

**Decree.../..... of... of the Government of Aragon approving the General Regulation
on Gambling of the Autonomous Community of Aragon**

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Article 71 (50) (a) of the Statute of Autonomy of Aragon confers on the Autonomous Community exclusive competence in relation to 'Gambling, betting and casinos, including methods by computer and telematic means, where the activity is carried out exclusively in Aragon'.

In the exercise of these powers, the Parliament of Aragon adopted Law 2/2000, of 28 June, on Gambling in the Autonomous Community of Aragon. Law that has been subject to specific amendments, most recently by Law 9/2023, of 23 March, amending Law 2/2000, of 28 June, on Gambling of the Autonomous Community of Aragon.

The Law regulates the gambling and betting sector in Aragon, starting from the fact that it considers gambling to be a lawful social reality, since it constitutes a further manifestation of the principles of individual freedom and freedom to conduct a business enshrined in the 1978 Constitution, and sets out in its articles the guidelines for the planning and organisation of gambling and betting, taking into account its specific characteristics and peculiarities, in the light of the social, economic and administrative circumstances of our Community.

As part of this process, various rules have been adopted governing the general and organisational aspects of gambling and betting, as well as the specific issues of some of its modalities. These rules have created a regulatory framework for this sector in the Autonomous Community of Aragon, which is too dispersed and requires, as a whole, adaptation to the principles of simplification, procedural economy, effectiveness and administrative efficiency.

In that regard, the second final provision of Law 9/2023 of 23 March 2007 provided that the competent gaming department was to carry out the necessary regulatory harmonisation and to compile the various regulations into an updated General Gambling Regulation.

This decree systematises and integrates into a single, coherent text the specific regulations of the various forms of gambling, introducing some amendments. With a view to simplifying the procedures laid down in the Regulation approved by this Decree, the deadlines for applications for renewal of authorisations, notification of amendments to authorisations and deadlines for decisions by the Administration have been harmonised, adapting the latter to the management capacity of the competent body. In addition, unnecessary documentation has been removed and the documentation to be submitted for the processing of the various procedures subject to regulation has been clarified.



Furthermore, in accordance with Article 52 of Law 2/2000 of 28 June on Gambling of the Autonomous Community of Aragon, added by the Sole Article 31 of Law 9/2023 of 23 March, the composition, organisation and functioning of the Interdepartmental Technical Commission on Gambling Policies are determined.

In order to ensure the protection of gambling users and especially minors and vulnerable groups, safe gambling is defined, the principles of safe gambling policies and the responsibility of the administration and gambling companies in relation to it. With the same objective, the definition of users of games is introduced and their rights are specified.

With regard to the staff of the gaming premises with access to the data retrieval system of the Register of Prohibitions of the Gambling of Aragon, the wording has been adapted to make available to the gaming premises a new web application to which the persons indicated by the persons responsible for these premises will have access and any reference to the data transfer system has been deleted.

The abolition of the requirement for persons providing services in gaming companies and premises to produce a professional gaming document, as set out in the explanatory part of Law 9/2023 of 23 March 2007, has become effective.

With regard to sureties, a single article regulates the obligation of gaming undertakings to provide a surety; a time limit of three months is set for deciding on the application for reimbursement of the security in accordance with Article 27 (3) of Law 2/2000 of 28 June, specifying the obligation to deposit the additional security for the number of gaming machines operated on their premises, which must be deposited by the companies holding the bingos, casinos and gaming arcades.

In Section II of Book 3, the General Register of Gambling includes the test laboratories authorised by the competent body and Book 8 is added. *Register of sanctions* in order to have a register of the entire territory of Aragon for consultation and statistical purposes.

A single authorisation scheme for the installation of amusement arcades and bingo arcades has been simplified and established. That system is based on the necessary

administrative authorisation prior to the installation of the gaming premises and, once the project has been carried out in accordance with the authorisation granted, on the submission of a self-declaration by the operator which will allow the premises in question to be opened.

The references to the Operational Centre of the Interconnected Bingo in Aragon SAU, which disappeared on 22 January 2013, whose functions were taken over by the competent body, and to the Bingo Plus, for which the existence of the Centre to which the rooms in which it was held were interlinked, have been deleted.

In accordance with Law 4/2011 of 10 March 2009 amending Law 2/2000 of 28 June 2006 on gambling in the Autonomous Community of Aragon, references to charitable organisations that could own bingo have also been deleted, as have references to service companies through which licensed entities could manage and operate bingo games.

Taking into account that gambling constitutes an economic activity subject to intense administrative intervention, justified by the need to reconcile the freedom to conduct a business with the protection of overriding reasons in the public interest – such as public policy, public health, the protection of the rights of minors and those who require it for health reasons – and in line with the Fourth Addiction Plan of the Autonomous Community of Aragon 2025-2028, various measures are introduced in relation to gambling machines installed in hospitality premises.

In particular, both the maximum number of operating authorisations that may be granted by the Administration of the Autonomous Community for this type of machine and the maximum number of gaming stations for type B1 machines that may be installed in such premises are reduced. In addition, a change of ownership of the establishment, unless expressly agreed between the parties, is established as the reason for the expiry of the authorisation to operate the machines in force, and the validity of the authorisation to operate the machines is extended to five years.

All of this, ensuring that regulatory and administrative interventions do not create barriers to market entry or create asymmetries that favour certain economic operators to the detriment of others, in compliance with the principles of sound economic regulation set out in Law 20/2013 of 9 November 2013 on Market Unity, and in



particular the principles of necessity and proportionality of the actions of the competent authorities, as provided for in Article 5 thereof.

In drawing up this text, account has been taken of the principles of good regulation of necessity, effectiveness, proportionality and legal certainty, including the clarity of the rule, its transparency and efficiency, in accordance with the provisions of Legislative Decree 1/2022 of 6 April 2015 of the Government of Aragon approving the recast text of the Law on the President and Government of Aragon and Law 39/2015 of 1 October 2015 on the Common Administrative Procedure of Public Administrations.

The need for the rule is due to the aforementioned mandate contained in the Second Final Provision of Law 9/2023 of 23 March.

The effectiveness of the enactment of that directive lies in the clear identification of the objective pursued and in the consideration of an appropriate instrument to ensure that it is achieved. The objective of the provision is expressed precisely and without it being possible to give rise to any ambiguity as to the matters to be regulated in the single article.

As regards the most appropriate instrument for ensuring the attainment of those objectives, it is Law 9/2023 of 23 March 2007 itself which requires the production of a regulatory provision, with the competent gaming department being bound to that effect, in accordance with the principle of administrative legality.

The principle of proportionality is guaranteed since provision has been made for the production of documents deemed essential for processing and the intention has been not to introduce the requirement for additional or superfluous documents. Furthermore, it does not appear that any disadvantages obtained through the publication of the legislation outweigh the benefits obtained from it, since it implements Law 9/2023 of 23 March 2010 by recasting, creating consistency and simplifying the current rules.

In order to ensure legal certainty and the principle of transparency, in accordance with Article 133 of Law 39/2015 of 1 October 2003 and Article 43 of Legislative Decree 1/2022 of 6 April 2007 of the Government of Aragon, the draft Decree has been subject to public consultation and, in accordance with Article 47 of that Decree, to the procedures for informing the public and hearing the administrations, undertakings and organisations concerned within the scope of this Decree.

The text consists of the explanatory memorandum, a single article approving the General Regulation on Gambling of the Autonomous Community of Aragon, four additional provisions, two transitional provisions, one repealing provision, two final provisions and the text of the General Regulation on Gambling of the Autonomous Community of Aragon, which in turn consists of two titles and 18 chapters.

Title I contains the general rules covering the provisions common to all forms of gambling and consists of ten chapters: Chapter I: Subject matter, scope and legal status; Chapter II: Organisation of the game; Chapter III: Safe play; Chapter IV: Persons using the games; Chapter V: Gaming companies; Chapter VI: General Gambling Register; Chapter VII: Advertising, sponsorship and promotion of gambling activities; Chapter VIII: Inspection and control; Chapter IX Penalty system; Chapter X: Planning;

Title II contains the specific rules for each gambling sector and the premises where gambling is practised and consists of eight chapters: Chapter I: Catalogue of games and bets; Chapter II: Playgrounds; Chapter III: Casinos; Chapter IV: Bingo; Chapter V: Amusement and gaming machines; Chapter VI: Betting; Chapter VII: Randomised rhiphas, tomols and combinations; Chapter VIII: Approval of models and sets of gaming machines and equipment.

This rule has been subject to the procedure laid down in Directive (EU) 2015/1535 of the European Parliament and of the Council of 9 September 2015 laying down a procedure for the provision of information in the field of technical regulations and of rules on Information Society services.

In the processing of this decree, the mandatory reports from the Directorate-General for Budget, the Equality Unit of the Department of Finance, the Interior and Public Administration have been requested, assessing the gender impact on the basis of sexual orientation, gender expression and gender identity, and the impact on the basis of disability. Reports have also been issued by both the Technical Secretariat-General of the Department of Finance, Home Affairs and Public Administration and the Legal Services of the Directorate-General for Legal Services.



This Decree was notified by the Gaming Commission of Aragon, in accordance with Article 51 of Law 2/2000 of 28 June, in a meeting held on.... 2025.

By virtue thereof, mandatory formalities have been carried out and at the proposal of the Regional Minister for Finance, the Interior and Public Administration, in accordance with Opinion No..../..... of the Advisory Council of Aragon and following deliberation by the Government of Aragon, at its meeting of..... 2025,

I HEREBY ORDER:

Sole Article Approval of the General Regulation on Gambling of the Autonomous Community of Aragon.

The General Regulation on Gambling of the Autonomous Community of Aragon, which is incorporated below, is hereby approved.

First supplementary provision. *Gender references.*

The use of noun of grammatical gender determined by reference to any subject, position or job should be understood as an economy of expression and as a generic reference for both men and women with strict equality for all purposes.

Second supplementary provision. *Establishment of the Interdepartmental Technical Commission on Gambling Policies.*

No later than 12 months after the entry into force of this Decree, the Interdepartmental Technical Commission on Gambling Policies shall be established and shall meet.

To this end, the Technical Secretaries-General, the Secretaries-General or equivalent bodies of the various Departments and Public Bodies represented on this Interdepartmental Commission shall forward to the Directorate-General responsible for the administrative management of the game, within three months of its entry into force, the names of the alternate persons of the members and, where appropriate, the persons to whom they delegate their attendance, indicating names, positions held, professional telephones and corporate email addresses.

Third supplementary provision. *Planning of type B1 gaming machines.*

1. From the entry into force of this Decree, the Administration of the Autonomous Community of Aragon shall not grant more than 5.600 authorisations to operate gaming stations for type B1 machines, intended to be installed in hospitality establishments, in their different categories.

2. The head of the department responsible for the administrative management of gambling may not authorise the installation of type B1 machines previously located in amusement arcades, bingo halls and casinos in the establishments referred to in the previous paragraph, when the number of operating authorisations reaches a total of 5.600.

3. If the needs of the market so require, the maximum number of authorisations to operate type B1 machines provided for in this Decree may be amended by order of the head of the department responsible for the administrative management of gambling, after hearing the Gaming Commission of the Autonomous Community of Aragon.

Fourth supplementary provision. *Territorial distribution of competences.*

In the province of Zaragoza, the procedures governed by this Regulation shall be carried out by the Directorate-General responsible for the administrative management of gambling and, in the provinces of Huesca and Teruel, by the respective Territorial Delegations of the Government of Aragon, in accordance with the relevant Organic Structure Decree.

First transitional provision. *System of existing authorisations.*

1. The entries in the General Register of Gambling in Aragon and the authorisations granted under the previous rules shall remain in force until the expiry of their period of validity.

Proof must be provided of compliance with the requirements laid down for granting the aid in the legislation in force at the time of the application for renewal of the aid. Notwithstanding the above, in the case of renewals of gaming premises, the minimum distance and surface area requirements that were not in force at the time of granting the authorisation for which renewal is requested shall not be required.



2. Applications in progress on the date of entry into force of the Regulation approved by this Decree must comply with the provisions of this Decree and comply with its requirements and requirements.

Second transitional provision: *Type B1 gaming machines.*

Hospitality establishments which, on the date of entry into force of the Regulation approved by this Decree, have been authorised to install more than three gaming stations for type B1 machines must adapt to the provisions of Article 236 as the authorisations to install existing machines expire.

Third transitional provision: *Random combinations in playgrounds.*

The provisions of the second paragraph of Article 295 of this Regulation shall apply when the Order of the head of the competent gaming department regulating the technical conditions of the systems necessary for the conclusion of random combinations is approved.

Sole repeal provision. *Repeal of legislation.*

1. Any provisions of equal or lesser rank that conflict with or are incompatible with the provisions of this Decree are hereby repealed.

2. In particular, the following regulations are hereby repealed:

- (a) Decree 159/2002, of 30 April, of the Government of Aragon, approving the Catalogue of Games and Puts.
- (b) Decree 183/2000, of 24 October, of the Government of Aragon, regulating the Gaming Commission of the Autonomous Community of Aragon.
- (c) Decree 3/2004, of 13 January, of the Government of Aragon, creating the General Gambling Register and approving its Regulation.
- (d) Decree 166/2006, of 18 July, of the Government of Aragon, approving the Regulation on the Advertising of Gambling and Placing.
- (e) Decree 39/2014, of 18 March, of the Government of Aragon, approving the Regulation of Gambling Sites.
- (f) Decree 198/2002, of 11 June, of the Government of Aragon, approving the Gambling Casinos Regulation.
- (g) Decree 173/2001, of 4 September, of the Government of Aragon, regulating the conditions for the authorisation of the installation of gambling casinos in the Autonomous Community of Aragon.

- (h) Decree 22/2015, of 24 February, of the Government of Aragon, approving the Regulation on Gambling Machines.
- (I) Decree 160/2018, of 18 September, of the Government of Aragon, approving the Regulation regulating the technical inspection of type B and type C gaming machines and their operating conditions.
- (j) Decree 142/2008, of 22 July, of the Government of Aragon, approving the Regulation of the Bingo Game.
- (K) Decree 119/2011, of 31 May, of the Government of Aragon, approving the Regulation on electronic bingo.
- (L) Decree 2/2011, of 11 January, of the Government of Aragon, approving the Regulation on Sports, Competition and Other Sports.
- (m) Decree 56/2019, of 9 April, of the Government of Aragon, approving the Regulation regulating ALEA rhiphas, pistols and combinations.
- (N) Order of 25 June 2009 of the Regional Minister for Territorial Policy, Justice and the Interior implementing Title V of Decree 3/2004, of 13 January, of the Government of Aragon, creating the General Gambling Register and approving its Regulation and regulating the procedure for the electronic transmission of data on persons who are prohibited access to gaming premises.
- ñ) Order of 15 January 2007 of the Department of the Presidency and Institutional Relations implementing Decree 166/2006, of 18 July, of the Government of Aragon, approving the Regulation on the Advertising of Gambling and Advertising.
- (o) Order of 1 August 2008 of the Regional Minister for Territorial Policy, Justice and the Interior laying down additional technical conditions for bingo halls and the Interconnected Bingo Operational Centre in Aragon, S.A.U.
- (P) Order PRI/94/2023, of 31 January, establishing the distribution percentages of winnings in the bingo game.
- (Q) Order of 9 December 2011 of the Regional Minister for Territorial Policy and the Interior laying down the characteristics and content of electronic cards for the practice of electronic bingo in the Autonomous Community of Aragon.
- (R) Order PRI/366/2023, of 27 March, regulating the electronic room bingo mode in the Autonomous Community of Aragon.
- (s) Order of 7 June 2013 of the Regional Minister for Territorial Policy and the Interior regulating the elements and functionalities of servers offering games to gaming machines.



(t) Order of 9 March 2015 of the Regional Minister for Territorial Policy and the Interior regulating the technical conditions of gaming machines and their interconnection rules.

First final provision *Implementation powers.*

1. The head of the department responsible for gambling is authorised to issue any provisions and decisions necessary for the application and implementation of this Decree and the Regulation approved by it.

2. Specifically, the head of the aforementioned department is authorised, in accordance with the powers conferred on him by Articles 10.3 and 21 of Law 2/2000 of 28 June, to amend Annexes 'II – Distribution of winnings and price of cards for the game of ordinary bingo and electronic room bingo', 'III – Technical conditions of gaming machines', 'IV – Rules for the interconnection of gaming machines', 'V – Elements and functionalities of servers offering games to gaming machines' and 'VI – Characteristics and content of electronic cards for the practice of electronic bingo' to the General Regulation of Gambling of the Autonomous Community of Aragon.

In particular, and pursuant to Article 21 (8), it may lay down the technical conditions for B1 gaming machines installed in hospitality establishments in order to ensure that persons entered in the Register of Prohibitions in Aragon and minors are effectively prevented from accessing gambling, without prejudice to and in compliance with the provisions of the legislation in force on the protection of personal data.

Second final provision *Entry into force.*

This provision and the Regulation adopted by it shall enter into force on the day following that of their publication in the Official Gazette of Aragon.

GENERAL GAMBLING REGULATION OF THE AUTONOMOUS COMMUNITY OF ARAGON

TITLE I

Enforcement – general

CHAPTER I

Subject matter, scope and legal status

Article 1. *Purpose and scope of application.*

1. The purpose of this Regulation is to implement Law 2/2000 of 28 June 2011 on gambling in the Autonomous Community of Aragon, in relation to the organisation, operation and practice of games and betting within the remit of the Autonomous Community of Aragon. The Regulation regulates and orders all games and bets, the subjects and the economic activities related to them.

2. The provisions of this Regulation shall apply:

all games and bets included in the catalogue of games and betting in Aragon, in their various forms, whether they are played in person, in physical establishments or remotely, using electronic, IT, telematic or interactive channels.

(b) to gaming or gaming related undertakings, natural or legal persons engaged in the management or operation of such games and betting and in the manufacture, distribution, marketing, installation and maintenance of gaming materials falling within the scope of the Law which it carries out, as well as other related activities, and to persons otherwise involved in the gaming sector through such undertakings.

(c) to the places, premises or establishments where they are carried out.

(d) persons who practise the games and betting included in the catalogue of games and betting in Aragon.

3. The following are excluded from the scope of this Regulation:

(a) games and bets of pure hobby or recreation which constitute social uses of a traditional, family or amicable nature, from which no obligations of an economic nature can arise, as well as those which the Administration of the Autonomous Community of Aragon considers it appropriate to exclude due to their minor social relevance and the small amount of the financial obligations.

(b) occasional activities carried out in associations, centres for the care of adults, centres for the elderly, centres for the disabled, legally registered sports or cultural associations and those organised by public or private institutions, where the amount of the profits obtained is used exclusively for charitable or public-benefit organisations or purposes and in any case provided that the users of the participating games, betting operators or organisers do not make them the object of economic exploitation.

(c) sports games or competitions, whether or not for profit, without prejudice to their application to bets placed on them.



(d) vending machines which merely mechanically carry out transactions or the sale of specific products, goods or services, selected in advance by the purchaser, provided that the value of the money deposited corresponds to the selling price indexed on the machine for those products, and their extraction is accurate and does not depend on any eventuality, betting, random combinations or games of chance.

(e) amusement machines which do not give any direct or indirect prize, except for the possibility of repeating the period of use.

(f) games reserved to the State administration.

However, in accordance with the third paragraph of Article 9 (1) of Law 13/2011 of 27 May on gambling regulation, the installation or opening of physical premises open to the public or equipment that incidentally allows participation in games through electronic, IT, telematic and interactive channels authorised by the State administration shall in any case require administrative authorisation from the gambling regulatory authority in the Autonomous Community of Aragon.

Such authorisations are not required for the installation of equipment or terminals enabling participation in lottery games from the State reserve or for the opening of establishments accessible to the public by the State Lottery Company and the ONCE, as provided for in the first additional provision of Law 13/2011 of 27 May.

Article 2. Legal framework.

