

TABLE GAMES INDUSTRY MEETING MINUTES
October 3, 2007

1. Ray Cherhoniak gave an update on the status of Longhorn Hold'em. Currently the game is up for public comment on the website. ([link](#)) The proposed rules will go to the November Commission meeting for approval.
2. Ray gave an update on the ICMP revision. The ICMPs are in the final stages of revision and will be released soon.
3. An industry member asked if any changes will be made to allow a toke bet on Let it Ride with three card bonus. Ray contacted Shuffle Master to see if they want to change anything and they indicated they were not pursuing that change. The industry can try contacting Shuffle Master to see if they can be persuaded.
4. An industry member wanted to have a discussion with Central City and Black Hawk representatives about the large amount of competition between casinos over the bad beat jackpots. Many casinos have had to raise their jackpot level in order to remain competitive, where does it end? The discussion was not had because there were so few representatives from Central City and Black Hawk present at the meeting.
5. An industry member asked "The number of calls to gaming has increased, how do we know when we need to call Gaming for patrons?" The enforcement members of the TGC suggested that you try to solve the problem with the patron by talking to them first, and then if they still don't agree, call the Division. If you know immediately you won't be able to appease the patron, go ahead and call. When you talk to the investigators on the phone, give them a quick explanation and they will be able to recommend what the appropriate course of action would need to be taken to resolve the incident. Please call the Division if there is any doubt, and we'll work with you.
6. An industry member asked "Do we have to call the Division for every single missing tournament chip?" During the previous meeting the TGC asked the industry to submit proposed wording to include in the new ICMPs. No proposal was submitted. During the discussion the TGC and the industry came up with some suggestions that will be added to the new ICMPs.
7. An industry member presented a contradiction that he thought occurred between Rule 10 and the statute. Rule 10 provides for a player to keep an inappropriately awarded pot. The industry member claimed that the statute states claiming a pot wrongly is a fraudulent act. Further research of the statute indicates that there must be an intent to defraud for the specific portion of the statute to apply in order to make a claim of a fraudulent act. Because there is a rule that addresses an inappropriately awarded pot and the culpable mental state of intent to defraud does not apply, it is not considered a fraudulent act.