (relating to Three Card Poker table physical characteristics); 58 Pa. Code § 653a.2 (relating to Ultimate Texas Hold 'Em Poker table physical characteristics); 58 Pa. Code § 655a.2 (relating to Mississippi Stud table physical characteristics); and 58 Pa. Code § 657a.2 (relating to Crazy 4 Poker table physical characteristics).

§ 605a.4. Electronic gaming tables.

(a) An electronic gaming table must comply with the requirements in § 605a.2 (relating to electronic wagering systems).

(b) An electronic gaming table system must contain a dedicated computer system. The computer or server controlling the system shall be under dual key control, with one key controlled by the finance department and the other key controlled by the table games department or the slot operations department if the computer or server is controlling a fully automated electronic gaming table or electronic wagering terminal. All aspects of an electronic gaming table system, including the computer or server and related hardware, software or related devices shall be tested by the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 (relating to submission for testing and approval), for compliance with the requirements of this section, prior to use at any licensed facility in this Commonwealth.

(c) An electronic gaming table must have the capacity to allow the Bureau of Gaming Laboratory Operations to verify all relevant control software for authenticity.

(d) A certificate holder using an electronic gaming table system shall include in its internal controls, at a minimum:

(1) Procedures to ensure the physical security of the computer or server and related hardware, software and other devices.

(2) Procedures to ensure the integrity and security of all sensitive data and software.

(3) Procedures to ensure that access to sensitive data and software is limited to appropriate personnel only.

(4) Procedures to ensure the logging of the events and the availability of records to permit an effective audit of the conduct of the system and the reporting of revenue.

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(e)   An electronic gaming table must have the ability to authenticate the transmission of data between the various components of the electronic gaming table system.

(f)   An electronic gaming table that is not a fully automated electronic gaming table or an electronic wagering terminal must be equipped with the following meters, when applicable:

(1)   *Coin in.* A meter that accumulates the total value of all wagers.

(2)   *Coin out.* A meter that accumulates the total value of all amounts directly paid by the electronic gaming table as a result of winning wagers. This meter may not record amounts awarded as the result of a progressive payout.

(3)   *Attendant paid jackpots.* A meter that accumulates the total value of credits paid by an attendant resulting from a single winning outcome, the amount of which is not capable of being paid by the electronic gaming table. This meter may not record amounts awarded as the result of a progressive payout.

(4)   *Attendant paid cancelled credits.* A meter that accumulates the total value of all amounts paid by an attendant resulting from a player initiated cash-out that exceeds the physical or configured capability of the electronic gaming table.

(5)   *Bill in.* A meter that accumulates the total value of currency accepted. The electronic gaming table must also have a specific meter for each denomination.

(6)   *Electronic gaming table paid progressive payout.* For electronic gaming tables offering a progressive payout, a meter that accumulates the total value of credits paid as a result of progressive awards paid directly by the electronic gaming table.

(7)   *Attendant paid progressive payout.* For electronic gaming tables offering a progressive payout, a meter that accumulates the total value of credits paid by an attendant as a result of progressive awards that are not capable of being paid by the electronic gaming table.

(8)   *Additional meters.* Other meters required by technical standards adopted by the Board as published in the *Pennsylvania Bulletin* and posted on the Board's web site.

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§ 605a.5. Fully automated electronic gaming tables and electronic wagering terminals.

(a)   Fully automated electronic gaming tables and electronic wagering terminals must comply with the comprehensive protocol specifications required under section 1324 of the act (relating to protocol information) that are necessary to enable the fully automated electronic gaming table or electronic wagering terminal to communicate with the Department's central control computer system, for the purpose of transmitting auditing program information, real time information retrieval and game activation and disabling.

(b)   A fully automated electronic gaming table must have installed software or hardware that distinguishes the fully automated electronic gaming table from a slot machine as defined by the act.

(c)   A fully automated electronic gaming table and an electronic wagering terminal must have the capability to accept currency or gaming vouchers and to issue a gaming voucher to a player for any winnings.

(d)   A fully automated electronic gaming table and an electronic wagering terminal must be equipped with the following meters, where applicable:

(1)   *Coin in.* A meter that accumulates the total value of all wagers.