1. The organisation, marketing, operation and practice of games and betting in the Autonomous Community of Aragon shall comply with the rules laid down in Law 2/2000 of 28 June 2007, in this Regulation and in any general or supplementary provisions that may be applicable.

2. Prior inclusion of games and bets in the catalogue of games and betting in Aragon approved by this Regulation is an essential requirement for their authorisation, although it will not in itself have any authorising effect on their organisation, operation and practice.

3. Relations between gaming undertakings, undertakings which own the places, premises and establishments where the games and bets are played, and undertakings which provide the elements, systems or materials used for their practice, as well as the events on which bets are placed, fall within the scope of private law.

4. In any activity, modality, sector, place, element, material or area covered by this Regulation, the use of images, messages, objects or elements that may directly or indirectly violate the dignity of individuals and fundamental rights and freedoms, as well as any possible form of discrimination, including on the basis of gender or sexual orientation, shall be prohibited.

Article 3. Handling of procedures.

1. Persons and entities required to do so by the basic rules on common administrative procedures of public administrations shall liaise by electronic means with the department responsible for the administrative management of gambling.

2. Natural persons with the status of gambling operators carry out an economic activity and are therefore considered to be undertakings. Therefore, all formalities between them and the department responsible for the administrative management of gambling shall be carried out using only electronic means, in accordance with the provisions of Article 14 (3) of Law 39/2015 of 1 October on the Common Administrative Procedure of Public Administrations.

3. Natural persons who occasionally organise or operate forms of gambling such as rhiphas, turbots or random combinations under the conditions laid down in this Regulation shall not be considered gambling undertakings and may therefore choose at any time whether or not to communicate with the gambling regulatory authority by electronic means, unless they are required to do so under Article 14 (2) of Law 39/2015 of 1 October.

4. The standard forms referred to in this Regulation shall be made available on the website of the Government of Aragon.

CHAPTER II

Arranging of the game

SECTION 1. GAMBLING REGULATORY AUTHORITY AND AUTHORISATION SCHEME



Article 4. *The gambling regulator.*

For the purposes of this Regulation, the head of the department responsible for the administrative management of gambling shall be considered to be the gambling regulatory authority and, as such, responsible for the planning, organisation and preparation of draft general regulatory provisions, as well as the authorisation, management, inspection, control and, where appropriate, sanctioning of the powers conferred on the Autonomous Community of Aragon in relation to gambling.

In this term, in addition to the provisions of Article 13 of Law 2/2000 of 28 June, it is responsible for exercising the following powers and functions as determined in this Regulation:

- (a) the conduct of public policies relating to gambling and betting;
- (b) the approval and amendment of its technical specifications.
- (c) the authorisation of gaming undertakings, the authorisation of testing laboratories and inspection bodies and their registration in the Aragon Register of Games and Places.
- (d) the authorisation for the organisation and operation of games and betting and the authorisation for the installation and operation of gaming premises.
- (e) the approval of the organisation and operating rules proposed by the undertaking for the playing of a particular game or modality.
- (f) updating the amounts of the prices of the items and bets, the prizes and the percentages of the distribution in prizes of the amounts collected, the value of the promotional gifts and the determination of the tranches and amounts of the securities.
- (g) Approval of protocols for the approval and supervision of materials for the organisation, operation and practice of the game, the approval of models or types, the supervision of additional materials and the verification and verification of their compliance with the regulations in force.
- (h) the resolution of complaints that may be submitted by users against gambling companies authorised by the Administration of the Autonomous Community of Aragon in accordance with the provisions of this Regulation.
- (l) control and inspection, as well as the exercise of the power to impose penalties in the field of gambling and betting, including the adoption and ratification of precautionary measures, where the imposition of penalties is not the responsibility of other bodies.

Article 5. *Authorisation scheme.*

1. The organisation and operation of scheduled games or bets, as well as the opening or use of the premises, establishments or spaces intended for their practice, may be carried out only by the Administration of the Autonomous Community of Aragon and its dependent bodies or by gambling companies and, where appropriate and on a temporary basis, by natural or legal persons in those types of gambling determined and shall require prior administrative authorisation granted by the head of the department responsible for the administrative management of the game.

2. The exercise of certain forms of gambling, in view of their lesser economic and social impact, the fact that their promoters are not gambling undertakings and their ultimate purpose, may be subject to the system of communication or excluded from the scope of the rule, under the terms laid down by regulation by order of the head of the department responsible for gambling.

SECTION 2. GAMBLING COMMISSION OF THE AUTONOMOUS COMMUNITY OF ARAGON

Article 6. *Of the Gaming Commission of Aragon.*

The Gaming Commission of Aragon is the advisory, study, advisory and coordination body for gambling and betting activities within the territory of the Autonomous Community of Aragon, which includes the department of the Administration of the Autonomous Community of Aragon responsible for gambling and betting and those responsible for gambling and betting, as well as the most representative trade union and business organisations and associations for the protection of both consumers and persons affected by gambling disorders.

Article 7. *Duties.*

1. The Gaming Commission of the Autonomous Community of Aragon is responsible for the following powers and functions, irrespective of any statutory provisions:

- a) Mandatory reporting of all regulatory provisions issued in implementation and application of Law 2/2000 of 28 June.
- (b) Inform the agreements for the installation of new gaming casinos and modification of authorisations.



- (c) To submit, where appropriate, proposals for penalties for infringements classified as very serious, when requested to do so.
- d) Elaborate the Report and Annual Report on the Development of Gambling in the Autonomous Community of Aragon.
- (e) to issue any other reports on gambling and betting that may be required of it within the scope of its activity.
- (f) assess the effects of the application of the law and the measures proposed, with the aim of refining the procedures and techniques proposed.
- (g) agree on measures to make safe play effective.

2. The Commission's decisions, adopted in the exercise of its functions relating to gambling matters, shall take the form of an opinion.

3. The opinions of the Commission shall be mandatory and non-binding, unless otherwise provided by law or regulation.

Article 8. *Composition.*

1. The Gaming Commission, which shall be attached to the department responsible for gambling, shall be composed of the Presidency, the Vice-Presidency, the Vocalías and the Secretariat.

(a) The office of President shall be held by the head of the department responsible for the administrative management of gambling.

(b) The Vice-President shall be the head of the directorate-general responsible for the administrative management of gambling.

(c) The following shall be members of the Gaming Commission:

1°. The heads of the directorates-general responsible for taxation, public health, non-university and university education, consumption, family and local administration, as well as the head of the Aragonese Youth Institute.

2°. The heads of the regional offices of the Government of Aragon in Huesca and Teruel.

3°. The head of the service responsible for the administrative management of gambling.

4°. One person representing the unit of the National Police Force attached to the Autonomous Community of Aragon.

5°. Seven representatives of gaming operators, one for each sub-sector, of casinos, bingo halls, gaming arcades, betting, operators of gaming machines, manufacturers of gaming machines and hospitality establishments.

6°. Six representatives of the most representative trade union organisations.

7°. Four persons representing local authorities: one on a proposal from the Federation of Municipalities, Comarcas and Provinces with the largest establishment in Aragon and one for each of the three Provincial Councils of Aragon.

8°. One person representing consumers and users.

9°. Four representatives of social initiative bodies active in the field of prevention, awareness-raising and information on the risks of creating gambling disorders.

(d) The person holding the office of President of the Commission shall designate the person who is to exercise the functions of Secretariat from among the officials of the directorate-general responsible for the administrative management of the game, who shall act with the right to speak, but without the right to vote.

(e) Persons serving as members may appoint an alternate for specific sessions of the Commission, subject to prior notification to the secretariat of that body.

2. The composition of the Commission should ensure the principle of balanced representation between women and men, and it is therefore recommended to ensure this in the different appointments.

3. The President of the Commission may, if he considers it necessary, call experts, technical advisers, business, trade union or social representatives with recognised technical competence or interest in the matters to be dealt with to attend meetings of the Commission.

4. The members of the Gaming Commission shall be appointed by the head of the department responsible for the administrative management of gambling, on a proposal from the various departments of the Government of Aragon, the most representative employers' and trade union organisations and the corresponding associations.

Article 9. Powers of the Presidency.

1. The Presidency of the Gaming Commission shall have the following functions:

(a) convening the sessions of the Commission.



- (b) Setting the agenda of sittings.
- (c) Differentiate Council meetings and deliberations.

2. When adopting agreements, the President of the Commission shall vote in the event of a tie.

Article 10. Responsibilities of the Secretariat.

The Secretariat of the Gaming Commission shall have the following tasks:

- (a) notify the members of the Commission of the convening of the sessions of the Commission.
- (b) To draw up minutes of the sittings.
- (c) To request certification of the minutes of the meetings and of the agreements adopted.
- (d) notify agreements to those who have the status of interested parties in relation to decisions taken by the Commission.

Article 11. Meetings.

- 1. The Commission shall meet by decision of the Chair or at the request of at least one-third of its members.
- 2. The Commission shall meet at least once a year.

Article 12. Working Groups.

The Commission may agree to set up working groups within the Commission for the various types of gambling and betting, in which the administration, companies and workers in the sector, the Aragonese Youth Council, university centres or entities involved in the research, prevention and treatment of gambling disorder may be represented. Its composition shall seek to ensure a balanced presence of women and men in the appointment of those members of such working groups who are not members of such groups by reason of their position.

SECTION 3. INTERDEPARTMENTAL TECHNICAL COMMISSION ON GAMBLING
POLICIES

Article 13. Subject.

1. The purpose of this Section is to regulate the composition, organisation and functioning of the Interdepartmental Technical Commission on Gambling Policies, as a collegiate advisory body with the aim of coordinating the Government of Aragon's policy on gambling.
2. The Interdepartmental Technical Commission on Gambling Policies is attached to the department responsible for the administrative management of gambling.

Article 14. Duties.

1. The Interdepartmental Technical Commission on Gambling Policies shall have the following functions:
 - (a) analyse the situation in the gambling sector and the impact of gambling activities on Aragon society, focusing on knowledge of addiction to games falling within the scope of this Regulation and its biopsychosocial implications, as an activity with special characteristics to be taken into account when it is practised or marketed because of the risk of addiction it entails for certain more vulnerable population groups.
 - b) Advice, coordinate actions related to the implementation of this Regulation by the public administrations of Aragon, and prepare work, reports, proposals or other actions that, where appropriate, serve as a basis for the implementation of actions whose main objective is the development of gambling policies to protect minors, population groups at higher risk due to their vulnerability and participants in gambling.
 - (c) Promote the minimisation of the social impact of gambling activity, anticipating emerging trends in safe gambling.
 - d) Under the coordination of the department responsible for public health, collaborate in the monitoring of the actions for the prevention and treatment of gaming disorder included in the Addictions Plan of the Autonomous Community of Aragon.
 - (e) working with the competent department to establish and coordinate objective assessment criteria, such as the occurrence of gambling disorders or requests for assistance before and after the implementation of the measures, the selection of specific population groups on which to observe the effect of the measures, the sequential implementation of some of those measures and the examination of their effect on the general population or on specific areas.
 - (f) working with the competent department to draw up protocols for early detection, coordination and referral from different areas for the treatment of gaming disorder.



2. The agreements adopted within the Commission shall take the form of recommendations.

Article 15. *Composition.*

1. The Interdepartmental Technical Commission on Gambling Policies shall be composed of the following members:

(a) Chair: the head of the directorate-general responsible for the administrative management of the game, who chairs and represents the Commission;

(b) Members:

1°. The person who holds the title of the directorate-general responsible for taxation, or the person to whom he delegates or appoints as an alternate.

2°. The person who is the head of the directorate-general responsible for public health and addiction, or the person to whom he delegates or appoints as an alternate.

3°. The person who holds the title of the directorate-general responsible for mental health, or a person to whom he delegates or appoints as an alternate.

4°. The person who holds the title of the directorate-general responsible for family matters, or the person to whom he delegates or appoints as an alternate.

5°. The person who holds the title of the Management Directorate of the Aragonese Youth Institute, or the person to whom it delegates or appoints as an alternate.

6°. The person who holds the title of the directorate-general responsible for developing educational innovation programmes and plans, or the person to whom he delegates or appoints as an alternate.

7°. The person who holds the title of the competent Directorate-General for Universities, or the person to whom he delegates or appoints as an alternate.

8°. The holder of the service with functions relating to the administrative management of the game.

Persons appointed as deputies or delegates shall hold at least one post at Head of Service level or equivalent.

If one of the management centres which are members of the Commission finds that its powers have been split so that the powers assumed by the new centre which receives them also correspond to the purposes of this Commission, the latter shall also acquire membership, without this entailing the termination of the previous one, unless the resulting scope of powers is extraneous to those purposes, and the assessment of those circumstances shall be left to the discretion of the Chair of the Technical

Commission. Where several of the matters listed in a single management body are present, the holder shall appoint one or more other persons to represent him or her in the second and subsequent exercises of competence, in order thus to give effect to the vote on the corresponding matter.

(c) Secretariat: The person holding the office of President of the Commission shall designate the person responsible for the secretariat from among the officials of the directorate-general responsible for the administrative management of the game, who shall act with the right to speak but not to vote.

2. Members of the Commission shall not receive any payment or allowance in respect of attendance at meetings or any other consideration for the performance of their duties.

3. The composition of the Commission should ensure the principle of balanced representation between women and men, and it is therefore recommended to ensure this in the different appointments.

Article 16. Operation.

1. The Interdepartmental Technical Commission on Gambling Policies shall meet at least once a year, at the invitation of the head of the Secretariat on the order of the Presidency.

2. Without prejudice to the provisions of this Regulation, the Commission may establish its own operating rules and, failing that, shall be governed by the provisions for collegiate bodies in the basic State legislation and in the regional legislation on the organisation and legal regime of the public sector.

3. The Commission may invite the members of any administrative body or unit of the Autonomous Community of Aragon with competence in the matter and invite any professional, depending on their experience or representing undertakings, institutions or associations, to participate in its meetings. These guests shall speak, but not vote.

4. The Commission may set up, convene, conduct its meetings, adopt agreements and submit minutes both in person and remotely by electronic means.

Article 17. Powers of the Presidency.

1. The President shall have the following duties:

(a) convening and chairing meetings of the Commission.



- (b) Digitising and moderating the deliberations of the sessions.
- (c) Propose the agenda of each meeting for approval by the Commission.
- (d) Ratify with your signature the minutes of the meetings and of the agreements adopted.
- (e) Any other duties inherent to his or her status as president and those corresponding to the legislation in force on collegiate bodies.

2. The President of the Commission shall vote in order to reach a decision by means of a tie.

Article 18. Powers and duties of voters.

1. Voters shall have the following responsibilities:

- (a) to attend and participate in the debates of the sessions.
- (b) propose actions on gambling at the departmental or sectoral level they represent.
- (c) Inform at the departmental or sectoral level they represent of the initiatives agreed by the Commission, and transmit the orders and instructions issued by the Commission to carry out the work necessary for the implementation of the aforementioned initiatives.
- (d) request the inclusion of such items as they consider relevant on the agenda of the sittings.
- (e) request and receive the necessary information on the matters to be discussed in the sessions at least 48 hours in advance.
- (f) request, through the Secretariat of the Commission, certification of the minutes of the meetings and of the agreements and recommendations adopted at the meetings.
- (g) All other functions are inherent to their status as members and those corresponding to the legislation in force on collegiate bodies.

2. They shall also be required to:

- (a) attend the sessions to which they have been formally invited and take an active part in their work.
- (b) submit documents, reports or reports required by the Presidency of the Commission.
- (c) Where appropriate, formalise their individual votes in writing within two days, which shall be recorded in the minutes.
- (d) request a full transcript of your intervention or proposal provided that, in the absence of a recording of the meeting annexed to the minutes, you submit at the event

or within a period specified by the Presidency for that purpose, the text faithfully corresponding to your intervention, thus entering it in the minutes or attaching a copy to them.

(e) Take office with due respect and confidentiality where required by the nature of the matters dealt with.

Article 19. Responsibilities of the Secretariat.

1. The responsibilities of the Head of the Secretariat shall be:

(a) prepare and send calls for meetings of the Commission on the initiative of its Presidency, together with the proposed agenda and the documents necessary for its deliberation. Calls for proposals should preferably be sent by electronic means.

(b) to attend meetings of the Commission in an advisory capacity.

(c) To draw up minutes of meetings of the Commission with the agreement of the President.

(d) Provide the Commission voters with the technical and legal documentation relevant to the subject matter of each meeting.

(e) Any other duties inherent to their status as secretary and those corresponding to the legislation in force on collegiate bodies.

2. In the event of a vacancy, absence or illness, the person holding the Secretariat shall be replaced by the person designated as President of the Commission for the corresponding temporary period.

Article 20. Human and material resources.

The department responsible for the administrative management of gambling shall provide the Interdepartmental Technical Commission for Gambling Policies with the human and material resources necessary for the performance of its functions, without this leading to an increase in public expenditure.

CHAPTER III

Safe game

Article 21. Safe game.

1. Safe gambling is defined as all the elements that shape the supply and consumption of games of chance that lead to reducing the risk of risky, problematic, compulsive or



pathological gambling behaviour or to minimising the negative effects that it may cause.

2. Safe gambling policies mean that the exercise of gambling activities will be approached from a holistic and corporate social responsibility approach that sees gambling as a complex phenomenon where preventive, awareness-raising, intervention and control actions, as well as remediation of the negative effects produced, need to be combined.

Preventive measures shall be aimed at raising awareness, providing information and disseminating good gambling practices, as well as at the possible effects that inappropriate gambling practices may have, in particular on the population groups most at risk because of their vulnerability, such as minors, who are denied access to gambling with money; young people over the age of 18, in view of the greater impulsivity and reduced control capacity inherent in this stage of human development, and persons who may be experiencing a problem with gambling, present a problem with gambling or for whom legal or judicial support measures have been established for the proper exercise of their legal capacity in relation to participation in games falling within the scope of this Regulation.

Problematic, persistent and recurrent gambling disorder is a non-substance related addictive disorder, recognised as a diagnostic category, that causes a clinically significant impairment or unease in the person suffering from it, which in turn interferes with his or her family, property, work and social sphere, among others.

It is the responsibility of the department responsible for managing gambling, within the scope of its competences, to ensure the effectiveness of safe gambling policies, respect for the limits on gambling advertising and compliance with regulations on access control, and to actively collaborate with the public health system and with associations dealing with persons addicted to gambling, in the development and implementation of prevention and information activities.

3. In any case, gambling and betting operators and operators, as well as the owners of gambling websites operating exclusively within the Autonomous Community of Aragon, must include the following actions, in relation to the protection of persons using games: (a) develop gambling activities in a transparent manner, based on ethical values and respect for employed persons, game users, society, the environment and the protection of minors and vulnerable groups.

- b) To include the prohibitions on the participation and access of minors and persons included in the Register of Aragon Ban Gambling ('REJUP'), and, where applicable, in all those with which it is interconnected. To that end, a notice indicating that minors and persons registered with the REJUP are prohibited from playing shall be displayed in a visible place both inside and outside the gaming premises.
- c) Provide playgrounds and web pages with information sheets on institutions and entities dedicated to the treatment and rehabilitation of persons with gambling-related illnesses.
- (d) Provide users with truthful, complete and up-to-date information on safe play rules.
- (e) To inform and train workers in the gaming establishments they own. This training must address normal and pathological play patterns, warning symptoms and recommendations for action in these cases.
- (f) Gambling companies, persons in their service, persons employed or persons managing premises may not grant loans or any other form of credit, including the use of a credit card to exchange cash with which to play for persons entering establishments and premises where the gambling activity takes place. Nor may they grant them bonuses, free items or items that can be redeemed for money.

CHAPTER IV

People who use the games

SECTION 1. RIGHTS AND DUTIES. LIMITATIONS ON GAMBLING PRACTICES

Article 22. People who use the games.

Natural persons who engage or participate, as users, in gambling or betting activities are considered to be users of games.

Article 23. Rights and duties of gambling users.

