

**Title 11—DEPARTMENT OF PUBLIC SAFETY**  
**Division 45—Missouri Gaming Commission**  
**Chapter 5—Conduct of Gaming**

**PROPOSED AMENDMENT**

**11 CSR 45-5.184 Table Game Cards—Receipt, Storage, Inspections, and Removal from Use.**

The commission is amending sections (1), (7), (12), (14), (15), and (17).

*PURPOSE (of amendment): This amendment makes these rules consistent with other regulations, enables security to better identify handheld cards to ensure proper inspection, allows decks to be pre-inspected at an alternate table in a closed pit, and reduces the supervision requirements for table games per industry request.*

(1) When decks of table game cards are received for use in the facility from a licensed supplier, the [decks] **boxes** shall be [placed for storage] **promptly inspected and the decks shall be stored** in a primary or secondary storage area by at least (2) employees, one (1) of whom shall be from the table games department and the other from the security department. The primary card storage area shall be located in a secure place, the location and physical characteristics of which shall be approved by the commission. Secondary storage areas, if needed, shall be used for the storage of surplus cards. Cards maintained in secondary storage areas shall be transferred to the primary card storage area before being distributed to the pits or tables. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the commission.

(7) Prior to being placed into play, all decks shall be inspected by the dealer, and the entire inspection observed by a floor supervisor or above. Card inspection at the gaming table shall require each deck to either be sorted into sequence and into suit or processed through an automated shuffler or similar device capable of reading the card faces to ensure that all cards are in the deck. For decks that may be used more than once, the inspection shall also require the dealer to check the back of each card to ensure that it is not flawed, scratched, or marked in any way. Card inspection for games may be conducted at an alternate table in the same pit **or at an alternate table in a closed pit**. In [this instance] **these instances**, the floor supervisor or above shall notify surveillance and surveillance shall record on the surveillance shift log both the table number where the card inspection is conducted and the table number at which the cards are to be placed into play.

(A) If, after checking the cards, the dealer finds that a card is unsuitable for use, a floor supervisor or above shall bring a replacement card from the replacement deck or replace the entire deck.

(B) The unsuitable card(s) shall be placed in a transparent sealed envelope or container, identified by the table number, date, and time removed from the table and shall be signed by the dealer and floor supervisor assigned to that table. The floor supervisor or above shall maintain the envelope or container in a secure place within the pit until collected by a security officer.

(12) At the end of the gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the licensee and approved by the commission, and at other times as may be necessary, the floor supervisor or above shall collect all used cards.

(A) These cards shall be counted down manually by the dealer or by an automated shuffler and placed in the original deck/multi-deck boxes. The time the decks were removed from the table **and an indication as to whether or not the cards were handheld** shall be recorded on the deck/multi-deck boxes. The boxes shall be placed in a sealed envelope or container. For games in which dealing procedures require cards to be dealt only once, the sealed envelopes or containers shall be easily distinguishable from those used for all other table games. The bags will be conspicuously labeled as containing single-use cards.

(B) A label shall be attached to each envelope or container which identifies the table number, date, and time and shall be signed by the dealer and floor supervisor assigned to the table.

(C) The floor supervisor or above shall maintain the envelopes or containers in a secure place within the pit until collected by a security officer.

(14) At the end of each gaming day or, in the alternative, at least once each gaming day, as designated by the licensee in the internal controls and approved by the commission, and at other times as may be necessary, a *[pit manager]* **table game supervisor** or above shall collect all extra decks of cards. All extra decks with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the floor supervisor and the pit manager or above.

(15) At the end of the gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the licensee in the internal controls and approved by the commission, and at other times as may be necessary, a security officer shall collect all decks in the pit(s), including sealed decks, sealed envelopes or containers with damaged cards, decks used during the gaming day, and decks with broken seals. The collection shall be recorded on the Card and Dice Collection Log. All sealed decks shall be returned directly to the primary storage area *[or delivered directly to the card destruction room to be immediately cancelled or destroyed]*. The security officer shall return the envelopes or containers and the log to the card inspection room.

(17) The Class B licensee shall—

(B) Verify on a daily basis the number of decks stored, distributed, destroyed[, ] or cancelled, and returned to the storage area; and

*AUTHORITY: sections 313.004[, 313.805,] and 313.830, RSMo 2016 and section 313.805 RSMo Supp. 2021.\* Original rule filed Dec. 17, 1996, effective Aug. 30, 1997. Amended: Filed Feb. 28, 2007, effective Oct. 30, 2007. Amended: Filed Aug. 30, 2012, effective March 30, 2013. Amended: Filed July 31, 2014, effective Feb. 28, 2015. Amended: Filed Oct. 27, 2016, effective June 30, 2017. Amended: Filed April 26, 2018, effective Dec. 30, 2018. Amended: Filed January 20, 2022.*

*PUBLIC COST: This proposed amendment will not cost state agencies or political subdivisions more than five hundred dollars (\$500) in the aggregate.*

*PRIVATE COST: This proposed amendment will not cost private entities more than five hundred dollars (\$500) in the aggregate.*

*NOTICE OF PUBLIC HEARING AND NOTICE TO SUBMIT COMMENTS: Anyone may file a statement in support of or in opposition to this proposed amendment via email to [MGCPolicy@mgc.dps.mo.gov](mailto:MGCPolicy@mgc.dps.mo.gov), or by mail to the Missouri Gaming Commission, Policy Section, PO Box 1847, Jefferson City, MO 65102. To be considered, comments must be received within*

*thirty (30) days after publication of this notice in the **Missouri Register**. A public hearing is scheduled for April 4, 2022, at 10:00 a.m., in the Missouri Gaming Commission's Hearing Room, 3417 Knipp Drive, Jefferson City, Missouri.*