(2)   *Coin out.* A meter that accumulates the total value of all amounts directly paid by the fully automated electronic gaming table or electronic wagering terminal as a result of winning wagers. This meter may not record amounts awarded as the result of a progressive payout.

(3)   *Attendant paid jackpots.* A meter that accumulates the total value of credits paid by an attendant resulting from a single winning outcome, the amount of which is not capable of being paid by the fully automated electronic gaming table or electronic gaming terminal. This meter may not record amounts awarded as the result of a progressive payout.

(4)   *Attendant paid cancelled credits.* A meter that accumulates the total value of all amounts paid by an attendant resulting from a player initiated cash-out that exceeds the physical or configured capability of the fully automated electronic gaming table or electronic wagering terminal.

(5)   *Bill in.* A meter that accumulates the total value of currency accepted. The fully automated electronic gaming table or electronic wagering terminal must also have a specific meter for each denomination.

(6)   *Voucher in—cashable/value.* A meter that accumulates the total value of cashable gaming vouchers accepted by the fully automated electronic gaming table or electronic wagering terminal.

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(7) *Voucher in—cashable/count.* A meter that accumulates the total number of cashable gaming vouchers accepted by the fully automated electronic gaming table or electronic wagering terminal.

(8) *Voucher out—cashable/value.* A meter that accumulates the total value of cashable gaming vouchers issued by the fully automated electronic gaming table or electronic wagering terminal.

(9) *Voucher out—cashable/count.* A meter that accumulates the total number of cashable gaming vouchers accepted by the fully automated electronic gaming table or electronic wagering terminal.

(10) *Fully automated electronic gaming table paid progressive payout or electronic wagering terminal paid progressive payout.* For fully automated electronic gaming tables or electronic wagering terminals offering a progressive payout, a meter that accumulates the total value of credits paid as a result of progressive awards paid directly by the fully automated electronic gaming table or electronic wagering terminal.

(11) *Attendant paid progressive payout.* For fully automated electronic gaming tables or electronic wagering terminal offering a progressive payout, a meter that accumulates the total value of credits paid by an attendant as a result of progressive awards that are not capable of being paid by the fully automated electronic gaming table or electronic wagering terminal.

(12) *Additional meters.* Other meters required by technical standards adopted by the Board as published in the *Pennsylvania Bulletin* and posted on the Board's web site.

Authority

The provisions of this § 605a.5 amended under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (2.1), (4) and (6), 13A25(c) and 13A62(a).

Source

The provisions of this § 605a.5 amended December 15, 2017, effective December 16, 2017, 47 Pa.B. 7563. Immediately preceding text appears at serial pages (373164) to (373165).

Cross References

This section cited in 58 Pa. Code § 461a.4 (relating to submission for testing and approval).

§ 605a.6. Integrated live Roulette wheels used on fully automated electronic gaming tables.

(a) A fully automated electronic gaming table with an integrated live Roulette wheel must randomize the method by which the outcome is determined. This includes, but is not limited to the speed at which the ball is ejected onto the wheel and the speed at which the wheel rotates.

(b) A fully automated electronic gaming table with an integrated live Roulette wheel must be capable of determining if the wheel meets a 95% confidence limit

using a standard chi-squared test for goodness of fit. The calculation must be made based on the following criteria:

    (1)   Ten thousand outcomes have been generated.

    (2)   A new calculation must be made for each 10,000 subsequent outcomes.

    (3)   The calculation must consider only the most recent 10,000 outcomes.

  (c)   A fully automated electronic gaming table with an integrated live Roulette wheel must be capable of displaying a visual notification, clearable by an attendant, if at any time the live Roulette wheel has failed the chi-squared test for goodness of fit under subsection (b).

  (d)   A fully automated electronic gaming table with an integrated live Roulette wheel must be capable of disabling play in the event that the wheel has failed to meet the 95% confidence limit for goodness of fit test required under subsection (b) for two consecutive testing periods. Attendant interaction shall be required before enabling the table for play.

  (e)   A fully automated electronic gaming table with an integrated live Roulette wheel must be capable of providing a report that shows the results of the last chi-squared test as well as the previous 9 chi-squared tests. The report must contain the following:

    (1)   The time and date the test was performed.

