

Part 2 Chapter 11: GAMING SCHOOLS

Rule 11.3 Standards for Qualification.

(a) Each operator required to be licensed in accordance with commission regulations shall, prior to the issuance of a Gaming School License, produce such information, documentation and assurances to establish by clear and convincing evidence:

1. The financial stability, integrity and responsibility of the applicant;
2. The applicant's good character, honesty and integrity;
3. That the applicant, either himself or through his employees, has sufficient business ability and experience to establish, operate and maintain his enterprise with reasonable prospects for successful operation;
4. That all owners/management and supervisory personnel, and sales representatives qualify under the standards set forth under the provisions of these regulations;
5. The integrity of all financial backers, investors, mortgagees, bondholders, and holders of indentures, notes or other evidence of indebtedness, either in effect or proposed, which bears any relationship to the enterprise;
6. The integrity of all officers, directors, and trustees of the applicant;
7. If the gaming school is a corporation, that it:
 - i. Either is incorporated in this state or is authorized to do business in this state;
 - ii. Maintains a registered office in the premises licensed or to be licensed and has designated and maintains in this state a registered agent;
 - iii. Complies with all requirements of the laws of this state pertaining to corporations.
8. If the gaming school is not a corporation, that it maintains an office in this state and has designated to the Commission and maintains in this state an agent for the acceptance of service of process; and
9. The appropriate individuals associated with or employed by the gaming school be properly qualified as required by the Gaming Control Act and these regulations.
(Adopted: 11/04/1992.)

Source: *Miss. Code Ann. § 75-76-34*

Rule 11.7 Age and Residence Requirements.

All employees and students of the gaming school shall be at least twenty-one (21) years of age.
(Adopted: 11/04/1992.)

Rule 11.9 Facilities, Supplies and Equipment.

(a) The physical facilities and equipment of each gaming school shall be sufficient for attainment of the school's purposes and shall be safe and adequate in quality, size and number to effectively accommodate students, faculty and staff. The school shall have sufficient space, equipment and

supplies on hand to provide a shop, laboratory or classroom space for each of the students in attendance at every session of instruction or training.

1. No gaming school shall alter its physical facility unless prior notice, which shall include a diagram detailing the proposed change, has been submitted to and approved by the Commission.

(b) Physical facilities of all gaming schools shall meet all applicable State, county and local laws, regulations and ordinances with regard to space, safety, health, fire, construction, sanitation, heating, lighting, ventilation, zoning and environmental protection and such other standards as may from time to time be adopted by the Commission.

1. The gaming school shall be at least four hundred (400) feet from any church, school, kindergarten or funeral home. However, within an area zoned commercial or business, the minimum distance shall not be less than one hundred (100) feet.

(c) Facilities leased or rented which house the instructional program of the school shall be bound by contract or lease agreement between the owner of the school and the owner of the facilities. Said contract or lease agreement shall stipulate length of lease, conditions of lease and shall be signed by both parties. A copy of the agreement must be filed with the Commission prior to the issuance of a certificate of operation.

(d) Unless the Commission shall otherwise determine, all gaming equipment utilized by a gaming school shall conform to all requirements set forth in the regulations of the Commission governing gaming equipment utilized by casino licensee. Each gaming school shall keep an itemized list of its dealing shoes, gaming tables, slot machines, and roulette and big six wheels.

1. Unless the Commission shall otherwise determine, each table for blackjack, roulette, craps, baccarat and big six shall have the name of the gaming school, or some other identifying attribute as approved by the Commission, permanently imprinted thereon in letters at least one inch in height and shall, as shall each slot machine, also have permanently affixed on it a serial number which, together with the location of the table or machine, shall be filed with the Commission.

(e) Unless the Commission shall otherwise determine, all gaming chips and plaques utilized by a gaming school shall be distinctly dissimilar to any gaming chips and plaques utilized by a casino licensee.

1. No gaming school shall issue or cause to be utilized in its gaming school any gaming chips or plaques until such gaming chips and plaques are submitted to and approved by the Commission.

(f) Each gaming school shall provide adequate security of its premises for the protection of its equipment. No such equipment shall be removed from the premises of the school or sold or transferred to any person without the prior approval of the Commission; provided, however, the gaming chips and plaques may be removed by students for practice purposes without the necessity of any approval of the Commission.

1. Each gaming school shall require all employees and students to wear identification cards issued by the Commission while on the premises of the gaming school.

2. Upon graduation a student may, upon written request to the Commission, enter the gaming school for the purpose of practice after obtaining prior approval. The gaming school shall properly document each practice session attended by the graduate.

(g) Gaming chips and plaques and equipment of a gaming school shall be used for training, instructional and practice purposes only. Utilization of same for actual gaming by any person

shall be prohibited and may constitute cause for the suspension or revocation of the gaming school license.

(h) Each gaming school shall have a telephone listed in the local telephone directory.

(Adopted: 11/04/1992.)

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1. The financial stability, integrity and responsibility of the applicant;
2. The applicant's good character, honesty and integrity;
3. That the applicant, either himself or through his employees, has sufficient business ability and experience to establish, operate and maintain his enterprise with reasonable prospects for successful operation;
4. That all owners/management and supervisory personnel, ~~key employees~~ and sales representatives qualify under the standards set forth under the provisions of these regulations;
5. The integrity of all financial backers, investors, mortgagees, bondholders, and holders of indentures, notes or other evidence of indebtedness, either in effect or proposed, which bears any relationship to the enterprise;
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(Adopted: 11/04/1992.)

Source: *Miss. Code Ann. § 75-76-34*

Rule 11.7 Age and Residence Requirements.

All employees and students of the gaming school shall be at least twenty-one (21) years of age ~~and be residents of the State of Mississippi.~~ (Adopted: 11/04/1992.)

Rule 11.9 Facilities, Supplies and Equipment.

(a) The physical facilities and equipment of each gaming school shall be sufficient for attainment of the school's purposes and shall be safe and adequate in quality, size and number to effectively accommodate students, faculty and staff. The school shall have sufficient space, equipment and supplies on hand to provide a shop, laboratory or classroom space for each of the students in attendance at every session of instruction or training.

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