1. Gaming users have the following rights:

- (a) To obtain clear and truthful information about the rules of the game in which they wish to participate, prices, maximum and minimum bets and prizes in which they participate.
- (b) To receive information on the possible consequences of playing the game.
- (c) have direct access, in the gaming premises, to the information brochures on prevention and information on gaming disorder authorised by the Administration, which shall include self-tests, so that the person using the games can know whether he or



she is at risk of pathological gaming, and information on the official premises where he or she may request registration in the Register of Prohibitions in Aragon, and on the procedure for accessing treatment or aid in the event of gaming disorders.

(d) To receive information from the administration on public resources and public or private entities aimed at the prevention and treatment of gaming disorder.

(e) the time of use corresponding to the price of the item in question.

(f) the receipt of any prizes due to them, in the time and form established, in accordance with the provisions of this Regulation.

(g) Game freely, without coercion or threats from other gamblers or third parties.

(h) be aware of the identity of the undertaking which manages and operates the games, in particular those developed by electronic, computer, telematic or interactive means.

(i) at all times to know the amount played or bet on the games in which they are played via an electronic medium, and, if they have a user account opened with the undertaking which manages and operates the games, to know their balance and the full history of the amounts and bets placed.

(g) keep available for them the claim forms and, where appropriate, any complaints they deem appropriate.

(h) to ensure that their identification, consultation of the Aragon Register of Ban Gambling and entry in the visitors' book of the gaming premises are carried out in a secure manner, by displaying the National Identity Document, Alien Identification Number or official personal identification document of the country of origin with a photograph, subject to the provisions in force concerning the protection of personal data.

2. The users of the games covered by this Regulation have the following obligations:

(a) be identified by displaying the national identity card, foreigners' identification number or official personal identification document of the country of origin with a photograph, prior to entering the gaming premises, for the purposes of ensuring compliance with the identification access control requirements, verifying that it is not entered in the Register of the Aragon Ban Gambling and annotation in the visitors' book of the premises.

(b) comply with the rules and standards of the game.

(c) respect the right to admit premises, as well as the order and normal development of games.

(d) appropriately use the game elements and equipment of the establishment and maintain a respectful attitude towards the staff of the premises and towards other users of the games.

3. In accordance with Article 112, establishments authorised to play games must keep the complaint forms. Those complaint forms shall be available to users of the games. That sheet shall explain the procedure to be followed to carry out the complaint in accessible language.

4. The owners of the establishments where the games are played may exercise the right to admission, in accordance with the rules on public performances.

Article 24. Prohibition of access to gambling and betting premises.

1. Access to the gaming premises is prohibited for the following persons:

(a) Minor persons. The ban on access for minors must be clearly and visibly displayed at the entrance to the premises and on the website portal, if applicable.

(b) persons who, by a final judicial decision, are principally or incidentally restricted in their access to gambling and persons with disabilities who, by judicial decision, are subject to support measures affecting their free participation in gambling and betting.

(c) Any person intending to enter carrying weapons and objects which may be used as such.

(d) persons entered in the Aragon Register of Ban Gambling and other persons interconnected with it.

(e) Persons who show signs of intoxication, mental disorder or being under the influence of psychotropic substances, or who exhibit aggressive or violent behaviour that may disturb the order, tranquillity and development of games.

(f) They are persons who the person responsible for the gaming premises expelled or prohibited from entering the premises because they disturbed the order of the premises or committed irregularities in the games taking place there.

2. It is for the holder of the department responsible for gambling and betting to lay down conditions or prohibitions on access other than those regulated in this Regulation, which shall in no case be arbitrary, discriminatory or prejudicial to fundamental rights.



3. The Administration of the Autonomous Community of Aragon may prohibit the playing of games and entry into premises or places where the following are played:

(a) Penalties have been imposed on them for infringement of the provisions of the legislation on gaming.

(b) Persons who make a voluntary request to that effect until such time as they also voluntarily request the lifting of that prohibition. The period laid down in Article 29 of that regulation must have elapsed between the entry ban and its lifting.

4. Gaming undertakings must apply to the competent body of the Administration of the Autonomous Community of Aragon for authorisation to impose conditions or prohibitions on admission to gaming premises other than those referred to in this Article.

Article 25. Prohibition of gambling and betting.

1. Persons in respect of whom one of the situations provided for in Article 24 of this Regulation applies shall be prohibited from gambling and betting.

2. The following subjective limitations on gambling and betting are laid down:

(a) Persons who are the owners and shareholders or participants of an undertaking authorised to organise or operate games, its managerial staff and persons employed by it, as well as their spouses or life partners, relatives in the ascending line and first-degree descendants, may not participate as users in games or bets organised or operated by that undertaking.

That limitation shall also apply to undertakings which own establishments authorised to engage in gambling and betting and their staff in relation to the premises or premises which they operate or in which they provide their services.

(b) Sports persons, coaches or other persons directly participating in a sporting event or activity, judges or referees who exercise their functions at such sporting events or activities and persons who decide on appeals against the decisions of such events or activities, as well as management persons of participating sports entities, may not place bets on such events.

3. For the purposes of this Regulation, games of chance and bets placed by the persons referred to in the preceding paragraph of this Article shall not be valid.

4. Without prejudice to the annulment of the game or bet carried out, gaming undertakings shall be obliged to report the facts to the competent department for the administrative management of the game when they become aware of any of the circumstances set out in paragraphs 1 and 2 of this Article.

SECTION 2. OF THE ARAGON BAN GAME REGISTER

Article 26. *Subject.*

The structure of the General Gambling Register includes a book entitled 'Registro del Juego de Prohibidos de Aragón' as a useful instrument for preventing gambling addiction, for contributing to the rehabilitation of users who might have been affected by disturbances resulting from gambling addiction and for enforcing the ban on access to gambling premises.

Article 27. *Entry in the Register*

1. The following may be entered in the register:

- (a) persons who voluntarily request, by themselves or by their legal representatives, that they be prohibited from entering authorised gaming or betting establishments.
- (b) Persons sanctioned for infringements classified as serious or very serious by Law 2/2000 of 28 June 2007 or by the specific legislation implementing each game or bet.
- (c) persons who present a pathological addiction to gambling, at the request of family members who are financially dependent on them.
- (d) persons who, following an administrative procedure conducted for that purpose, are included in the list of persons with prohibited access to gaming or betting premises, by means of an administrative decision and for such period as may be determined by that decision.

2. In addition, entries made by the State Administration in the exercise of their respective powers shall be made of their own motion.

Article 28. *Enrolment procedure.*

1. Registration shall be requested from the directorate-general responsible for the administrative management of gambling, without prejudice to the cases provided for in points (b) and (d) of the previous Article, which may be promoted ex officio by the



Autonomous Community administration, as well as registrations from the State administration in the exercise of their respective competences.

Registrations made in the REJUP at the request of applicants may be formalised in person or by means of authorised electronic identification schemes, in accordance with the legislation on the Common Administrative Procedure.

2. If the person concerned or his or her legal representative promotes the registration, he or she must provide the following information:

- (a) First name, surname, accompanied by a photocopy of the National Identity Document or Aliens Identification Number.
- (b) Domicile, for the purpose of notifications.
- (c) Email for the purpose of telematic notifications.
- (d) Date of registration.
- (e) Reason for registration.
- (f) Name, surname, accompanied by a photocopy of the National Identity Document, Foreigner Identification Number or equivalent document and address of the legal representative, if applicable.

3. In cases where the registration of a family member is requested, the applicant must provide, in addition to the credentials referred to in the previous paragraph, the following information:

- (a) Your first name, surname, address for service, email for electronic service and photocopy of your national identity card, foreigner's identification number or equivalent.
- (b) Documentary proof of the pathological addiction of the person to whom registration is sought and of the applicant's direct financial dependence on the registration of that person.
- (c) Certificate of entitlement of the sponsor of the registration.
- (d) confirmation of the final judicial decision declaring the person seeking registration to be incapable, insolvent or guilty of fraudulent bankruptcy, where applicable, and for as long as he or she has not been rehabilitated.

4. For the purposes of facilitating the application for entry in the relevant book of the General Gambling Register, officials attached to the Directorate-General responsible for the administrative management of gambling shall provide the standard application form.

5. Registration by the directorate-general responsible for the administrative management of the game shall be subject to the appropriate administrative procedure.

Article 29. Period of validity of registrations and cancellation.

1. The application for registration in the REJUP submitted by the interested party himself, by his legal representative or by an authorised family member shall produce the initial registration in the corresponding entry for an indefinite period and for all types of game, irrespective of the channel through which the game is marketed.

Entries made in the REJUP at the request of a third party or by a court decision shall be formalised for the period established in the decisions giving rise to them. If no time limit is specified, registration shall be for an indefinite period.

2. In cases where the initial registration has its origin in an administrative decision, the latter shall specify the period of validity of the registration, after which the registration shall be cancelled.

3. The person concerned may request the deletion of the entry six months after the entry has been made. To do so, you must apply in writing and pay the corresponding administrative fee for the provision of administrative services, and the Directorate-General responsible for the administrative management of the game must cancel your registration without further formalities.

Article 30. Coordination of registers and interconnection.

The department responsible for the administrative management of the game shall ensure the coordination of the REJUP with the equivalent registers of the General State Administration or the administrations of the Autonomous Communities in accordance with the agreements concluded for the communication of data or the interconnection of registers.

Article 31. Access to the REJUP Book.

1. The REJUP Book shall be reserved and shall not be advertised in any way whatsoever, its content being known exclusively to the Administration and to the gaming or betting companies concerned. The manufacturer providing the access control system, with the prior authorisation of the competent body, may access it



exclusively for the purposes of operating and maintaining it, always complying with the required data protection safeguards, and ensuring the reliability and traceability of the accesses at all times.

2. Only officials exercising their powers shall have access to the data contained in the REJUP.

3. Access to the information, statistical or otherwise, recorded in this Book must be authorised by the competent Directorate-General, except where such access is motivated by a judicial decision.

4. Under no circumstances may the statistical information to be obtained from this Book contain data relating to the persons registered or the promoters of the registration.

SECTION 3. ACCESS CONTROL AND MAINTENANCE OF THE VISITORS' BOOK

Article 32. Control of access to gaming premises and maintenance of the visitors' book.

1. Gaming premises, with the exception of amusement arcades, must have a service for controlling access to and maintaining the visitors' book located at the entrance to each of the access doors of the establishment, in order to prevent the entry of minors and persons registered with the REJUP or the General Register of Interdictions for Access to Gambling at State level (RGIAJ).

It is the responsibility of the services responsible for controlling access to and maintaining the visitors' book of gaming and betting premises to ensure compliance with the prohibitions and limitations on access provided for in Article 31 of Law 2/2000 of 28 June 2003 and Article 24 of this Regulation.

2. Access control and visitor book maintenance service means the space provided in the gaming premises for the prior identification of all persons seeking access to it by the person employed in the establishment, who may be assisted by a duly approved and authorised access control system.

This space shall be clearly delimited by fixed structures and positioned in such a way that it is impossible to access the play elements of the room without passing through this access control service.

Systems based on barriers, lathes or similar systems must be unlocked, either manually or automatically, in the event of a release emergency, with priority being given to automatic unlocking connected to the alarm system in cases where the room has such an emergency. Even if the system is automatic and is connected to the alarm, the possibility of manual operation is mandatory in cases where the event causing the alarm does not cause it to be triggered. At all times there shall be one person instructed and in charge of the manual unlocking operation.

In any case, the elements installed must not be liable to make it more difficult to cope with an emergency situation, and may not reduce the width of the escape routes, as this reduces the room's ability to evacuate. The urban planning rules applicable to this type of establishment must be complied with.

3. Identification prior to access to the premises shall be carried out by handing over the National Identity Document or Aliens Identification Number to the person responsible for the gaming premises, for age verification and immediate consultation with the REJUP, the RGIAJ and subsequent entry in the visitors' book of the premises, without any person being able to enter the premises or make use of the game elements without prior identification check, with the corresponding verification of the equivalence of the physical features of the document bearer with the photograph of the official document handed over by the visitor, and consultation in the aforementioned registers and entry in the visitors' book of the premises.

For access to the gaming premises, persons who do not have a National Identity Document or Aliens Identification Number shall be identified by means of an official personal identification document from the country of origin with a photograph, for identification purposes, verification of their age and immediate consultation of their first name and surname exclusively in the REJUP, the RGIAJ and the entry in the visitors' book of the premises.

Failure to comply with these obligations shall be the responsibility of the holder of the operating licence for the gaming premises.

4. On the instruction of the head of the department responsible for the administrative management of the game, the functionalities and technical conditions and the procedure for the approval and authorisation of automated computer systems for the control of identification and entry in the visitors' book shall be laid down.



5. The Directorate-General responsible for the administrative management of gambling shall make available to natural or legal persons authorised to operate gambling premises and, where applicable, to the manufacturer providing the authorised access control system, the possibility of consulting the up-to-date data of the persons listed in the REJUP and the RGIAJ, by means of an immediate and permanent telematic consultation system via a secure and encrypted IT application, with access to authorised users and operators by means of a digital certificate, token or equivalent system provided by the Administration, which guarantees the traceability of the queries made and which makes it possible to obtain, prior to the opening of the gambling day, the amendments to the data recorded daily by the Administration in those registers.

The data that may be consulted are the first name, surname, national identity card, foreigners' identification number or equivalent document and the date on which the alert was issued. In any event, no reference shall be made to the promoter of the entry, to the court decision, if any, or to the reason for the entry.

In the specific case of technical impossibility of consular data and in order to ensure the effectiveness of the restriction on entry to gambling premises, the Directorate-General responsible for the administrative management of gambling shall establish alternative procedures for the secure transmission of the data referred to in the previous paragraph, in accordance with the rules on the protection of personal data.

6. The gaming premises shall, prior to opening, check the functioning of the data retrieval application. Failure to comply with this obligation shall be the responsibility of the holder of the operating licence for the gaming premises.

7. The entry function in the visitors' book shall be performed by the person employed in the premises, through an IT system, recording only the name, type and identification document number of the user, the date of birth, as well as the date and time of access. The data contained in the visitors' book are for the exclusive use of visitor access control, shall comply with data protection rules, shall not be manipulated, shall be confidential and non-transferable and shall not be used for any purpose other than access control.

The recorded data shall be kept for a period of 12 months and may be consulted at any time by the gaming inspection staff and forwarded to the department responsible for the management of gambling and to the judicial bodies, at their request, in the

course of an open administrative or judicial procedure or of an administrative inspection procedure carried out by authorised staff.

The computer system of the visitors' book must make it possible to extract all its content in computerised form, at the request of the game inspection.

8. The operator of the gaming premises shall inform the workers of the premises in writing of their regulatory obligations for correct access control and shall sign their agreement. This information shall be endorsed in advance by the Directorate-General in the administrative management of the game and shall be visibly displayed to users and employees of the access control and visitor book maintenance service.

Article 33. Staff of the gaming premises with access to the REJUP data retrieval system.

1. Data from the REJUP and the RGIAJ will be consulted via a web application made available to the gaming premises by the department responsible for the administrative management of the game.

2. The owners of the gaming premises shall designate the persons responsible for access to the data consultation application and shall communicate their personal data to the Administration for registration in the application by the administration's management. Only persons whose national identity document is registered in the system will be able to access it, and reliable authentication of the person providing access with a digital certificate, token or equivalent system provided by the Administration, ensuring the traceability of the queries made, will be essential.

3. These staff members must sign a confidentiality agreement in respect of the personal data to which they have access, in order to comply with the provisions of this Regulation and Organic Law 3/2018 of 5 December 1995 on the protection of personal data and the guarantee of digital rights. It must also be entered in the 'Personnel' section of the relevant book of the General Register of Gambling, depending on the type of gaming premises concerned.

4. The total number of persons employed designated by each gaming premises to access the query application may not exceed ten.



5. The staff of gaming premises with access to the application with a digital certificate shall be liable for the correct use thereof, in accordance with the applicable legislation on electronic signatures, as well as for the proper processing of personal data transferred to the system of gaming premises, failing which they shall be liable for the infringements set out in Article 71 et seq. of Organic Law 3/2018 of 5 December and the implementing legislation.

Article 34. *Control of access to offline gambling.*

1. Gaming undertakings which operate forms of offline gambling, using electronic, computer, telematic and interactive channels, must have a computer system designed to identify the persons using the games and to check that they are not subject to bans on gambling.

2. **The** department responsible for the administrative management of the game shall have the necessary organisation, resources and software for the establishment of validation gateways for participants in order to verify that they are of age, are not registered with the REJUP or the RGIAJ and have their tax domicile in Aragon.

CHAPTER V

Gaming companies

Article 35. *Concept.*

1. For the purposes of this Regulation, 'gaming undertaking' means natural or legal persons engaged in the manufacture, marketing, distribution, import, installation, operation or technical service of gaming equipment, providers of interconnection services, operators of gaming premises, betting operators and traders, and any other entity generally or occasionally engaged in the operation or organisation of games and betting governed by this Regulation.

However, the operation of games and betting in gaming premises or other establishments, as well as through electronic, IT, telematic or interactive channels, within the territory of the Autonomous Community of Aragon shall require the corresponding authorisations to be obtained in accordance with the provisions of this Regulation.

2. Natural or legal persons who organise or operate on an occasional basis forms of gambling such as rifles, turbots or random combinations under the conditions laid down in this Regulation shall not be considered gambling undertakings.

3. Gaming undertakings shall have the following rights:

- (a) Determine the conditions of access to its gaming establishments in accordance with Article 23 (4).
- (b) Receive the support of the law enforcement authorities, under the terms laid down in their regulations, to ensure order outside or inside the gaming establishment in the event of incidents that could endanger the safety of persons or property, as well as to prosecute fraudulent conduct in the conduct of gaming and for the exercise of the right to admission, as laid down in Article 111.
- (c) collect the information required from the Autonomous Community authorities in order to ensure proper compliance with the obligations laid down in this Regulation.

4. Gaming undertakings shall have the following obligations:

- (a) provide the gambling authority with all the information it requests for the performance of its control, coordination and statistical tasks. Whenever possible, statistical data shall be provided disaggregated by sex and by types and degrees of disability.
- (b) carry out identification checks on persons using games as referred to in Article 32.
- (c) To keep in gaming establishments the complaint forms available to persons using the games.
- (d) make it easier for inspection staff to carry out the control and inspection tasks assigned to them.
- (e) allow gaming users to terminate the period of use of the game corresponding to the price of the item in question.
- (f) Do not leave the gaming machines out of operation during the opening hours to the public of the premises authorised to operate the games in which they are installed, where this would result in an infringement of the rights of persons using the games, unless there are duly justified reasons communicated to the gaming authority.
- (g) pay the corresponding prizes in accordance with the provisions of this Regulation.
- (h) Provide gaming users with all information about the game and its rules and standards, the prohibitions and the potential harmful effects of the game.
- (j) Receive and handle complaints and claims.
- (L) Ensure that personnel performing access control functions are trained accordingly.
- (m) Viewably display safe play principles in gaming establishments.
- ñ) Any other obligations laid down in this Regulation.



Article 36. *General requirements.*

1. The owners of the companies must be natural persons or commercial entities, with the exception of the exceptions provided for in Article 26 (3) of Law 2/2000 of 28 June and must comply with the requirements and conditions laid down in this Regulation.

In any event, they shall meet at least the following requirements:

a) In the case of commercial entities, they must be set up in the form of public or private limited companies, with the sole purpose of operating the game, without prejudice to the possibility of carrying out the related or linked operations referred to in Article 26 (1) of Law 2/2000 of 28 June or its implementing regulations.

b) The articles of association shall reflect the limitations contained in Law 2/2000 of 28 June, both as regards the share capital and the direct or indirect transfer of gaming undertakings, and as regards the trafficking of their business assets which are necessary elements for the practice of gambling and betting.

In any event, the transfer of shares and similar transactions shall be subject to prior authorisation or notification to the department responsible for gaming.

(c) have at their disposal the human, technical and material resources necessary for the exercise of their activity.