    (2)   The table ID or any comparable identifier.

    (3)   The number of games used to perform the test.

    (4)   The outcome of the test.

§ 605a.7. Progressive table games.

  (a)   The requirements in this section apply to progressives offered on a fully automated electronic gaming table, electronic gaming tables, hybrid gaming tables and live table games. Each progressive on a fully automated electronic gaming table, electronic gaming table, hybrid gaming table or live table game must have:

    (1)   A progressive meter visible from the front of the gaming table, which must increase in value based upon wagers, that advises the players of the amount which can be won if the player receives the corresponding outcome.

    (2)   A meter that accumulates the total value of credits paid as a result of progressive awards paid directly by a fully automated electronic gaming table, electronic wagering terminal or electronic gaming table.

    (3)   A meter that accumulates the total value of credits paid as a result of progressive awards paid directly by an attendant as a result of progressive awards that are not capable of being paid by a fully automated electronic gaming table, electronic wagering terminal or electronic gaming table.

    (4)   A cumulative progressive payout meter that continuously and automatically records the total value of progressive jackpots paid directly by a fully automated electronic gaming table, electronic gaming table, or attendant.

(5)   A key and keyed switch to reset the progressive meter or meters or other reset mechanism.

(6)   A key locking the compartment housing the progressive meter or meters or other means by which to preclude unauthorized alterations to the progressive meters. The key or alternative security method must be different than the key or reset mechanism in paragraph (5).

(b)   A table game that offers a progressive jackpot may not be placed on the gaming floor until the certificate holder or, if applicable, the progressive system operator, has submitted the following to the Bureau of Gaming Laboratory Operations for review and approval, in accordance with § 461a.4 (relating to submission for testing and approval):

(1)   The initial and reset amounts at which the progressive meter or meters will be set.

(2)   The proposed system for controlling the keys and applicable logical access controls to the table games.

(3)   The proposed rate of progression for each progressive jackpot.

(4)   The proposed incrementation rate for a reserve pool, if any, to fund the next reset amount.

(c)   A table game that offers either a new progressive jackpot or a modification of an existing progressive jackpot may not be made available for play by the public until the table game has been tested by the Bureau of Gaming Laboratory Operations and approved in accordance with § 461a.4 and § 461a.26 (relating to testing and software installation on the live gaming floor).

(d)   Progressive meters may not be turned back to a lesser amount or removed unless one of the following occurs:

(1)   The amount indicated has been paid to a winning patron and the amount won has been recorded in accordance with a system of internal controls approved under § 465a.2 (relating to internal control systems and audit protocols).

(2)   The progressive jackpot has, upon written approval in accordance with § 461a.4, been transferred to another progressive table game.

(3)   A table game or progressive meter malfunctions, in which case, a written explanation shall be sent to the Bureau of Gaming Laboratory Operations and the entire progressive jackpot amount shall be placed back onto the progressive jackpot meter.

(e)   A certificate holder that offers progressive jackpots:

(1)   May not place a limit or cap on the progressive jackpot amount.

(2)   May not offer more than one progressive jackpot on the same table game.

(3)   Shall require that on any table with a linked progressive, the same progressive wager amount be invested to entitle the player a chance at winning the progressive jackpot. The progressive wager amount required may not be

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changed unless the certificate holder updates its Rules Submission in accordance with § 601a.2 (relating to table games Rules Submissions).

(4)   Shall submit internal controls in accordance with § 465a.2 specifying how the licensee will reconcile simultaneous or multiple progressive meter wins from the same progressive meter.

(5)   May not remove a progressive jackpot from the gaming floor without written approval from the Board's Executive Director.

Authority

The provisons of this § 605a.7 amended under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (2.1), (4) and (6), 13A25(c) and 13A62(a).

Source

The provisions of this § 605a.7 amended August 15, 2014, effective August 16, 2014, 44 Pa.B. 5463; amended December 15, 2017, effective December 16, 2017, 47 Pa.B. 7563. Immediately preceding text appears at serial pages (373166) and (385315) to (385316).