(d) lodge and lodge a security with the Caja General de Depósitos del Gobierno de Aragón (General Deposit Fund of the Government of Aragon) in accordance with the terms and amounts laid down in this Regulation.

(e) crediting economic and financial standing.

(f) be aware of the fulfilment of their tax and social security obligations under the provisions in force.

(g) bring the participation of foreign capital in line with the legislation in force on foreign investments.

Without prejudice to the above, natural persons, associations of property or legal persons, shareholders and participants holding more than 25 % of the share capital, and management persons, as well as persons who carry out their work or professional activity in these or in the premises authorised for their practice, must have no criminal record for offences against public health, forgery, unlawful association, smuggling, against assets and against the socio-economic order, against the public administration or against the public Treasury and Social Security, or for any criminal offence arising from the management or operation of games for which they have not been authorised.

2. The Autonomous Community of Aragon may also take over the organisation and operation of games or betting, either directly or through public bodies and public undertakings.

Except in the cases referred to in the previous subparagraph of this paragraph, persons assigned or linked by virtue of their service to the administrative bodies to which the management activities relating to gambling or its taxation are assigned may not hold the authorisations required for their operation or participate in the share capital of the authorised entities.

This personal limitation shall extend to their spouses or persons with a similar relationship of emotional cohabitation, ascendants and first-degree descendants of consanguinity or affinity.

Article 37. Grounds for disqualification.

1. Without prejudice to the provisions of Title V of Law 2/2000 of 28 June 2007, persons in any of the following circumstances may not be authorised to carry out the activities and organise the games and bets referred to in this Law:

(a) have been convicted, within the five years preceding the date of the application for authorisation, by a judgment which has the force of *res judicata* of any offence of forgery or of any offence against persons, property, socio-economic order, the public purse or social security.

(b) non-rehabilitated bankrupts and those who, being legally suspended or have entered into an arrangement with creditors, have been declared insolvent or have not fully complied with the obligations arising from the conduct of those proceedings, as well as those who have been sentenced, by a final decision, to penalties or sanctions entailing the deprivation of rights or entailing absolute or special disqualification from employment, profession, trade, industry or commerce.

(c) have been penalised, by a final decision, for two or more serious tax offences in the last five years, in respect of taxes on gambling and betting.

those sanctioned, by a final decision, for three or more serious or very serious infringements committed against the mandates of Law 2/2000, of 28 June, its implementing legislation or State legislation on gambling, over the last five years.

2. If natural persons, holders or participants of a company, are in one of the circumstances referred to in paragraph 1 of this Article after obtaining the



administrative authorisation, the latter shall be revoked under the terms laid down by law.

3. The provisions of paragraph 1 above shall also apply to sole proprietorships, associations of property and legal persons in which the persons managing, managing directors or those performing such functions are in one of the situations referred to therein.

Article 38. *Securities.*

1. Gaming companies must set up, at the Caja General de Depósitos del Gobierno de Aragón (General Deposit Fund of the Government of Aragon), in favour of the administration, guarantees in cash or by way of a guarantee provided by a bank, savings bank, credit union and mutual guarantee companies or by means of a surety insurance contract with an insurance company, which guarantee compliance with the obligations arising from Law 2/2000 of 28 June 2007.

Where the security is provided in the form of a guarantee, it must be provided jointly and severally with the principal, expressly waiving the benefit of excussion and division and undertaking to pay the first demand from the Treasury of the Autonomous Community of Aragon.

2. These guarantees shall relate to the payment of specific taxes on gambling, the payment of winnings and the fulfilment of any financial liabilities that may be incurred as a result of the application of the system of penalties provided for in Law 2/2000 of 28 June 2003 and this Regulation.

3. Before commencing its activity, the gaming company must lodge a security in favour of the Aragon Treasury, in accordance with the terms and amounts set out in this Regulation.

4. **The security** shall be retained in full for as long as the circumstance on the basis of which it was lodged persists. If the amount of the security is reduced or it is extinguished or cancelled, the undertaking holding the security must, within a maximum period of one month, after notifying the competent department, replenish or supplement it to the compulsory amount. Otherwise, the entry in the General Register of Gambling or the corresponding authorisation, as the case may be, shall be automatically

suspended until such time as it is reinstated. If two months have elapsed since the suspension and the replenishment has not been effected, the Administration shall cancel the corresponding authorisation or registration of its own motion.

5. **The** security shall be extinguished once the grounds on which it was lodged have ceased to exist and after it has been established that there are no outstanding liabilities to which it is linked. Once the security has expired, any assessment that may be required shall be returned.

For the purposes of reimbursement, the company shall send the application to the department responsible for the administrative management of the game, accompanied by proof that it is up to date with tax obligations towards the State Administration and the Taxes of the Autonomous Community of Aragon, or authorising its consultation by the Administration and proof of payment of the corresponding tax. The maximum time limit for deciding on the application shall be three months.

In procedures concerning the organisation and operation of bets, provision shall be made for the application to be published in the Official Gazette of Aragon so that, within two months of its publication, the rights of an economic nature held against the undertaking holding the authorisation can be satisfied.

If no complaint is lodged within this period, the competent gaming department shall issue a decision authorising its return.

6. **The head of the competent department is** authorised to amend the amounts of securities in accordance with the applicable rules.

Article 39. *Authorisations.*

1. The organisation, operation and practice of the games and bets governed by this Regulation shall require prior administrative authorisation.

2. Applications for the corresponding authorisations must be accompanied by the documentation indicated, in each case, in this Regulation. The standard application forms will be available on the website of the Government of Aragon.

3. Once the procedure has been completed and compliance with the requirements laid down in Article 36 has been established, the head of the department responsible for the



administrative management of the game shall decide on the authorisation and shall automatically make the corresponding entries in the General Gambling Register.

4. **The maximum** time limit for notifying the decision shall be three months from the date of the complete submission of the documentation or the provision of any additional documentation or information that may be required of the applicant.

If the time limit expires without a decision expressly upholding or rejecting the application having been notified, the interested party or the interested party shall be entitled to consider the authorisation to have been granted by virtue of a silence on the part of the authorities.

5. Without prejudice to the need to make available any other licences and authorisations that may be required, the granting of the corresponding authorisation shall entitle its holder to organise and operate the type of game for which it has been granted, subject to any conditions and limits laid down in the authorisation.

6. Authorisations may only be transmitted “inter vivos” or “mortis causa” or operated through third persons, subject to prior authorisation by the Administration of the Autonomous Community of Aragon and provided that the following conditions are met:

- (a) the authorisation to be transmitted must be valid.
- (b) there must be a written agreement between the undertaking transferring the authorisation and the new undertaking.
- (c) that the company to which the authorisation is transferred complies with the requirements laid down in this Regulation for the granting of the relevant authorisation and for its registration in the General Register of the Gaming of Aragon.

The undertaking holding the authorisation must submit the application for authorisation of the transfer to the directorate-general responsible for the administrative management of the game, together with the agreement referred to in point (b) and the documentation from the new undertaking proving that it meets the requirements indicated, in each case, in this Regulation.

The transfer of authorisations shall entail the obligation of the new holder to take over all the rights and obligations included in the period of validity.

7. Authorisations may be revoked, with no effect if, during their period of validity, all or some of the conditions on the basis of which they were granted are lost, or if one of the grounds for disqualification occurs subsequently, without prejudice to any penalties that may be imposed, in accordance with the provisions of Title IX of Law 2/2000 of 28 June 2003.

8. Entry in the General Register of the Gambling of Aragon shall constitute sufficient authorisation to carry out, within the Autonomous Community of Aragon, the activities of manufacturers and importers, marketers and distributors of technical services and providers of interconnection services.

CHAPTER VI

General Gambling Register

SECTION 1. ENFORCEMENT – GENERAL

Article 40. Concept and subject matter

1. The General Gambling Register shall be attached, organically and functionally, to the Directorate-General responsible for the administrative management of gambling.

2. The General Gambling Register is the official instrument for the registration and control of activities relating to the organisation, management, operation and conduct of the games and bets provided for in the Catalogue of Gambles and Places, in order to ensure compliance with the obligations laid down and to guarantee the transparency of those activities.

3. The purpose of this Regulation is to regulate the entry in the General Register of Gambling in Aragon of:

- (a) natural or legal persons engaged in the manufacture and importation, marketing and distribution of gaming machines and equipment and betting, as well as the supply of technical services and interconnection services.
- (b) undertakings and natural or legal persons operating games or betting licensed in the Catalogue of Games and Puts.
- (c) Approved game models, elements and equipment operated by gambling companies in Aragon.
- (d) premises authorised for the practice of gambling and betting.



- (e) persons prohibited from entering gaming or betting premises.
- (f) Any changes in ownership, location and other changes in the above.
- (g) The administrative penalties for very serious and serious misconduct imposed on undertakings and individuals by a final decision, in accordance with the third paragraph of Article 14 of Law 2/2000 of 28 June 2007.

4. The register shall be public, except for the REJUP Book. Data subjects may obtain information from the data contained therein, without prejudice to the rules in force on the protection of personal data and the guarantee of digital rights and transparency.

Article 41. Legal framework.

1. Entry in the General Gambling Register is a prerequisite for the activity of gambling in Aragon.

2. Under no circumstances shall registration in itself produce effects which make it possible to exercise a gambling activity where that activity is subject to the system of prior administrative authorisation, in accordance with the provisions specifically laid down for each game or bet.

3. In addition to the general requirements laid down in this Chapter for the various gambling activities, there are other specific requirements and conditions that must be met by natural or legal persons or by models, materials or elements of the game in order to be entered in the General Gambling Register.

4. Entry in the General Register of Gambling is regulated, so that the administrative body responsible for the Register may not refuse to register applications that prove that they meet the conditions laid down for entry in the section and the corresponding register.

5. Book 7 of this Register, dedicated to the REJUP, is regulated in Section 2 of Chapter IV of this Regulation.

Article 42. Structure of the Register.

The General Gambling Register is organised in the following Books and Sections:

Book 1. Gambling casinos.

Section I. Models, elements and materials.

Section II. Companies.

Book 2. Bingo rooms.

Section I. Models, elements and materials.

Section II. Companies.

Book 3. Machine set.

Section I. Gambling models and equipment

Section II. Manufacturers and testing and testing laboratories for game equipment.

Section III. Marketing, distribution of game equipment and technical service companies.

Section IV: Management companies and operators of amusement and gaming machines.

Section V. Holders of amusement arcades and amusement arcades.

Section VI. Undertakings providing interconnection services.

Section VII: Approved establishments.

Book 4. Betting

Section I. Models, elements and materials.

Section II. Operators.

Section III. Specific establishments and approved establishments.

Book 5. Cybergames.

Section I. Cyber game operators. Ciber salons.

Section II. Other premises authorised for the operation and playing of non-prize recreational games through systems or facilities in public premises.

Book 6. Other forms of gambling.

Section I. Models, elements and materials.

Section II. Operators.

Section III. Approved establishments.

Book 7. Register of Aragon Ban Gambling (REJUP).

Book 8. Sanctions Register.

Article **43**. *Inscription seats*.

1. In the Book and the corresponding section of the General Register of Gambling, entries, marginal notes and cancellation shall be made in computerised form.



2. Entries shall be made one after the other, in chronological order, by allocating to them the corresponding registration number, indicating the data required by the specific regulations for each game or bet. Any circumstances relevant to your registration will be noted.

3. Cancellation entries are intended to extinguish the initial entry.

SECTION 2. OF THE BUSINESS REGISTER

Article 44. Purpose of the Register.

1. Any natural or legal person engaged in the manufacture, marketing or distribution, technical and interconnection services, installation, organisation, management or operation of gambling machines, games and bets must, prior to commencing their activity, be entered in the section and the corresponding register of the General Register of Gambling. However, where the specific regulation of an activity so provides, registration shall be carried out by the Administration of its own motion when a decision is taken to authorise the activity in question.

2. The registration of an undertaking, for the pursuit of a given activity, does not exempt the same undertaking from the registration requirement for the pursuit of one or more other activities related to gambling or betting.

Article 45. Application for registration.

1. Natural or legal persons wishing to be entered in the section and the corresponding book of the General Register of Gambling, in order to carry out the activities referred to in the previous article, must submit the application, using the standard form, to the Directorate-General responsible for the administrative management of the game, meet the requirements laid down in this Regulation and accompany the following documentation:

a) Tax Identification Number of the requesting natural or legal person in addition to accompanying, in the case of a legal person, the Tax Identification Number or equivalent document of the managing or managing persons.

The production of a document equivalent to the above, whether national or issued by a Member State of the European Union, shall be permitted.

(b) Negative certificate from the Central Register of Penalties and Rebels of persons who are administrators, directors, managers and authorised representatives with

powers of administration or authorisation for consultation by the Administration. If any of the persons mentioned are foreign nationals not resident in Spain, they must also be accompanied by an equivalent document issued by the competent authority of their country of residence and translated by the Language Interpretation Service of the Ministry of Foreign Affairs.

(c) Address, registered office, email for notification purposes.

(d) In the case of commercial entities, a copy of the instrument of incorporation and any subsequent amendments, with the identification of the partners, their number of shares or share.

justification for being up to date with the payment of the business tax or registration corresponding to their activity.

justification for being up to date in complying with their tax obligations towards the Administration of the Autonomous Community of Aragon and the General State Administration.

(g) Certificate of compliance with social security obligations or decision on recognition of registration under the special scheme for self-employed persons, if applicable.

(h) Document proving that the corresponding security referred to in this Regulation has been lodged.

(l) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

(K) Other documents required for each type of gambling undertaking, as specified in this Regulation for each game or bet.

2. If the directorate-general responsible for the administrative management of the game finds that the application does not meet any of the requirements or that it does not include any of the required documents, the applicant shall be requested to remedy the shortcoming or to accompany the documents within 10 days. Failure to submit the documents within the time limit set above shall result in the expiry and closure of the file, unless an extension of the aforementioned time limit is granted ex officio or at the request of the interested parties, which shall not exceed half of the time limit, if the circumstances so require and thus does not prejudice the rights of a third party, in accordance with Article 32 (1) of Law 39/2015 of 1 October.

As a general rule, it is not necessary to provide the documents or data to which the body competent to take a decision has access, where this is possible, provided that the



interested party expressly authorises consultation of the aforementioned documents or data.

3. Gaming undertakings classified as 'cyber gaming operators' are excluded from the application of the provisions of the previous paragraph, and must provide the documentation required by their specific legislation in order to be registered.

4. Once the application for registration has been submitted, together with the documentation required for each type of gaming undertaking, the directorate-general responsible for the administrative management of the game shall give a reasoned decision within a maximum of three months from the date of the complete submission of the documentation or the provision of any additional documentation or information that may be required of the applicant, and shall, where appropriate, proceed to registration with the allocation of the corresponding registration number. In the absence of an express decision within that period, the entry shall be deemed to have been accepted.

5. The provisions of this article are without prejudice to the possibility for the directorate-general responsible for the administrative management of the game to ask the applicant to prove or clarify any declaration or documentation provided.

Article 46. Amendment of registration data.

1. Changes to the details of the companies entered in the General Gambling Register referred to in paragraph 2 below shall require communication to the Directorate-General responsible for the administrative management of the game, within a maximum period of one month from their occurrence. A copy of the notarial certificate proving that the notified modification has been carried out and proof of payment of the administrative fee for the provision of administrative and technical gambling services must be submitted, without prejudice to any modifications which, in accordance with this Regulation, require prior authorisation.

2. The following must be reported:

- (a) changes of name and registered office for the purposes of notifications.
- (b) transfers of shares representing less than five per cent of the capital or changes in the composition of management bodies.

- (c) increases or decreases in share capital which entail a change in the shareholders or participants of less than five per cent of the share capital.
- (d) the revocation or amendment of general powers of administration granted to third parties.
- (e) situations giving rise to a declaration of unfitness which occur subsequently.
- (f) Any changes to the registration details.

3. The modifications provided for in points (b) and (c) of the previous paragraph shall require prior authorisation from the directorate-general responsible for the administrative management of the game, if its percentage is equal to or greater than five per cent. In such cases, proof of payment of the administrative charge for the provision of administrative and technical gambling services must be submitted with the application for authorisation.

4. Failure to notify within one month or, as the case may be, failure to apply for authorisation shall result in penalty proceedings being initiated.

Article 47. Update of information

1. The Directorate-General responsible for the administrative management of gambling may, at any time, for the purposes of updating the information of undertakings entered in the General Gambling Register, require them to comply with the requirements laid down in Article 36 of this Regulation.

2. The Administration shall grant a period of not less than two months from the date on which the request is issued, after which, without proof of compliance with the requirements requested, the administrative body shall cancel the registration.

Article 48. Duration and renewal of registration

1. The registration of natural or legal persons shall be temporary and valid for 10 years from the date of registration, and may be renewed for periods of the same duration.

2. As a general rule, the application for renewal shall be submitted to the directorate-general responsible for the administrative management of the game at least two months before the expiry date granted. It shall be accompanied by the documentation referred to in points (a), (b), (e), (f) and (i) of Article 45 (1) and a self-declaration by the



company if it has not changed from point (c) of that Article. Otherwise, the deed of amendment must be produced, unless it is in the possession of that administrative body.

3. The directorate-general responsible for the administrative management of the game shall give a reasoned decision within a maximum of three months from the date of the complete submission of the documentation or the provision of any additional documentation or information that may be required of the applicant, and shall, where appropriate, renew the registration. In the absence of an express decision within that period, the entry shall be deemed to have been accepted.

4. Failure to renew a registration shall result in the cancellation of the registration, in accordance with the provisions of the following article.

Article 49. Cancellation of registration.

1. The entry of natural or legal persons in the General Gambling Register may only be cancelled:

- (a) at the request of the holder, for cessation of activity.
- (b) by the death, declaration of absence or incapacity of the holders, in the case of natural persons, or by the dissolution of the entities, in the case of legal persons.
- (c) by reasoned decision of the directorate-general responsible for the administrative management of the game, adopted following the corresponding procedure, with the holder being heard, for one of the following reasons:

- 1°. Check that the information provided for registration is false.
- 2°. Failure to comply with the obligations to provide security or the amount thereof.
- 3°. Absence or amendment of any of the minimum requirements or where such amendment is possible without prior notification or authorisation, as the case may be.
- 4°. Registration ceases to be valid without an application for renewal or because it has not been obtained.
- 5°. Non-payment of gambling taxes.
- 6°. Non-payment of administrative fees for the provision of administrative or technical gambling services.
- 7°. As a result of the imposition of a final administrative penalty in the field of gambling which expressly cancels registration.

2. In the cases described in points (a) and (b) above, the holder shall submit the request for cancellation to the directorate-general responsible for the administrative management of the game, which shall take a decision within a maximum period of three months. In the absence of an express decision within that period, the application shall be deemed to have been granted.

3. Notwithstanding point (b) of the previous paragraph, in the event of the death of the entrepreneur who is a natural person, the entry in the relevant Section and Book shall not be cancelled if the successors so request within one month of the death of the entrepreneur, the entry remaining valid with the mention of 'successors of...', for a maximum period of one year, which may be extended for the same period on duly justified grounds, until the division of the estate has taken place and the new owner has been registered.

During this period, the successors shall be subrogated to the legal position of the deceased entrepreneur, accompanied for this purpose by a reasoned request for continuation of activity, a certificate of death and an authorised copy of the title on which the succession to the estate of a deceased person is based.

4. The cancellation of the registration effected for the reasons set out in paragraph 1 (c) of this Article shall entail the disqualification from engaging in the economic activity of the game or bet in question, the automatic revocation of the respective administrative authorisations required for each type of game or bet authorised, or the seizure of all the securities provided by the undertaking for its registration and for obtaining the corresponding authorisations, without prejudice to the administrative penalties ancillary to infringements classified as very serious and serious, provided for in paragraph 3 of Article 45 of Law 2/2000 of 28 June 2007.

5. The cancellation of the registration of a gaming or betting undertaking shall have the effect of extinguishing all the authorisations granted to it for the exercise of any activity relating to games of chance, betting or gambling.

SECTION 3. REGISTRATION OF GAME MODELS, ELEMENTS AND MATERIAL



Article 50. Purpose of the Register.

1. Prior approval is required in order to obtain authorisations for the activities of manufacture, marketing, distribution, installation or use of models, elements and equipment for gambling or betting. Their entry in Section I of the corresponding Book of the General Gambling Register shall be made by the Administration of its own motion when a decision is taken on the corresponding approval.

2. In any case, the use of the following material shall be subject to prior approval and registration:

(a) Gambling cases: models of tables used in the various exclusive casino games, roulette cylinders, fortune wheels, cards or playing cards, dice or craps, distributors or sabots, tokens and plates and computer systems for the admission and accounting of games and tips in casinos.

No prior approval shall be required for demonstration tables, which shall not be considered as casino game tables requiring approval or individual authorisation.

(b) Bingos: models of draw machines, ball extraction systems, screens and related luminous information boards, ball games, electronic or computer reproduction equipment and information systems for cards or cards used to play the bingo game and the various types of card, automatic machines or equipment to assist persons using the games used during consignments of collective games of money and chance, recording systems for consignments (audiovisual, voice, etc.), electronic or computer circuits such as bingo room gaming software and computer systems for recording and controlling the admission of the bingo room.

(c) Gambling machines: models of type 'A' gaming machines or amusement machines, type 'B' gaming machines or amusement machines with a scheduled prize and type 'C' gaming machines or amusement machines, meters for amusement machines and amusement machines, magnetic, optical or optimal magnetic media for installation in the memory of the machine.

(d) Sports or competition games: the central betting server, the computerised betting dispatch terminals, the communications system and the necessary software.

(e) Models, components and equipment of other forms of gaming authorised in the Catalogue of Games and Puts, such as apparatus used in games requiring the issue of tickets and lotteries or tickets and computer systems for drawing up records and checking the admission of establishments of collective games.

3. Gaming models, elements and equipment lawfully marketed in a Member State of the European Union and those originating and lawfully marketed in States belonging to the European Economic Area may be approved and entered in the General Register of Gambling provided that the technical specifications of those models, elements and equipment comply with the applicable technical regulations and have carried out the prior tests in accordance with Chapter VIII of Title II.

4. The Administration of the Autonomous Community of Aragon may enter into agreements or arrangements with other competent administrations in this area in order to recognise the mutual validity of administrative actions involving the carrying out of prior tests, approval decisions and registration in the corresponding registers, as well as the recognition of their effects in the territorial areas within their respective competence. Similarly, it may conclude agreements or contracts with other competent authorities in this area that allow the joint development of the game of machines or other elements of gambling whose territorial scope extends beyond the Autonomous Community of Aragon and does not extend to the entire national territory.

Article 51. Application for approval and inscription

1. The application for approval and registration of models, equipment or elements of gambling and betting in the relevant section and book of the General Register of Gambling must be submitted to the Directorate-General responsible for the administrative management of the game, in accordance with the procedure laid down in Section 2 of Chapter VIII of Title II, and must meet the following requirements:

(a) manufactured by an undertaking duly registered in accordance with Section 2 of this Chapter.

(b) meet the technical characteristics that, for each type of model, material or element of gambling or betting, are suitable for fulfilling the functionality for which it is intended, either of which may be demonstrated by means of technological or industrial certifications from testing laboratories qualified by the Administration.

2. If the directorate-general responsible for the administrative management of the game finds that the application does not meet one or more of the requirements or that it is not accompanied by one or more of the documents required, the fourth paragraph of Article 45 (2) of this Regulation shall apply.



3. In the light of the documentation submitted and any reports requested by the directorate-general responsible for the administrative management of the game, the latter shall give a reasoned decision, within three months, on the approval and registration of the model or its refusal. In the absence of an express decision within that period, the application may be deemed to have been granted.

4. If the approval decision is favourable, the party concerned shall be notified and the model, equipment or element of the game or betting shall be entered in the relevant section and book and given the appropriate number.

5. The entry in the General Gambling Register will serve as proof only of the content of the documents submitted.

6. The registration of models, equipment and elements of gambling or betting does not require the provision of a security.

Article 52. Prohibition of inscriptions

1. Those whose use involves the use of images, messages or objects that may prejudice the formation of children and young people, that are directly or indirectly contrary to or that infringe the fundamental rights and freedoms recognised by the Constitution, the Statute of Autonomy of Aragon and the legal system in force, as well as those that incite violence, criminal activities, any form of discrimination and, in particular, those that contain racist, sexist or pornographic elements, may not be entered in the section on models, elements and gambling or betting materials of the corresponding book of the General Register of Gambling.

2. Likewise, those whose names are identical to those of other names already registered may not be registered, unless the applicant provides proof of registration in his name, on an earlier date, with the Spanish Patent and Trade Mark Office or with the European Union Intellectual Property Office, which will result in the initiation of the appropriate administrative procedure for the cancellation of the earlier registration.

3. Old model names may be reused provided the registration is cancelled.

Article 53. Amendment of registration data.

1. Any change to registered models, equipment or elements of gambling or betting shall require prior authorisation in accordance with Article 307 of this Regulation.
2. The non-substantial modification shall not entail any change in the registration number.
3. The substantial modification will entail the addition of a letter after the previous assigned number.

Article 54. Period of validity of the registration.

The registration of models, equipment and game elements shall be for an indefinite period.

Article 55. Cancellation of registration.

1. By way of derogation from the preceding Article, the registration of models, elements and materials of the game or betting may be cancelled at the request of the owner, provided that he provides clear evidence that no machine of the model, or copy of the corresponding model or material of the game, is in operation in the territory of the Autonomous Community of Aragon.
2. The head of the department responsible for the administrative management of games shall automatically cancel the registration, after conducting the corresponding procedure, after hearing the interested party, in the following cases:
 - (a) where it is found, after registration, that the characteristics of the model, the game or the game material do not faithfully conform to the documentation submitted for approval, or where modifications have been made to the technical elements which have the effect of altering the course of the game, the amount of the prizes, the meters or the security features of the model without the corresponding authorisation, the manufacturer being responsible for this.
 - (b) as a result of a final administrative penalty in the field of gambling.
 - (c) when justified by serious reasons in the public interest, in defence of the education of children and young people, in accordance with the rules on the care and protection of children and adolescents.



(d) Where the person holding the registration has been excluded from Section II, 'Manufacturing companies and testing and testing laboratories for gaming equipment', of Book 3, 'Machinery Gambling', of the General Register of Gambling.

3. The automatic cancellation of the registration shall entail the prohibition of the manufacture and placing on the market of machines of the model, set or game material concerned and, in the cases referred to in the second paragraph, shall lead to the automatic revocation of the authorisations to operate the machines corresponding to that model. The deadline for the removal of the machines from the revoked model shall be set in the cancellation decision, and shall never exceed three months, without prejudice to the responsibilities involved. Such machines may be exchanged within the prescribed three-month period.

4. The head of the department responsible for the administrative management of gaming shall issue and notify the relevant decision within a maximum period of three months from the date on which the cancellation procedure was initiated, except in cases where, in accordance with the applicable system of penalties in this area, the model is cancelled and the manufacturer is disqualified in the decision issued to that effect in the corresponding penalty proceedings.

5. In cases where the manufacturer of the model has requested the cancellation of the registration, the application shall be deemed to have been granted if, within three months of the date of submission of the application, the corresponding decision has not been issued and notified by the holder of the department responsible for the administrative management of games.

Article 56. *Disposals.*

1. Rights to manufacture a registered and duly approved model, component or gaming equipment or betting may be transferred if the assignor and the assignee are registered in the 'Companies' section of the corresponding book of the General Register of Gambling. The transferor undertaking must notify the transfer to the directorate-general responsible for the administrative management of the game, providing the documentation proving the transfer.

2. The directorate-general responsible for the administrative management of the game shall relate only, in respect of the particular model, element or material of the game or betting, to the grantor of the production rights.

3. The transfer shall be recorded in the relevant entry in the Register.

SECTION 4. PUBLICATION OF DATA IN THE GENERAL GAMING REGISTER

Article 57. Publication of the Register

1. The data of natural and legal persons entered in the General Gambling Register must be duly kept in accordance with the legislation on the protection of personal data.

2. Publication of the register shall be effected by certification or by means of an information note on the content of the entries in the General Gambling Register.

3. Certifications and information notes must be requested in writing and shall be issued by the Head of Service responsible for managing the General Gambling Register.

CHAPTER VII

Advertising, sponsorship and promotion of gambling activities

SECTION 1. ENFORCEMENT – GENERAL

Article 58. Purpose and scope of application.

1. The purpose of this chapter is to determine the requirements and conditions to be met by the advertising, sponsorship and promotion of games and betting falling within the scope of Law 2/2000 of 28 June 2007 and this Regulation, as well as the advertising of the premises in which they take place.

2. Any advertising event falling within that scope is without prejudice to the obligation of the owners of authorised premises to comply with the general principles of the legislation on advertising, municipal ordinances and the legislation on advertising on roads and other publicly-owned property.

In any event, gambling advertising, promotion and sponsorship activities shall be subject to the provisions of Law 34/1988 of 11 November 2003, the General Advertising Act.



3. Commercial communications of gambling activities, undertakings and premises shall include, in easily visible and legible size, a warning that “The practice of gambling is forbidden to minors” and that “Excessive gambling can lead to gambling disorder”.

4. Commercial communications by gambling operators shall be made with a sense of social responsibility, without undermining or trivialising the complexity of gambling activity or its potential harmful effects on individuals, and shall respect human dignity and constitutionally recognised rights and freedoms.

Article 59. Definitions.

For the purposes of this Regulation:

(a) Advertising of gambling and betting activities and the premises on which they are carried out: any form of communication, dissemination or announcement thereof, irrespective of the medium used (such as brochures, cards, flyers, billboards, billboards and other means of social commercial communication such as means of written dissemination, the press, the broadcasting of announcements or campaigns via radio, television or other similar computer, telematic or audiovisual means) for the purpose of disseminating the games or bets authorised by Law 2/2000 of 28 June 2007, or the premises in which they take place.

(b) Indirect advertising: any form of solicitation and recruitment of users of games which leads or is likely to lead to the encouragement, encouragement or promotion of the practice of games or betting, as well as the use of images and items in spaces or advertising campaigns which allow the covert and fraudulent dissemination of a message or images prohibited by this Regulation.

(c) premises authorised to advertise: permanent and temporary gaming casinos, bingo halls, gaming arcades, amusement arcades, e-gaming arcades, specific establishments which issue sports or competition bets, racecourses, canodromes and the like, and such other establishments as may be laid down by regulation.

(d) Promotion activities: vouchers, rebates, discounts, betting or consignment gifts, quota or prize multipliers, offers or any other similar mechanism, free of charge or subject to conditions, aimed at effectively promoting participation in gambling, or customer loyalty

(e) Sponsorship: any type of contribution made by a natural or legal person authorised to carry out gambling activities regulated by Law 2/2000 of 28 June 2006 to the

financing of goods, services, activities, events, programmes or any other content, with the aim of promoting their name, brand, image, activities or products.

Article 60. Prohibited advertising of games and bets and the premises in which they take place.

1. The following are expressly prohibited:

(a) Any form of advertising that incites or stimulates gambling or betting, irrespective of the means used, by including images, symbols, anagrams, graphics or texts that show how easy it is to win prizes or how high prizes are, by encouraging people to play in a compulsive manner, in such a way as to generate pathological habits or behaviour among gaming users.

(b) Any form of advertising, sponsorship and promotion of gambling activities, gaming companies and gaming premises that incites or stimulates the practice of gambling, irrespective of the medium used, or that suggests that gambling can be a solution to personal, educational, professional or financial problems, shall be prohibited.

(c) Any form of advertising which, by the media it uses or by the target audience, harms the education of children and young people. That term prohibits the advertising, sponsorship and promotion of gambling activities, undertakings and gaming premises falling within the scope of that regulation, which are intended, directly or indirectly, to attract the attention or particular interest of minors, irrespective of the medium, programme or medium in which they are disseminated or emplaced.

(d) the advertising of gambling in establishments in which some form of gambling is practised and the principal activity of which is not the practice of gambling.

(e) The advertising of all types of gambling material, without prejudice to Article 66.9 of this Regulation.

(f) advertising of games, bets or the premises in which they take place through the sponsorship of sporting or leisure activities involving minors.

Inside or outside sports establishments and sports facilities, when events or competitions are held at local, provincial or Autonomous Community Aragon level whose participation is restricted exclusively to minors, the advertising, sponsorship and promotion of gambling activities, undertakings and gaming premises falling within the scope of this Regulation shall be prohibited.

(g) set up websites on which the promotional activities referred to in Article 59(d) are advertised, in relation to the game or bet taking place in the premises referred to in Article 59(c) of this Regulation.



(h) indirect advertising within the meaning of Article 59(b) of that regulation.

(I) Complete the amount of prizes established with any amount of money or payment in kind, of any kind.

(j) carrying out sponsorship activities consisting of the use of the brand or trade name or company name of a gaming company to identify a sports facility or any training centre. Sponsorship activities may also not involve replacing or adding to the name of a sports team or competition, at local, provincial or Autonomous Community level or any other entity outside the gambling sector, the name or trade name of the gambling company.

(K) In relation to games falling within the scope of this Regulation, individualised communications to users of self-prohibited games by computer, electronic or telematic means and through social networks and other technological service providers located in Aragon are prohibited.

(L) Gambling undertakings falling within the scope of that regulation are prohibited from engaging in canvassing and customer loyalty activities, irrespective of the physical, IT or telematic medium or medium used without the express consent of the recipient, and from offering games free of charge or at a lower price than the authorised price. Similarly, business practices that encourage the influx of people into gaming premises by providing more gambling time, more frequent and repetitive gaming sessions, or serving meals and drinks generally and indiscriminately free of charge or at a price below the market price are prohibited, without prejudice to the provisions of Article 61 (3) of this Regulation.

(m) Advertising on games falling within the scope of this Regulation by mailboxes, by post, by telephone and, in general, by messages sent to a home address is prohibited, subject to subparagraph (k) above.

(N) Commercial communications which are considered contrary to the principle of social responsibility and which:

1°. Incite anti-social or violent attitudes or behaviour of any kind, which discriminate on the grounds of birth, racial or ethnic origin, sex, religion, opinion or belief, age, disability, sexual orientation, gender identity, disease, or any other personal or social condition or circumstance.

2°. Incite humiliating, denigrating or vexatious attitudes or behaviours.

3°. Associate, link, represent or positively or attractively link gambling activities with activities or conduct that are illegal or harmful to public health, as well as with those that result in economic, social or emotional harm.

4°. Discredit people who do not play or give social superiority to those who play.

- 5°. Include messages that devalue the effort compared to the game.
- 6°. Make explicit appeals to the recipient of the commercial communication to share the message provided for in the commercial communication with other persons.
- 7°. Convey tolerance for gambling in educational or work environments.
- 8°. Suggest that the game can improve personal skills or social recognition.
- 9°. Include sexual content in commercial communications, link gambling to seduction, sexual success or increased attractiveness.
- 10°. Present the game as indispensable, priority or important in life.
- 11°. Present the family or social relationships as secondary to the game.
- 12°. Use pictures of money or luxury goods.

2. The external part of the gateway to all gaming premises, with the exception of amusement arcades, social networks and the other technological services of gaming undertakings falling within the scope of this Regulation shall contain information, provided in advance by the Administration, from official premises where registration in the Register of the Gambling of Prohibitions of Aragon may be requested, as well as information posters warning of:

- (a) An entry ban on minors.
- (b) A ban on entry for persons registered with the REJUP.
- (c) Overplay may cause gaming disorder.

Article 61. Distribution of gifts to attendees at gaming or betting premises.

1. The delivery and distribution of any gift or gift outside the premises referred to in Article 59(c) of this Regulation shall be prohibited.

2. Within the premises referred to in the previous paragraph, the supply of gifts and gifts to users of games other than that governed by this Article shall also be prohibited.

3. All gaming premises may, after notifying the directorate-general responsible for the administrative management of the game, deliver items of low value, which shall under no circumstances exceed EUR 5, updated annually in January according to the consumer price index published by the National Statistics Institute for the year preceding that of the update. Only the name, the address of the room or the logo of the premises advertised, if any, may appear on these items. The delivery of promotional items may not be advertised on the gaming premises or by any other means.



The premises will be promoted through the delivery of these items during the first three hours of the game day. However, after notifying the competent directorate-general, these premises may deliver promotional items throughout the entire day of the game within a maximum of 14 days per year.

The granting of promotional items which, in the same or in a different promotional campaign, constitute an object of greater value than that authorised shall be prohibited, as shall the provision of vouchers, tickets or similar which, when added together, are redeemable for objects of greater value than that authorised and the supply of units and tickets for lotteries and betting and tickets for low-cost flights.

During the game day, only one promotional item may be distributed to each user of the games.

4. In gambling casinos, gifts with an individual economic value of more than EUR 5 and less than EUR 10 may be made available after notification to the Directorate-General responsible for the administrative management of gambling in accordance with Article 70. No more than six authorisations may be granted per year.

The individual economic value of each gift shall be understood to be updated annually in January of each year on the basis of the consumer price index published by the National Statistical Institute for the year preceding that of the update.

5. Gaming premises with a hospitality service, with the exception of gaming casinos, may not offer their customers, free of charge, consumptions such as snacks, cafes, soft drinks, alcoholic beverages or other regular consumption.

In the case of casinos, the supply of these consumptions, which shall not under any circumstances be intended for the general public, shall be sporadic and exceptional and may not be advertised on the gaming premises or by any other means.

6. No gaming premises may offer and deliver meals or dinners to gaming users free of charge or at a price significantly lower than the market price.

7. The delivery free of charge or sale of cartons, tickets, tokens or the like at a lower price than that allowed shall be prohibited.

Article 62. Advertising of the premises by means of information brochures.

1. Persons holding a licence to operate games or bets falling within the scope of this Regulation may draw up information brochures showing only the business name of the

establishment, its address, operating hours and any additional services provided, after informing the directorate-general responsible for the administrative management of the game. Gambling casinos may also include the types of games they are authorised to play. These brochures may be deposited in hotels, travel agencies and the like.

2. The provisions of the previous paragraph shall be without prejudice to information leaflets setting out the rules and conditions under which the game or bet takes place, which must appear inside the premises.

Article 63. Advertising of consumer products for general use within premises authorised to advertise.

1. The owners of the premises referred to in Article 59(c) of that regulation may advertise consumer products for general use within their premises, subject to the conditions laid down for that type of advertising by the rules governing them.

2. Advertising which, either expressly or subliminally, by means of advertising for consumer products for general use, advertises gaming or betting premises or encourages gaming or betting shall be prohibited.

3. In amusement arcades and ciber salons, the advertising of alcoholic beverages, tobacco and any other product the consumption of which is prohibited to minors, as well as products the use or consumption of which may adversely affect children or young people, shall be prohibited.

4. In bingo rooms, advertising may be displayed via monitors and screens inside the room during the period between the closing of one consignment and the beginning of the next. The consignment is considered to have ended when the head of the table, after checking the cardboard or cartons awarded the prize, completes the consignment. The consignment is considered to have begun when the head of the table announces the total number of cartons sold and the amount of the various prizes. Bingo halls intending to use this advertising system must notify the directorate-general responsible for the administrative management of the game before it is put into operation.

5. In the specific establishments issuing sports or competition bets, advertising may be broadcast only through the monitors and screens installed when the event or event



which is the subject of the bet is not being offered. Similarly, if these establishments intend to use this advertising system, they must notify the directorate-general responsible for the administrative management of the game before it is put into operation.

6. Tickets showing the amount of winnings from the various types of bingo game and sports or competition betting may contain advertising slots and must be submitted only together with the payment of the corresponding prize.

Article 64. External advertising of the gaming premises can be found on advertising hoardings and fences.