Cross References

This section cited in 55 Pa. Code § 461a.4 (relating to submission for testing and approval); 58 Pa. Code § 607a.2 (relating to table game device master list); 58 Pa. Code § 617b.4 (relating to Roulette Up); 58 Pa. Code § 627b.3 (relating to Royal 9 progressive wager); 58 Pa. Code § 627b.6 (relating to Harmony progressive); 58 Pa. Code § 629b.3 (relating to Royal 9 progressive wager); 58 Pa. Code § 629b.7 (relating to Harmony progressive); 58 Pa. Code § 631b.2 (relating to Heavenly 9 Baccarat wager); 58 Pa. Code § 631b.10 (relating to Harmony progressive); 58 Pa. Code § 633a.2 (relating to Blackjack table; card reader device; physical characteristics; inspections); 58 Pa. Code § 633b.2 (relating to Jackpot Party progressive wager); 58 Pa. Code § 633b.3 (relating to Match the Dealer progressive wager); 58 Pa. Code § 633b.6 (relating to Super 4 progressive Blackjack wager); 58 Pa. Code § 633b.9 (relating to Blazing 7's progressive wager); 58 Pa. Code § 633b.10 (relating to Blackjack Match progressive); 58 Pa. Code § 633b.17 (relating to 21+3 progressive); 58 Pa. Code § 633b.18 (relating to Royal Match progressive); 58 Pa. Code § 633b.21 (relating to Blazing 7's multi-progressive wager); 58 Pa. Code § 635b.1 (relating to Match the Dealer progressive Spanish 21 wager); 58 Pa. Code § 635b.2 (relating to Player's Edge 21); 58 Pa. Code § 639a.2 (relating to Caribbean Stud Poker table physical characteristics); 58 Pa. Code § 641a.2 (relating to Four Card Poker table physical characteristics); 58 Pa. Code § 643a.2 (relating to Let It Ride Poker table physical characteristics); 58 Pa. Code § 645a.2 (relating to Pai Gow Poker table; Pai Gow Poker shaker; physical characteristics); 58 Pa. Code § 647a.2 (relating to Texas Hold 'Em Bonus Poker table physical characteristics); 58 Pa. Code § 649a.2 (relating to Three Card Poker table physical characteristics); 58 Pa. Code § 653a.2 (relating to Ultimate Texas Hold 'Em Poker table physical characteristics); 58 Pa. Code § 655a.2 (relating to Mississippi Stud table physical characteristics); 58 Pa. Code § 657a.2 (relating to Crazy 4 Poker table physical characteristics); 58 Pa. Code § 659a.2 (relating to Fortune Asia Poker table; shaker; physical characteristics); 58 Pa. Code § 669a.2 (relating to Raise It Up Stud Poker table physical characteristics); 58 Pa. Code § 670a.2 (relating to Six-Card Fortune Pai Gow Poker table; physical characteristics; shaker); 58 Pa. Code § 678a.2 (relating to High Card Flush table physical characteristics); 58 Pa. Code § 685b.1 (relating to Match the Dealer progressive Down Under Blackjack wager); and 58 Pa. Code § 688a.2 (relating to Face Up Pai Gow Poker table; Pai Gow Poker Shaker; physical characteristics).

§ 605a.8. Linked progressive table games.

(a)   Two or more table games that are located within the same licensed facility and offer a shared progressive jackpot must be linked using an approved local area progressive (LAP) controller.

(b)   The LAP controller:

(1)   Must be capable of uniquely identifying each linked progressive table game.

(2)   Must become inoperable if any of the following errors occur:

(i)   RAM failures.

(ii)   Power failures.

(iii)   Self-check errors.

(iv)   Incorrect configurations.

(v)   Lost jackpot configurations.

(3)   Must be designed to:

(i)   Recover from an error or communication failure and, when recovered, to return to the state it was in prior to the error or communication failure.

(ii)   Automatically and accurately calculate the progressive jackpot amount based on a configured rate of progression and to continuously update the required displays and meters.

(iii)   Accurately identify and record the order of winning progressive jackpots when two or more linked progressive table games achieve the same winning game outcome at nearly the same time.

(iv)   Complete a self-check when powered-up. A LAP controller must be designed so that it becomes operational only if it has successfully passed a self-check. A self-check must include an authentication of the LAP controller software by means of, at a minimum, a 16-bit cyclical redundancy check.