1. Signs on gaming premises falling within the scope of this Regulation may not contain symbols, figures or anagrams that include images or texts that encourage gambling by showing how easy it is to win prizes, how high prizes are, or the economic advantages or benefits that gaming users can gain, in such a way that it can generate pathological behaviour or habits.

2. The operators of gaming casinos and bingo halls may advertise by means of billboards installed at the entrances to towns, airports and other passenger transit points, subject to municipal ordinances and the rules on advertising on roads and other property in the public domain. Advertising by this means may include only the name of the premises, its address, its operating hours and the additional services offered to customers.

3. Before the billboards are installed, the person holding the authorisation to operate the premises referred to in the previous paragraph must notify the Directorate-General responsible for the administrative management of the game.

Article 65. Advertising in leisure guides and entertainment posters.

1. The inclusion in leisure guides and posters of information reviews referring to the name of the gaming premises, its address, operating hours and the additional services offered to customers and, in the case of gaming casinos, the types of games which they are authorised to play alongside the announcement of other leisure and entertainment activities, shall require prior communication from the Directorate-General responsible for the administrative management of the game.

2. Prior administrative authorisation shall be required, in accordance with Article 68, for insertions in special boxes, insertions with symbols or slogans other than the usual logo of the establishment and insertions which do not comply with the provisions of the previous paragraph.

Article 66. Advertising in the media.

1. Insertions or advertising broadcasts of the premises referred to in Article 59(c) of this Regulation which are made outside leisure guides and performance posters and which contain exclusively the name of the authorised premises, the address of the premises, the operating hours and any additional services offered, shall require prior notification to the directorate-general responsible for the administrative management of the game.

2. Apart from the cases provided for in the previous paragraph, the insertions or advertising broadcasts of the premises referred to in Article 59(c) of this Regulation shall require prior administrative authorisation.

3. The publication of reports on gaming premises and additional services provided as part of general tourist reports aimed at promoting tourism in the area in which it is located shall comply with the provisions of the first and second paragraphs of this Article.

4. Advertising broadcasts made on audiovisual media may only contain images of the main façade of the establishments covered by this Regulation and images and a general overview of the interior of the room in which the game or bet takes place, in which case the facilities must be empty of the public.

5. Specific sports or competition betting establishments may broadcast images of the sports events to which they place bets on their premises.

6. Advertising programmes for amusement arcades, bingo halls, casinos and establishments issuing sports or competition bets, when they are to be broadcast on radio or television channels, may be authorised, as a general rule, only in the period between 01: 00 and 05: 00.



Where these broadcasts are intended to be made in commercial cinemas, they may only be authorised when the film to be screened in them is classified for over 18 years of age.

7. Prior notification from the directorate-general responsible for the administrative management of gambling shall be required for the creation of the websites of the company holding the operating licence for the gaming establishment, the content of which shall be limited to company information, the name of the gaming premises, the address, the operating hours and the additional services it offers to its customers.

Gambling casinos may announce the calendar for the tournaments of casinos' exclusive games to be held on their premises both on the commercial company's website and on social media.

8. Prior administrative authorisation shall not be required for insertions or advertising broadcasts in publications specialising in gambling issues aimed exclusively at professionals in the sector.

9. Where the insertions or advertising broadcasts of the gaming premises, and of the events and performances taking place there, require communication or authorisation by the department responsible for the administrative management of the game, the corresponding communication or application must indicate the name of the means of dissemination in which they will be included, the day and, where applicable, the time.

Advertising insertions in written media may not be larger than 28 centimetres wide by 9 centimetres high.

Article 67. Performances and shows within the bingo halls and casinos.

1. The owners of bingo halls and casinos may offer artistic or musical performances and performances inside their halls, which may be advertised in the media, after notifying the Directorate-General responsible for the administrative management of the game, with a view to both holding and broadcasting them.

The owners of the premises must comply with municipal regulations authorising them to perform artistic or musical performances.

2. The broadcasting in the media of artistic or musical performances intended to take place in the bingo halls and casinos shall be limited to disseminating the name of the authorised premises, the address of the premises, the operating hours of the room, the

operating hours of the performance, the performance to be performed and the additional services provided by the establishment.

3. In bingo halls, these performances may not coincide at any time with the performance of a game.

4. In casinos, the actions referred to in this Article may not prevent or hinder the normal development of games.

5. The holding of performances in bingo halls and casinos shall not entail any additional costs for their customers.

6. Gaming casinos may carry out photographic, artistic or similar exhibitions provided that they do not appear in the room or rooms where the games take place.

SECTION 2. AUTHORISATIONS AND COMMUNICATIONS

Article 68. Application for authorisation.

1. The advertising, promotion and sponsorship of games and bets, gaming premises and ancillary leisure services offered by gaming undertakings, in whatever form, including gambling and betting activities in which the means of access to a prize consists of the use of additional pricing services provided by telephone calls or based on the sending of messages, require prior administrative authorisation, issued by the department responsible for the administrative management of the game, except in cases of simple communication in accordance with the provisions of this Section.

2. The application for authorisation to advertise shall be submitted to the directorate-general responsible for the administrative management of the game at least one month before the date on which the advertising requested is intended to commence and shall contain at least the following information:

(a) Details identifying the premises to be advertised and the person holding the authorisation to operate the game or bet to be advertised.

(b) the class or means of dissemination in which the intended advertising will appear.



(c) Nature and characteristics of the activities and services for which advertising is sought.

(d) Start and end dates of the campaign.

(e) Full reproduction of the message or advertisement to be advertised and the content of the campaign.

3. The directorate-general responsible for the administrative management of the game may, in order to issue the appropriate decision, demand any other documentation that it considers appropriate, in order to ensure compliance with the provisions of this Regulation.

Article 69. Resolution of the authorisation procedure.

1. Once all the necessary information has been obtained, the Directorate-General responsible for the administrative management of the game shall issue and notify a reasoned decision at least seven days before the start date of the advertising, promotion or sponsorship requested. That Resolution shall indicate the period for starting and ending the campaign and the terms on which it is authorised.

2. In the absence of an express decision, the authorisation requested shall be deemed to have been granted.

3. For inspection purposes, a copy of the authorisation decision must be kept by the admission services of the gaming premises.

Article 70. Previous communications.

1. Where prior notification is required in order to carry out the activities regulated in this Section, it must be sent to the directorate-general responsible for the administrative management of the game at least one month before the event is scheduled to take place.

In relation to the supply of gifts, the operator of the gaming premises must communicate the supply of promotional items, indicating the day on which it will be made, the item to be delivered during the gaming day and provide the invoice or document proving the economic value, at market price, of each unit of the gifts to be supplied.

With regard to advertising, the communication shall include the information referred to in the second paragraph of Article 68 of this Regulation.

2. Failure to give prior notification or notification after the deadline will result in the corresponding penalty proceedings being initiated.
3. For inspection purposes, the admission services of the gaming premises must keep a copy of the communication referred to in the previous paragraph.

Article 71. Precautionary measures

The Directorate-General responsible for the administrative management of gambling, in accordance with Decree 28/2001 of 30 January 2007 of the Government of Aragon approving the Rules of Procedure for the exercise of the power to impose penalties of the Autonomous Community of Aragon, may adopt any precautionary measures it deems appropriate for the provisional cessation of the illegal activity until the conclusion of the corresponding penalty proceedings.

CHAPTER VIII

Inspection and Control

Article 72. Inspection and control.

The inspection, control and verification of gambling and betting activities shall be carried out in accordance with the terms set out in Title IV of Law 2/2000 of 28 June 2007, in this Regulation and in any general or supplementary provisions that may be applicable.

Article 73. Inspection activities in gaming premises.

1. The checks and inspections of the game shall be recorded in minutes, which shall include the facts or circumstances that are the subject of the inspection and shall be signed by the officials involved and by the owner or person in charge of the premises or responsible for the facts, who may record in the minutes any observations they consider relevant, and shall provide a copy thereof. If they refuse to be present or sign, this shall be specified. Where possible, they shall be signed by witnesses.
2. The minutes may be:



(a) Infringement reports. They shall be extended where an alleged infringement of this Regulation is found and shall reflect as accurately as possible the facts and information intended to establish the existence of the alleged infringement.

(b) Verification, examination and verification reports. These are those that extend to the sole purpose of establishing the administrative and technical circumstances in which the establishments are situated.

(c) Seal, confiscation or closure records. As a final penalty or as a precautionary measure where there is reasonable evidence of a serious or very serious infringement, either at the request of the competent penalty body or on the initiative of the officials assigned to the functions of gambling inspection in the cases set out in Law 2/2000 of 28 June.

(d) Records of unsealing, termination of confiscation or reopening. They shall be formalised once the precautionary sealing measure has been lifted or the penalty of closure of the game has been complied with.

(e) Minutes of destruction. They shall be formalised to record the destruction of the confiscated illegal material when ordered to do so by the final decision taken in the file.

3. The minutes shall be in the nature of an authentic instrument and the information contained therein shall be presumed to be true, without prejudice to any evidence that the persons concerned may provide in defence of their respective rights or interests, and shall be sent to the Directorate-General responsible for the administrative management of the game so that, where appropriate, the appropriate file can be opened or appropriate measures taken.

4. Natural persons, legal representatives of legal persons holding licences or of gaming establishments and premises and all persons employed in the premises are obliged to facilitate access to and verification of the premises for inspection in the performance of their duties, as well as to provide information and documentation relating to gambling activity and any issues that may be laid down in the Aragon Gambling Act.

5. It is the responsibility of the operator of the gaming premises to ensure the preservation of the storage media used for the audiovisual recording for a period of three months.

CHAPTER IX

Penalties

Article 74. *General*

1. The sanctioning powers of the public administration within the scope of this Regulation shall be governed by the provisions of Title V of Law 2/2000 of 28 June 2015, the legislation in force governing the legal regime of the public sector and the common administrative procedure of public administrations and its implementing provisions.
2. Administrative offences in the field of gambling are the acts or omissions defined in Law 2/2000 of 28 June 2006 and those specified in this Regulation.
3. Administrative offences are classified as very serious, serious and minor.

Article 75. *Specifications for the classification of minor offences.*

In accordance with Article 41.2 of Law 2/2000 of 28 June, in addition to the minor infringements indicated in Article 41 (1) of that Law, the following acts are considered to be minor infringements:

- (a) Operators' failure to keep or produce the documents required by this Regulation, such as certification of entry in the General Gambling Register, operating authorisation, site notifications or copies of the models for the declaration and assessment of taxes on gambling.
- (b) collating the documentation to be incorporated into the machinery in such a way as to make it difficult to see from the outside, to prevent it from being damaged or tampered with, and to remove the badge attesting to the technical inspection carried out by unauthorised persons.
- (c) The failure of the operator of the premises where the machines are installed to keep or display the documents required by this Regulation, such as the authorisation for installation, the complaint forms, a copy of this Regulation and the authorisation for gaming premises.
- (d) The lack of indication of type B2 machine or special prize on the front panel of the machine or on the video screen, if any, by the manufacturer.



CHAPTER X

Planning

Article 76. Planning of playgrounds.

No new authorisations may be granted to open or extend gaming premises at a walking distance of less than 500 metres, measured from the gates of a gaming premises to the main gateway of educational establishments accredited by the department responsible for education to provide primary and secondary education, baccalaureate, basic vocational training course and professional artistic education, and of public establishments carrying out leisure and leisure activities, mainly with minors and young people and with non-regulated training, accredited by the Aragonese Youth Institute. The measurement shall be carried out by reference to the road which is considered to be the shortest public domain used by pedestrians between the access doors.

Article 77. Planning of bingo rooms.

1. The maximum number of bingo halls that may be authorised and the maximum capacity that may be provided between them shall be as follows:

- (a) Zaragoza capital: 15 bingo rooms and a maximum of 6.500 seats.
- (b) Huesca capital: 2 bingo rooms and a maximum of 650 seats.
- (c) Teruel capital: 1 bingo hall and 450 maximum seating capacity.
- (d) Other municipalities: 1 bingo room.

2. The opening and operation of bingo rooms in the Autonomous Community of Aragon may not be authorised when the number of authorised rooms is the maximum laid down in paragraph 1 of this Article.

3. Without prejudice to the provisions of the preceding paragraphs, the installation or transfer of new bingo halls may not be authorised within 1 000 metres of any other bingo halls which, at the time of the request, were already authorised or in the process of being authorised. The distance between the rooms shall be measured along the axis of the shortest road having the classification of a public good.

4. The capacity of the bingo hall shall be determined by the relevant municipal licence. Depending on the capacity, bingo rooms are classified as:

- (a) First category: more than 251 places for capacity.

(b) Second category: from 101 places to 250 places for capacity.

(c) Category 3: up to 100 places for capacity.

Article 78. Planning of casinos.

1. The establishment of permanent and temporary gaming casinos may be authorised in the territory of the Autonomous Community of Aragon.

The installation of additional gambling halls may also be authorised under the terms laid down in Article 16 (4) of Law 2/2000 of 28 June.

2. The maximum number of authorisations for the installation of permanent gambling casinos in the territory of the Autonomous Community of Aragon shall be one per province and their location may be authorised in any locality in the respective province.

3. Temporary gambling casinos may be authorised in municipalities or places of special tourist appeal, which are also subject to compliance with all the requirements laid down in Law 2/2000 of 28 June 2003 and other applicable legislation. The installation permit shall be granted for a period of 10 years from the date on which it was granted, subject to subsequent renewals every five years, calculated in the same way.

4. Temporary gambling casinos shall have an annual operating period of a minimum of two months and a maximum of six months.

5. The maximum number of authorisations for the installation of temporary gambling casinos in the territory of the Autonomous Community of Aragon shall be six, with no more than three temporary gambling casinos per province, no more than one per municipality, nor a temporary gambling casino where there is a permanent gambling casino.

6. Temporary gambling casinos shall not be counted towards the maximum number of authorisations for the installation of permanent gambling casinos in the Autonomous Community of Aragon set out in the previous paragraph.

Article 79. Planning of betting premises.

The opening of a betting facility at a distance of 300 metres or less from another licensed betting facility, measured along the shortest road which is classified as a



public property, may not be authorised. For the purposes of planning and organising gambling in Aragon, betting premises shall be at least 100 metres from betting areas or gaming premises with prizes previously authorised.

Article 80. Planning of type B1 gaming machines.

The total number of authorisations to operate type B1 machines intended to be installed in hospitality establishments, in their different categories, granted by the Administration of the Autonomous Community of Aragon may not exceed the number established by the Government of Aragon.

TITLE II

Of the various forms of gambling and betting, their requirements and the premises where they are carried out

CHAPTER I

Catalogue of games and bets

SECTION 1. CATALOGUED GAMES AND BETTING

Article 81. Authorised games.

1. The Catalogue of Games and Places authorised in the Autonomous Community of Aragon, provided for in Article 5 (2) of Law 2/2000 of 28 June, includes, without prejudice to any variation to be made by amending this Regulation, the following games:

- (a) Lotteries.
- (b) The exclusive rights of gambling casinos.
- (c) the various types of bingo game.
- (d) those developed by the use of gaming machines.
- (e) The set of tickets.
- (f) random rhiphas, tombolas and combinations thereof, as well as playing championships and other manifestations of luck, ship or chance.
- (g) betting based on sporting, competition or other activities.
- (h) media and information competitions.

2. For each of them, the following are specified:

- (a) the names with which it is known and the possible ways in which they may be used.
- (b) Personal and real elements for its practice.

- (c) the rules essential to its development.
- (d) the constraints, restrictions and prohibitions that it is deemed necessary to impose on its practice.

3. The following games are exclusive to casinos licensed in the Autonomous Community of Aragon:

- a) French roulette
- b) American roulette and double zero American roulette
- c) Ball or 'Boule'
- d) Thirty forty
- e) Twenty-one or 'Black Jack'
- f) "Dot and Banca"
- g) Railway, 'Bad 'or 'Chemin de Fer'
- h) "Grip on two panels"
- i) Dice or 'Craps'
- j) Poker and its modalities
- k) The Fortuna Rulet

Article 82. *Objective prohibitions*

1. Games of chance and betting not included in the catalogue of games of chance and betting shall, for all purposes, be legally considered to be prohibited, and the money, material, effects, instruments and tools used in their practice may be subject to confiscation, under the terms laid down in Article 45 (3) (e). of Law 2/2000 of 28 June.

2. Games and betting which, although permitted, are carried out in breach of the provisions of the aforementioned law, or without the necessary authorisation or in breach of the requirements laid down therein, are also considered to be prohibited.

SECTION 2. CLASSES OF GAMES

Article 83. *The Lotteries.*

1. In accordance with Article 23 (1) of Law 2/2000 of 28 June, lotteries are games in which cash prizes or a sign representing cash are awarded, in the event that the number or numbers on the ticket held by the user of the games coincide, in whole or in part, with that determined by means of a draw held on the date specified therein.



2. Without prejudice to the above, the requirements for the special forms of lottery, such as bonoloto, instant lottery and others, shall be laid down by regulation.

Article 84. Games exclusive to gambling casinos.

1. In accordance with Article 16 (1) of Law 2/2000 of 28 June, gambling casinos are premises or establishments, with such a designation, open to the public which, meeting the required requirements, have been authorised as such to play all or some of the games listed below, the description of which is given in the headings of the Annex to this Regulation, indicated for each case.

- a) French roulette (heading 1)
- b) American roulette and double zero American roulette (heading 2)
- c) Ball or 'Boule' (heading 3)
- d) Thirty-forty (heading 4)
- e) Twenty-one or 'Black Jack' (heading 5)
- f) 'Dot and Banca' (heading 6)
- g) Railway, 'Bad' or 'Chemin de Fer' (heading 7)
- h) "Grip on two panels" (heading 8)
- i) Dice or 'Craps' (heading 9)
- j) Poker and its modalities (heading 10)
- k) The Fortuna Rulet (heading 11)

2. After notification to the department responsible for the administrative management of gambling, tournaments or championships for games authorised exclusively in gambling casinos may be held, the organisation of which is necessarily the responsibility of one or more gambling casinos authorised in the Autonomous Community of Aragon, in accordance with the bases, place, times and conditions specified in the notification and making the general rules laid down in this Regulation applicable to the development of gambling.

Article 85. The bingo game, in its various forms.

1. The bingo game is a type of lottery played on 90 numbers, from 1 to 90 inclusive, with users of the games as a game unit with cards consisting of numerical combinations of fifteen different numbers and distributed on three horizontal lines of five numbers each and in nine vertical columns, in either of which there may be three,

two or one number, but without ever having a column without a number. The following combinations will be rewarded:

(a) 'Line'; The line shall be deemed to have been formed when all the numbers making up the line have been removed, provided that it has not been correctly sung by another person using the games during the extraction of the balls above. The "Line" may be any of the three lines forming a cardboard or card: upper, central or lower.

(b) 'Bingo'. Bingo shall be deemed to have been formed when the 15 numbers making up the cardboard or card have been removed.

The emergence of more than one winning combination, both on "Line" and "Bingo", will determine the proportional distribution of the prizes.

2. Without prejudice to the provisions of the first paragraph of this Article, and in accordance with the provisions of this Regulation, the electronic or computerised reproduction of bingo cards or cards may be used instead of cards, using computer equipment and systems approved by the directorate-general responsible for the administrative management of the game.

3. Other forms of the bingo game may be used, which, depending on the order in which the sung ball is extracted or other random circumstances, award a prize of a different amount from that of the ordinary bingo.

These methods of playing bingo may be implemented on technical, telematic or IT media, and must guarantee the transparency, reliability and control of the operations carried out in these methods of playing bingo.

4. The models of physical or computer media, representative of bingo cards, must be the same for all bingo rooms in the Autonomous Community of Aragon.

5. The game of bingo in all its forms may be played by means of auxiliary gaming machines. Those machines shall be connected to the control table of the bingo rooms and shall serve as a support, in place of the cards, for participation in the bingo game, the provisions of this Regulation being applicable to those machines as regards the conduct of the consignments.



Article 86. Amusement or gaming machines.

1. In accordance with Article 21 (1) of Law 2/2000 of 28 June, gaming, amusement and gaming machines are considered to be manual or automatic, mechanical, electronic or IT apparatus or instruments which, in exchange for a price in money, allow their use for the purpose of winning a prize, or for mere hobby or recreation, depending on the chance, the persons using the games, or both.

2. For the purposes of the legal status of their operation, machines are classified in the following groups:

(a) Type A or recreational: they are machines which provide a gaming time and may, depending on the skill, skill or knowledge of the persons using the games, award a limited prize in kind, either directly or by obtaining a number of tickets, tokens or the like.

Type A gaming machines may not offer forms of gambling the practice of which is prohibited for minors, or use images or perform activities of premises which are not authorised for minors or which may in any way injure the sensitivity or impair the education of minors.

The gaming operation of type A machine shall not include mechanisms such as buttons, levers, rollers, roulettes and similar specific to type B and type C machines in the bingo game and unique to casino or gaming systems prohibited to minors.

b) Type B or amusement prize: they are machines which, in return for the price of the game or game, grant the user a period of use or play, in accordance with a gaming programme and possibly a monetary prize.

c) Type C or random: it is the exclusive casino machines which, in return for the price of the game, grant the user a gaming time and, possibly, a monetary prize, which will always depend on chance.

3. Without prejudice to the above paragraphs, the Government of Aragon may, by Decree, on a proposal from the department responsible for the administrative management of gambling, following a report from the departments responsible for the economy, health and social welfare, include in the above classification other types or subgroups of machines which, due to their unique characteristics, are not precisely identified or included in the above categories.

4. This Regulation does not cover vending machines which merely sell products or goods mechanically and directly, without the intervention of the expertise or fortune of

the user, provided that the value of the money deposited in them corresponds approximately to the retail price of the products delivered, as well as disk or video machines, those which are strictly manual or mechanical in nature and machines for competition or pure sport which do not give any direct or indirect prize.

5. Gaming machines may be:

(a) Multi-position: those which, having the technical characteristics of each type of machine, allow its simultaneous or independent use by two or more persons using the games and with the limit of persons laid down in the implementing legislation, according to the type of machine and the premises in which it is installed. Such machines shall be covered by a single operating licence, counting for capacity purposes as a single machine.

(b) Multigame: those which, having the technical characteristics of each type of machine and forming a single machine, make it possible to install several different sets in that machine.

Article 87. The Bolete Game.

1. In accordance with Article 23 (2) of Law 2/2000 of 28 June, the game of tickets is one which, through the purchase for a certain price of certain tickets, in establishments authorised for that purpose, makes it possible to obtain, where appropriate, the prize previously determined by it. This type of game may be played either individually or in combination with others, pre-determined on the ticket, and always with an indication of the price and prize that may be payable.

2. The set of tickets shall be governed by the following minimum standards:

(a) The playing of tickets may be carried out only by means of tickets duly authorised by the directorate-general responsible for the administrative management of the game.

(b) The sheet shall consist of a support, of a specific size, which, when made up, ensures at least the following:

1°. Ensure the safety of each symbol on the tickets to prevent tampering.

2°. Ensure that fraudulent substitution is not possible.

3°. Contain the necessary instructions for checking pigeonholes and, where appropriate, combinations of predetermined symbols, without adversely affecting the boot, by cutting the boot, scraping the pigeonholes or otherwise.



4°. They must be produced in such a way that there is no record linking the status of the prize vouchers to the lot number displayed on each voucher.

5°. Have a serial number allowing the individual identification of each sheet.

6°. Have the price of the ticket.

7°. It will not be possible to know which tickets contain or do not contain a prize, either when they are purchased, or by the mechanics of their printing, or subsequently, as a result of the analysis and examination of the tickets.

(c) Purchase of the ticket by the user

in the case of games, at the relevant points of sale, the existence or otherwise of the prize shall be verified in accordance with the instructions contained in the tickets themselves, with winners being those in which either a number or combination of numbers or a symbol or combination of symbols, previously determined by the instructions of the ticket itself, appear.

(d) Prizes, depending on their amount, shall be made by the owner of the establishment or point of sale, the seller thereof, or in a form duly authorised by the competent department.

Article 88. Randomised rhiphas, tommbolos and combinations thereof, playing championships and other manifestations of luck, send or chance.

1. Rifa is a game consisting of the drawing of lots for one or more predetermined objects, but in no case money, concluded between the purchasers of one or more single and certain tickets or tickets, which are correspondingly numbered or otherwise distinct from each other, and which, if awarded, will obtain the object offered.

2. The tombola is a game consisting of the simultaneous drawing of lots of several objects displayed to the public, but in no case money, concluded between the purchasers of one or more single and certain banknotes or tickets, which are correlatively numbered or otherwise distinct from each other, and which, if awarded, is possible to acquire any of the objects drawn, either instantaneously or by adding points up to a certain number.

3. Prizes for rhifas and turbots will necessarily have to be in kind and not redeemable for money or a sign representing it.

4. Random combinations are a form of gambling, for strictly advertising purposes of a product or service, carried out by a person or entity that offers, after drawing lots or by

any other similar means involving chance, prizes in cash, in kind or services between those who purchase or consume the good or service being advertised and who have not suffered any increase in its ordinary cost.

5. Playing championships are competitions based on a card game between several people in which the winner wins the title of champion and the prize previously awarded.

Article 89. Betting based on sporting, competition or other activities.

1. Betting is a game in which a sum of money is risked on the outcome of a sporting event, competition or other event, which has been pre-determined and has an uncertain outcome.

2. Bets are divided into two types:

(a) Internal: when they are formalised in the same establishment or enclosure where the sporting or other event is taking place.

(b) External: when they are formalised in establishments other than the premises where the sporting or other event is taking place, specifically authorised for that purpose.

3. The term 'bet' shall include the method known as 'traviesa bet', such as that in which bettors are extraneous to those involved in the event that determines the prize.

Article 90. Competitions.

1. A competition is defined as a form of gambling in which its offer, development and resolution is carried out by a means of communication, be it television, radio, internet or other, provided that the gambling activity is related or subordinate to the main activity.

2. Participation takes place either directly by means of a financial outlay or by means of telephone calls, text messages or any other electronic, computer or telematic means, in which premium rates are charged.

3. Prizes shall be awarded in cash or in kind, it being immaterial whether the award of prizes involves not only chance but also the passing of competition tests or knowledge or skill tests.



4. Programmes in which, although there is a prize, the applicant does not make any financial expenditure to participate, either directly or by means of telephone calls, text messages or any other electronic, IT or telematic procedure in which there is a premium rate, are not considered to be competitions.

5. It is the responsibility of the department responsible for the administrative management of the game to authorise the offer, conduct and conduct of competitions.

CHAPTER II

Playgrounds

SECTION 1. GENERAL

Article 91. Scope and subject matter.

1. This Chapter concerns the organisation of establishments open to the public for the playing of games and betting included in the catalogue of games and betting.

2. The games and bets referred to in this Regulation may be organised, operated and operated only in the following establishments:

- (a) Gambling cases.
- (b) bingo rooms.
- (c) Gambling rooms.
- (d) Recreational lounges.
- (e) Specially enabled spaces.
- (f) Places where bets are placed.
- (g) Other items to be determined by regulation.

3. It is the responsibility of the Administration of the Autonomous Community of Aragon to authorise the installation and operation of gambling or betting machines and other terminals and auxiliary devices necessary for the operation of the game of tickets, lotteries or similar, irrespective of their ownership, public or private, located in the territory of the Autonomous Community of Aragon, with the exception of type A or recreational machines, which shall be subject to prior notification.

However, the marketing of State lottery games in accordance with Article 1 (3) (f) of this Regulation is excluded from the scope of this Regulation.

4. The following must be visibly displayed inside the game room, in a clear manner and directly available to customers: an indication of the authorised games, prices, maximum and minimum bets, the distribution of prizes, the betting coefficient, an extract of the main rules of the game, copies of Law 2/2000 of 28 June and of this Regulation, safe gaming information leaflets, information leaflets authorised by the Administration for the prevention and treatment of gaming disorder, which shall include 'self-testing' to ascertain their gaming behaviour, an indication of the official premises where registration with the REJUP may be requested and the contact details of institutions and care units of the Administration's health services dedicated to the treatment and rehabilitation of persons with gaming disorder and, where applicable, of the collaborating entities specified in paragraph 4 of the sixth additional provision of Law 2/2000 of 28 June, and the procedures for accessing treatment.

5. The gaming premises must operate with the doors closed so that playing is not visible from the outside. Similarly, the installation of posters, images, screens or monitors showing the interior of the premises, machines, games or any element related to the gambling activity, as well as images representing sports patterns on which bets are placed, shall not be permitted outside these establishments.

Article 92. Definitions

For the purposes of this Regulation:

(a) Recreational or Type A hall: entertainment or recreation establishments which operate amusement or type A machines. Such lounges may not, under any circumstances, have type B machines installed.

(b) Game room or type B: establishments authorised to operate type B machines, without prejudice to the fact that they may also operate type A machines.

bingo room: establishments open to the public authorised to play bingo games.

(d) Gambling casino: establishments open to the public authorised to play exclusive casino games.

C-type machines may be installed in casinos only, and exclusive casino games tournaments and championships may be held, as well as demonstration tables at which the practice of games will be shown or instructed and at which customers will not be able to bet money. These tables shall not be regarded as gambling tables for any purpose, without prejudice to the fact that the undertaking which owns the casino informs the competent directorate-general of its existence.



(e) Places where bets are placed: establishments whose principal activity is the formalisation of sporting, competition or other bets by means of betting terminals, which may consist of computer terminals or auxiliary betting apparatus.

SECTION 2. CHARACTERISTICS OF PLAYGROUNDS

Article 93. General conditions for gaming premises

1. Gaming premises must satisfy the general conditions laid down for public premises in this category.

2. The minimum surface area of amusement arcades shall not be less than 50 square metres useful and that of amusement arcades shall not be less than 150 square metres useful.

Useful floor area is defined as floor area that is accessible, occupied and permanently usable by the public, thus not including office, service, warehouse, toilet and bar area.

3. The maximum permitted capacity of the premises shall be that laid down in the municipal operating licence.

4. Automatic vending machines for non-alcoholic beverages may be installed in type A lounges. The sale and consumption of any type of alcoholic beverage is prohibited.

5. A bar or cafeteria service may be installed in type B lounges if a licence is obtained for this purpose.

The area intended for use as a bar may not exceed twenty per cent of the usable area of the salon.

For the purposes of this Regulation, the area of the bar service shall mean the area intended for bar and the space of 1.20 metres for the office specific to that activity.

6. Gaming machines shall be positioned in such a way that neither they nor their operating spaces obstruct corridors and traffic routes, which in any case must have the minimum laid down in technical building standards.

7. The facade of amusement arcades and amusement arcades may be provided with a sign, notice or indicator indicating the activity of the premises and the commercial

name of the establishment, which may be accompanied by the words 'amusement arcades' and 'amusement arcades' respectively.

8. In addition to the games authorised in each type of premises, a decree may authorise the operation of other listed games, as well as the installation of approved game elements or material, subject to prior authorisation granted by the head of the department responsible for the administrative management of games.

9. The installation of bank ATMs inside gambling premises shall not be permitted, except as provided for in Article 124 for gambling casinos.

The operator of the competent department may authorise the installation of other types of cashier, subject to prior approval, provided that they are located outside the gaming arcades and operate exclusively on debit cards.

SECTION 3. REQUIREMENTS FOR THE INSTALLATION OF GAMING PREMISES

Article 94. Installation scheme for amusement arcades and authorisation scheme for amusement arcades and bingo arcades.

1. The installation and opening of amusement arcades shall be subject only to prior notification, in accordance with the provisions of the following article.

2. The installation and opening of amusement arcades and bingo arcades shall be subject to prior authorisation and a declaration of responsibility for opening, in accordance with the provisions of the following articles.

Article 95. Communication of the activity of amusement arcades.

1. Exercise of the activity of operating an amusement arcade shall be notified to the department responsible for the administrative management of games no later than one month from the date of commencement of that activity, accompanied by a copy of the municipal operating licence for the activity carried out on the premises or, where appropriate, a copy of any other necessary communications or administrative interventions.



2. Changes in the ownership of the operation of the recreational hall must also be notified within a maximum of one month of their occurrence, accompanied by the document attesting to the availability of the premises.

Article 96. Authorisation to install casinos and betting halls.

1. The procedure for authorising the installation of gambling casinos is regulated in Section 1 of Chapter III of Title II. Casinos, of this Regulation.
2. The authorisation procedure for the installation of betting premises is that laid down in Section 3 of Chapter VI of Title II. Betting, of this Regulation.

Article 97. Authorisation to install amusement arcades and bingo rooms.

1. The operation of amusement arcades and bingo arcades may be carried out only by gaming undertakings which hold the necessary licence to carry out the activity to be carried out on the premises, are registered in the General Register of the Aragon Games, have prior authorisation to install them and have notified the Administration in advance of opening them.
2. The authorisation to install gaming premises shall entitle the holder, without prejudice to the need to hold any other licences and authorisations that may be required, to open and bring into service the gaming premises to which it relates within a maximum period of one year from the date on which it is granted.
3. The installation authorisation shall not confer any right to transfer or relocate the gaming premises for which it has been granted.

Article 98. Prior Feasibility Consultation

1. Any natural or legal person interested in the installation of a game hall or bingo hall may ask the Directorate-General responsible for the administrative management of the game whether it is possible to obtain the corresponding authorisation.
2. To obtain this information, you will need to attach:
 - a) Photocopy of the Tax Identification Number, Foreigners Identification Number or equivalent document of the natural person or legal representative of the legal person, or, where applicable, authorisation to the administration to verify their identity.
 - (b) Municipal report on the viability of the premises in relation to the urban planning situation of the area.

(c) Plane of the room at a scale not exceeding 1/500, with an express indication of the square metres constructed and surface tools for the game and the location plan of the game at a scale of 1/1000.

(d) Plans of the current and reformed state of the room, if applicable.

(e) Description of the premises, signed by a competent technician, stating that the premises may meet the requirements laid down in the legislation once the necessary adaptation works have been carried out.

3. In the light of the documentation submitted, the Administration shall decide, no later than three months after the complete submission of the documentation required in the previous paragraph, on the possibility of obtaining authorisation to install the amusement arcade or bingo hall, setting out any objections that may be appropriate.

4. Under no circumstances shall the information issued imply administrative authorisation for the premises being consulted.

Article 99. Documents to be submitted by the applicant for the granting of a permit for the installation of a amusement arcade or bingo hall.

1. Undertakings interested in the installation of a game hall or bingo hall must apply to the department responsible for the administrative management of the game for authorisation.

2. The initiation and processing of the authorisation procedure for gaming premises shall be subject to the provisions of Article 66 of Law 39/2015 of 1 October 2007 for procedures initiated at the request of the interested party.

3. As a general rule, the application for authorisation of a game hall or bingo hall, in accordance with the standard format, must be accompanied by the following documentation:

(a) Municipal report on the viability of the premises in relation to the urban planning situation of the area.

(b) Basic design of the works and installations on the premises, drawn up by a competent technician. The minimum content of such a draft shall contain:

1st location plan of the room at 1/1000 level.

2nd floor plan (s) of the room on a scale of 1/100.



3th report describing the activities to be carried out; list of games and bets to be played.

4nd report describing the installations in relation to compliance with the technical conditions (surface area, height, capacity, electrical installation, safety measures). The number of type B machines intended to be installed on the useful surface of the room shall be specified. The distribution of tables and gaming machinery and the location of servers and installations, including, where appropriate, ball extractor, light shields, monitors and other components necessary for playing and justification of the solutions adopted, must be indicated. It shall contain an express indication of the square metres constructed and tools of surface intended for play, access control, ancillary services and other premises, such as lobbies, warehouses and offices.

(c) Document proving the availability of the premises, which may be subject to the suspensive condition of any installation authorisation.

(d) Responsible declaration, according to which the owner of the premises undertakes to count:

1 with the IT and telecommunications equipment necessary for access to the REJUP.

2 with the previously approved computer equipment for visitor control.

3 with staff providing gambling services on the premises.

(e) Proposed operating hours.

(f) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

4. In the event that the interested party has submitted a prior feasibility consultation, the interested party shall be exempted from submitting the municipal report on the urban viability of the premises.

5. If the applicant company was not previously registered in the General Register of Gambling, it may submit, at the same time as the application for installation authorisation, the application for entry in the Register, in accordance with the requirements of this Regulation.

6. If, as a result of the prior feasibility consultation, the administration has raised objections to it, the interested party must provide a copy of the descriptive report on the premises signed by the competent technician, expressly confirming that all the requirements have been met.

7. If the documentation submitted is defective or incomplete, the applicant shall be required to remedy the shortcoming or to provide the required documents within a period not exceeding 10 days, and shall be informed that failure to do so will result in his application being deemed to have been withdrawn, following a decision.

8. The directorate-general responsible for the administrative management of the game may order any inspections it deems appropriate.

9. The department responsible for the administrative management of the game may request reports on compliance with the minimum distances laid down in the gambling legislation of the Autonomous Community of Aragon. Likewise, a report may be requested from the municipality in which the gaming premises are to be located, as well as any other relevant information.

Article 100. *Resolution.*

1. The directorate-general responsible for the administrative management of gambling shall, in the light of an examination of the documents submitted, the inspections carried out and the reports issued, grant, where appropriate, the relevant authorisation within three months of the complete submission of the documentation, failing which it shall be refused, after hearing the interested party. If no express decision is issued within that period, the authorisation shall be deemed to have been granted.

2. The decision in favour of granting authorisation for the installation of amusement arcades or bingo halls and their entry in the General Register of Gambling shall contain at least the following information:

- (a) Identification of the authorised natural or legal person.
- (b) Date of authorisation and its entry number in the General Gambling Register.
- (c) Expiry date of the authorisation.
- (d) Commercial name of the gaming premises, location, operating hours and, where appropriate, closing seasons of the premises.
- (e) Authorised games and bets.
- (f) Maximum permitted tolerance, in accordance with town planning regulations.
- (g) In amusement arcades, the maximum number of machines that can be installed.
- (h) In bingo rooms, category of the gaming room.
- (i) Corrective measures or modifications, if any, to be included in the final draft.



(j) Maximum time for the opening of the premises, which may not exceed one year.

3. Decisions authorising the installation of amusement arcades or bingo halls by undertakings that were not previously registered shall automatically require the administration of those undertakings and the corresponding premises to enter them in the relevant book and section of the General Gambling Register.

4. Once the installation permit has been issued, the works to adapt the premises may be carried out in accordance with the final plan.

Article 101. Self-declaration of opening.

1. Amusement arcades and bingo arcades must commence their activities within the maximum period laid down in the installation permit, which shall be fixed according to the size of each project, but which may not exceed one year.

2. If it is not possible to bring into operation within that period for reasons beyond the control of the licence holder, the licence holder may apply for the appropriate extension for a maximum period of six months, giving due and detailed reasons for the failure to comply with the period. In the light of the justification provided, the Administration shall take a decision within one month, the application being deemed to have been granted if no express decision has been taken by the end of that period. Under no circumstances shall more than one extension be granted for the opening of the premises.

3. Where the undertaking which owns the premises operates only machines and apparatus located in those premises, it is not required to lodge the security which would be due to it as a gaming undertaking under Article 220 (c) of that regulation. In any event, the company which owns the game hall or bingo hall must lodge the additional security referred to in Article 220 (d) of this Regulation.

4. The gaming undertaking holding the installation permit must inform the Directorate-General responsible for the administrative management of the game, at least one month in advance, of the date on which the activity to be carried out on the premises commences, accompanied by the following documentation:

(a) Document certifying that the securities referred to in the previous paragraph have been lodged and deposited.