(4)   May not allow progressive parameter changes while a progressive link is in operation.

(c)   Progressives connected to a LAP controller must become unplayable when the LAP controller is disabled or inoperable or if the progressive loses communication with the LAP controller.

(d)   The certificate holder shall specify in its internal controls required under § 465a.2 (relating to internal control systems and audit protocols):

(1)   The mechanism by which the certificate holder and the patrons will be notified if the LAP controller or the linked progressive on a table game becomes inoperable.

(2)   The secure location within the licensed facility where the LAP controller will be stored.

(3)   An access matrix containing a list of users and a description of their access rights to the LAP controller software.

(4)   Key controls over the cabinet or rack which houses the LAP controller.

(e)   A certificate holder is required to physically house, in each location where a LAP controller is stored, an entry authorization log that documents each time a LAP controller is accessed. The log must:

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(1)   Contain the date, time, purpose for accessing the LAP controller and the signature and license or permit number of the person accessing the LAP controller.

(2)   Be maintained in the location where the LAP controller unit is housed.

(3)   Have recorded a sequence number and the manufacturer's serial number of the LAP controller.

(f)   A certificate holder seeking to utilize a linked progressive on a table game shall submit for approval the location and manner of installing a progressive meter display mechanism.

(g)   Two or more table games within the same licensed facility that are linked to a common progressive meter for the purpose of offering a shared progressive jackpot must:

(1)   Have the same probability of hitting the combination that will award the progressive jackpot as every other table game linked to the common progressive meter.

(2)   Require that the same progressive wager amount be invested to entitle the player a chance at winning the progressive jackpot. Progressive wager amounts may not be changed unless the certificate holder updates its Rules Submission in accordance with § 601a.2 (relating to table games Rules Submissions).

(h)   Table games that offer a linked progressive jackpot may not be made available for play by the public until the LAP controller and the linked progressive table games have been tested by the Bureau of Gaming Laboratory Operations and approved in accordance with §§ 461a.4 and 461a.26 (relating to submission for testing and approval; and testing and software installation on the live gaming floor).

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physical characteristics); 58 Pa. Code § 647a.2 (relating to Texas Hold 'Em bonus Poker table physical characteristics); 58 Pa. Code § 649a.2 (relating to Three Card Poker table physical characteristics); 58 Pa. Code § 653a.2 (relating to Ultimate Texas Hold 'Em Poker table physical characteristics); 58 Pa. Code § 655a.2 (relating to Mississippi Stud table physical characteristics); 58 Pa. Code § 657a.2 (relating to Crazy 4 Poker table physical characteristics); 58 Pa. Code § 678a.2 (relating to High Card Flush table physical characteristics); 58 Pa. Code § 685b.1 (relating to Match the Dealer progressive Down Under Blackjack wager); and 58 Pa. Code § 688a.2 (relating to Face Up Pai Gow Poker table; Pai Gow Poker Shaker; physical characteristics).

§ 605a.9. Hybrid gaming tables.

(a) In addition to the requirement in this chapter, hybrid gaming tables and electronic wagering terminals shall comply with the requirements in Chapter 461a (relating to slot machine and table game device testing and control).

(b) Regardless of the number of hybrid gaming tables, every five electronic wagering terminals count as one gaming table for purposes of the number of gaming tables authorized under section 13A11(b) of the act (relating to authorization to conduct table games). Electronic wagering terminals in excess of multiples of five count as an additional gaming table. For example, 26 electronic wagering terminals that are connected to 1 hybrid gaming table count as 6 gaming tables for purposes of the overall table game count.

(c) Wagering on a hybrid gaming table shall be conducted on an electronic wagering terminal. Each electronic wagering terminal must display the live table game play conducted on a hybrid gaming table.

Authority

The provisions of this § 605a.9 issued under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (2.1), (4) and (6), 13A25(c) and 13A62(a).

Source

The provisions of this § 605a.9 adopted December 15, 2017, effective December 16, 2017, 47 Pa.B. 7563.

Cross References

This section cited in 58 Pa. Code § 461a.4 (relating to submission for testing and approval); and 58 Pa. Code § 607a.2 (relating to table game device master list).