- b) Final and updated authorisation of the low-voltage electrical installation issued by the competent body of the Government of Aragon.
- c) Certificate, signed by the competent technical person, certifying completion of the work in accordance with the project submitted, indicating, where appropriate, the corrective measures taken at the request of the competent body.
- d) Responsible declaration on the implementation and correct operation of all facilities related to the conduct of the game, control of access to the premises and the technical means for doing so.
- (e) Municipal urban development qualifications as appropriate.
- (f) Date of opening.

5. Once the self-declaration has been submitted, the activity may start on the date indicated, without prejudice to the need to have the authorisations laid down in this Regulation for the putting into operation of machines and other gaming equipment, elements and materials.

6. Failure to comply with the time limits laid down for the submission of the self-declaration may result in the declaration of termination of the installation authorisation.

Article 102. Technical inspection.

1. Once the official declaration of opening has been received, the Administration shall order a technical inspection visit to the premises in order to check that it corresponds to the final design, the location of the authorised machines and other circumstances and requirements.

2. Failure to comply with the requirements necessary for the submission of the self-declaration, as well as the verification of any essential inaccuracy, misrepresentation or omission of any data or documents accompanying it, shall make it impossible to continue the activity of a game hall or bingo hall as soon as these facts are known, following a decision by the authorising authority, without prejudice to any administrative responsibilities that may arise.

**SECTION 4. MODIFICATION, RENEWAL, TERMINATION AND REVOCATION OF
AUTHORISATIONS FOR GAMING PREMISES.**



Article 103. Modifications to gaming premises.

1. As a general rule, the following modifications to the authorisations of gaming premises shall require prior authorisation from the directorate-general responsible for the administrative management of gambling, without prejudice to other modifications that may be noted in this Regulation:

- (a) the transfer of the gaming premises.
- (b) The change in the ownership of the establishment, with the exception of that relating to recreational arcades.
- (c) modification of the games to be played on the premises and the minimum and maximum number of bets;
- (d) The suspension of the operation of the premises, which may not exceed one year, except for duly justified reasons.
- (e) the extension or reduction of the capacity of the premises or the extension or reduction of the area of the premises.
- (f) the modification of the technical safety conditions.
- (g) a substantial change in the internal distribution of premises or in gaming facilities and elements or in the premises of the access control service.

For the purposes of this Regulation, a substantial modification is one requiring municipal intervention or altering the internal distribution of playgrounds or bar area.

- (h) the modification of a fixed installation.
- (I) the transfer of shares in the share capital of gaming undertakings owning gaming premises in excess of five per cent, as well as the change in their share capital. In the case of a transfer of shares of less than five per cent, simple communication shall be sufficient.

A transfer of shares is understood to mean any change in ownership of both fixed assets and operating assets, as well as the incorporation of new members by means of an increase in capital, merger or transformation and the transfer of a sum of securities representing the capital of the operator or any other operations which, individually or cumulatively, entail a change in the shareholders of more than five per cent of the share capital.

- (j) In temporary gambling casinos, the annual period of operation.
- (K) In gaming casinos, the opening, modification and closure of an additional gaming room.

2. The application for authorisation of the changes shall be submitted to the competent Directorate-General together with proof of payment of the administrative charge for the provision of administrative and technical gambling services.
3. Authorisations shall be deemed to have been granted within three months of the submission of the application, without an express decision having been issued by the head of the competent department.
4. Any other change to the licence for gaming premises not referred to in paragraph 1 of this Article must be notified to the Directorate-General responsible for the administrative management of gaming within one month of the change. Proof of payment of the administrative charge for the provision of administrative and technical gambling services must be submitted.
5. Failure to apply for authorisation or to communicate within the time limit indicated, if applicable, shall result in the initiation of the corresponding penalty proceedings.

Article 104. Validity and renewal of the authorisation of gaming premises.

1. At the end of the period of validity of the gaming premises licence without the holder having applied for its renewal, the holder of the department responsible for the administrative management of gaming shall, of its own motion, initiate the procedure for declaring the licence to be revoked, with the interested party being heard.
2. Licences for gaming premises shall be granted for a period of 10 years, renewable every five years. Applications for renewal shall be submitted at least two months before the expiry date granted to them, in accordance with the requirements of the legislation in force at the time of their renewal, and shall be deemed to have been granted by the expiry of that period without an express decision having been issued.
3. Gaming undertakings applying for the renewal of the licence for gaming premises shall, together with the application addressed to the directorate-general responsible for the administrative management of gaming, provide a self-declaration stating that the circumstances on the basis of which the licence was granted have not changed, proof of payment of the administrative charge for the provision of administrative and technical



gambling services and those documents which are not in the possession of the department responsible for taking a decision.

Article 105. Termination of the authorisation for gaming premises.

1. The approval of the premises shall lapse:
 - (a) at the request of the holder of the authorisation.
 - (b) for lack of activity on the premises for more than one year, except for duly justified reasons, or for not having commenced the activity three months after the date stated in the declaration of responsibility for opening the premises or after the date of any extension granted.
2. The expiry of the licence for gaming premises shall entail the cancellation of the entry of the premises in the General Gaming Register and the simultaneous removal of the authorised games and of the elements and equipment for gaming and betting installed in the premises.

Article 106. Revocation of the authorisation for gaming premises.

1. The authorisation to install gaming premises may be revoked, after the interested party has been heard:
 - (a) by cancelling the entry of the person holding the authorisation for the premises in the General Register of Gambling.
 - (b) The holder expressly renounces the licence to the department responsible for the administrative management of the game.
 - (c) by dissolution of the incumbent gaming undertaking.
 - (d) in the event of the supervening loss of any of the conditions or requirements necessary for its issue, despite being required to do so and without having remedied the defects for reasons attributable to the operator of the establishment, such as the loss of the availability of the gaming premises.
 - (e) By the expiry or definitive revocation of the municipal operating licence.
 - (f) As a consequence of a final administrative penalty.
 - (g) where the person holding the authorisation for the premises did not accept the amount of the security.
 - (h) failure to operate the premises or room definitively within the period laid down in the authorisation or extension granted for that purpose.

2. The discovery of inaccuracies in any of the essential data expressed in the application for authorisation, amendment or transmission may lead to the withdrawal of the authorisation of the premises, after the appropriate penalty proceedings have been conducted.

SECTION 5. LOCAL OPERATING RULES FOR GAMBLING

Article 107. **Operating** hours of the gaming premises.

1. The operating hours of the amusement and gaming arcades shall be between 08: 00 hours a day and 02: 00 hours the following day.

2. The operating hours of the bingo rooms and the bingo day shall be between 10.00 hours a day and 04: 00 hours the following day, but the bingo day shall have a maximum operating period of 11 hours, except on Fridays, Saturdays and the day before a public holiday, which may not exceed 12 hours.

The operating hours of the gaming machines and betting terminals installed in these establishments shall be between 10: 00 hours a day and 04: 00 hours the following day.

3. The casino, within the maximum time limits laid down in the gaming room permit, shall freely determine the hours at which the games actually begin and end, and may set different times for each game, be it tables, circles or tournaments, and for working days, public holidays and the day before.

A specific timetable may be set for amusement and gaming machines, regardless of their location in the establishment. Amusement arcades may not be open for more than 16 hours without interruption.

The gaming arcades of the casino may remain in operation after the closing time, without the possibility of admitting new customers, and for a maximum period of two hours if the number of players in the arcades justifies this.

4. Betting outlets may place bets from 10: 00 to 04: 00 on the following day, and may set different timetables for working days, public holidays and the day before public holidays, without exceeding the total number of hours authorised. The operating hours of these establishments must be announced on receipt. The opening to the public and the closing of bets must take place at the times laid down and may not be altered



unless expressly authorised by the holder of the department responsible for the administrative management of gambling, in accordance with the provisions of this Regulation and other generally applicable legislation.

5. The operating hours of the gaming premises and any changes thereto must be notified to the directorate-general responsible for the administrative management of gaming at least one month before the date on which the new hours are established.

6. During the operating hours of the gaming premises, the admission of visitors may be temporarily suspended where the number of participants inside makes it inappropriate to increase them for reasons of safety or serious inconvenience or inconvenience to normal gaming practice.

7. The opening to the public and completion of the games must take place at the times provided for and may not be altered, except in the manner provided for in the preceding paragraph of this Article.

Games may not be suspended in casinos before the scheduled time, except in cases of force majeure or where the closing time is less than two hours before the closing time and no user of the games is found in the gaming hall.

Article 108. Staff providing services in gaming premises.

1. All persons providing services in a gaming room shall be considered gambling personnel.

The content of the posts shall be as laid down in the collective agreement for the sector, and it shall be for the operator of the gaming premises to determine the staff necessary for the proper conduct of the game and for the proper performance of the duties of admission and control of the users of the games.

The management of games in the casino, after informing the administrative body responsible for the administrative management of games, may:

- (a) Determine the staff necessary for the proper control of each gaming sector.
- (b) to redistribute the functions of the staff providing their services which are directly related to the conduct of the games, without undermining the proper conduct of the games and the fact that each game table has an individualised recording system.
- (c) amend the minimum betting limits for each specific set of games or tables, subject to indication of the minimum betting limits laid down on the table.

2. Staff providing services in the gaming premises of the Autonomous Community of Aragon must meet the following requirements:

- (a) has no criminal record in relation to offences against public health, forgery, unlawful association, smuggling, property, socio-economic order, public administration, public finance and social security, or any criminal offence arising from the management or operation of games for which they have not been authorised. Evidence of this shall be provided, prior to recruitment, by means of a certificate issued by the Central Register of Penalties and Rebels in force. Staff must inform the undertaking which owns the gaming establishment of any change in the content of the certificate.
- (b) Accredite training on the game and its rules and standards and on the prohibitions and potential harmful effects of the game.

3. The undertaking which owns the gaming premises must inform the directorate-general responsible for the administrative management of the game of the list of staff in its service, indicating their identification with specification of their category or functions, as well as any changes to the undertaking's staff.

The gaming room must also have the updated list at the disposal of the control and inspection services and the documents proving compliance with the requirements set out in the previous article.

4. The department responsible for the administrative management of the game may, of its own motion, verify compliance with the requirements referred to in paragraph 2 (a) and (b).

5. The personnel of gaming premises are required to provide the inspection and control services of the department responsible for the administrative management of gaming with the information requested of them concerning the performance of the duties specific to each of them, relating to the activity of gaming.

6. Gaming premises personnel are forbidden from:

- (a) to participate in the authorised games in the premises where he provides his services, either directly or through a third person.
- (b) soliciting users of tipping games of any kind.
- (c) granting loans to gaming users.

Likewise, the following are prohibited for gaming casinos' staff:



(a) to transport tokens, plates or money during their service within the casino in a manner different from that provided for in the operating rules of the games or to store them in such a way that their origin or use cannot be justified.

(b) Percentage shareholdings in the gross income or profits from gaming.

(c) Enter or stay in the gaming arcades outside their duty hours, except with the authorisation of the management, except for trade union representatives.

Persons who in gaming casinos perform croupier or exchange functions on gaming tables and cashiers may not wear clothes with pockets.

Article 109. Tips in playgrounds.

1. Participants may voluntarily give tips to the workers on the gaming premises.

2. Tips shall be deposited in the airtight boxes that exist for this purpose, which meet the security guarantees to prevent tampering, counting the amount at the end of the gaming hours and entering it in the special account on a daily basis.

3. The administration and distribution of tips in gaming casinos shall be carried out in accordance with the provisions laid down in company, provincial or sector collective agreements, subject to any future labour provisions that may be laid down in that regard.

Tips delivered by users, both at gaming tables and in the reception and tipping departments, shall be deposited in the boxes provided for in the previous paragraph.

The company owning the casino must inform the department responsible for the administrative management of games of the criteria for distributing the overall mass of tips which will be distributed in accordance with the provisions of the collective agreement and, failing that, a share will be distributed between the persons employed according to the activity carried out by each party and another share will be allocated to cover staff costs, in which case the distribution of the overall mass of tips will be that established, by common agreement, between the owning company and the workers' representatives.

Changes in distribution must be made in the same way.

4. The full amount of tips in bingo halls and amusement arcades shall be distributed equally among all employees, in accordance with the criteria laid down by the staff themselves and the undertaking owning the premises, and no part may be deducted in order to remunerate the undertaking's managerial staff. If no agreement is reached on

the distribution of tips and gratuities, the holder of the authorisation may agree not to accept them.

5. The owner of the premises may agree not to admit tips from users of the games to the persons employed, in which case notice must be given by means of visible advertisements placed on the premises.

Article 110. Access control and visitor identification

1. Access control and identification of visitors in the gaming premises shall be carried out in accordance with Article 32 of this Regulation.

2. The access control service must display, in a visible place, clearly and at the disposal of customers, an indication of the authorised games, the prices, the maximum and minimum stakes, the distribution of prizes, an extract from the main rules of the game, copies of Law 2/2000 of 28 June 2006 and this Regulation, information leaflets on prevention and information on gaming disorder authorised by the Administration, which shall include self-tests, so that the person using the games can know whether he or she poses a risk of pathological gaming, and information from the official offices where he or she can apply for registration in the Register of the Ban Game of Aragon, and information on the procedure for accessing treatment or aid in the event of gaming disorders. In the gaming casino, information shall also be given on the exchange of foreign currency and the operating hours of the gaming casino room (s).

3. In bingo halls and gambling casinos access and identification control shall be carried out in the reception area. Gaming machines may be installed in the reception area, as laid down in this Regulation, provided that they are behind the visitor access control and identification service.

4. Gambling casinos may issue entry cards to the access control service, which shall always be nominative, subject to a daily check that the bearer is not registered with the REJUP or the RGIAJ.

Article 111. Right of admission.

1. The person responsible for the gaming premises may prevent entry or invite persons to leave the premises who disturb the order of the establishment, commit irregularities



in gaming or are included in one of the alleged objectives enabling the person responsible for the premises to exercise the restriction on access to and stay in the premises, in accordance with the legislation governing the right of admission.

Decisions prohibiting entry or expulsion shall be communicated immediately to the department responsible for the administrative management of gambling.

2. Persons who consider that their expulsion or ban on entering the gaming premises is unjustified shall have two working days within which to set out the reasons for their expulsion or ban on entering the premises in the complaint form. The department responsible for the administrative management of the game shall decide on the complaint.

Article 112. Complaint forms.

1. Complaint forms will be available to users and the general public on all gaming premises, in accordance with the standard model available on the website of the Government of Aragon, without prejudice to the possibility for users to submit their complaints in any other form provided for by law.

2. The complaint forms shall consist of a single set of forms consisting of three copies: an original sheet as a copy for the administration, a first copy as a copy for the company owning the premises and a second copy for the complainant.

3. The owners of the gaming premises are obliged to:

(a) Provision of complaint forms.

(b) Provision of posters indicating the existence of complaint forms.

(c) the responsible person or any person employed in the premises provides the user, on request and free of charge, with a set of complaint forms in order for him or her to formulate the complaint that he or she considers relevant.

4. The user shall complete the complaint form by entering the identification data contained therein and clearly setting out the facts giving rise to the complaint.

Once the complaint form has been completed, the user shall hand over a copy to the person responsible or to the person employed in the establishment, another copy shall be kept in his or her possession and the third copy shall be presented by the complainant in the places established for that purpose in Article 16 (4) of Law 39/2015 of 1 October, within forty-eight hours, and may be accompanied, if he or she deems it

appropriate, by any evidence or documents used to make the best possible assessment of the facts.

5. Upon receipt of the complaint by the Administration, the competent department shall initiate the information actions, in accordance with the provisions of the gambling legislation, notifying the interested party within a maximum period of one month from its receipt of the actions taken in relation to it, as well as the corrective measures taken, where appropriate.

Article 113. Guarantees for gaming premises.

Gaming premises must lodge a security in favour of the Treasury of the Community of Aragon, in accordance with the provisions of Article 38 of this Regulation and in the corresponding amount indicated in this Regulation for each type of premises.

CHAPTER III

Casinos

SECTION 1. AUTHORISATION SCHEME

Article 114. Conditions for gambling casinos.

1. There shall be one main gambling hall in the casinos and other rooms may be authorised. The amusement arcades must be in the same building or adjacent to the casino, unless the head of the department responsible for the administrative management of the amusement arcade authorises an additional amusement arcade, which must have the same characteristics and requirements as the amusement arcades and, in any event, there must be a service for controlling access to and maintaining the visitors' book for the purposes of assistance control and user identification.

The additional rooms shall not be limited in distance from any gaming premises.

2. In the main gaming casino hall, the installation of gaming tables, amusement and gaming machines, promotional tables and tournaments is permitted and shall under no circumstances be regarded as gaming tables.

The main gaming casino room shall be designed for a minimum capacity of 200 persons and shall have a minimum surface area of 250 square metres useful. This



obligation shall not apply to temporary gambling casinos and additional gambling casinos' halls.

3. Gambling casinos shall offer and provide to the public, inter alia, the services of bars, restaurants and rest rooms or be, without prejudice to the pursuit of other complementary business activities.

Cafeteria, bar or restaurant services and rest rooms or must be separated from tables, but not necessarily by partitions or site enclosures. The bar and restaurant service may be operated by its owner or by a third party, in which case it must notify the Directorate-General responsible for the administrative management of gambling so that it can be informed.

4. Irrespective of the general lighting of the room, each table shall have its own lighting, which removes the shadows without producing glossy glare to the users of the games or to the persons employed.

5. No establishment which is not authorised as a gaming casino may bear this designation or organise, operate and practise games which, under the same or a different name, constitute forms of casino games.

Article 115. Specific requirements for the authorisation of casinos.

Undertakings wishing to obtain a licence to install and operate a gaming casino must meet the following requirements:

(a) it must be established in the legal form of a public limited company, in accordance with Spanish law.

(b) The sole and exclusive object of the company is the operation of gambling casinos and, in addition, the development of tourism and hospitality promotion activities.

(c) holding a share capital of at least EUR 1 200 000, fully subscribed and paid up, both at the time of its formation and at the time of future enlargements and its actual amount, meaning its net assets, may not be less than that figure during the lifetime of the company.

(d) Shares representing capital must be nominative, with a minimum value of EUR 60.

(e) The company must have a collegiate administration. The directors must be natural persons.

(f) Unless expressly authorised by the Government of Aragon, no natural or legal person may participate in the capital, hold managerial positions or be part of the

management body of more than one company operating casinos in the Autonomous Community of Aragon.

(g) be entered in the General Gambling Register.

Article 116. Granting of authorisations.

1. Authorisations for the installation and operation of premises or establishment of a gaming casino shall be granted following a public call for tenders, which shall be made by order of the department responsible for the administrative management of the game, and shall set out the rules governing it and the objective criteria for its award, assessing the following circumstances:

(a) The economic viability of the project.

(b) the creditworthiness of sponsors, through the provision of appropriate personal and financial guarantees.

(c) The investment programme.

(d) The largest generation of jobs and training plan for staff and human resources available.

(e) the contribution to the tourism and leisure offer of the Autonomous Community, as well as the social interest of the project.

(f) The report of the municipal council of the municipality where the installation was to take place.

(g) The quality of the facilities and complementary services they provide.

(h) The planned security measures and the technology to be implemented for the organisation and management of the game.

2. The invitation to tender may be declared unsuccessful if the tenders submitted do not meet the requirements set out in the invitation to tender.

3. In order to participate in the award procedure, proof must be provided that a provisional guarantee equal to two per cent of the minimum share capital required under Article 115 (c) has been lodged in advance by bank guarantee at the disposal of the holder of the department responsible for the administrative management of the game.



Article 117. Application for authorisation.

1. Public limited companies interested in obtaining a licence to set up and operate a gaming casino may take part in the competition organised for that purpose, by submitting an application to the directorate-general responsible for the administrative management of the game, which must contain:

(a) Name, age, nationality, profession, domicile and tax identification number of the applicant or equivalent document, if foreign, as well as the capacity under which he acts on behalf of the company concerned.

(b) Name, duration and registered office of the public limited liability company represented.

(c) Commercial name of the gaming casino and location of the building or rooms where it is intended to be installed, with specification of its dimensions and general characteristics.

(d) Name, age, profession, address and number of the tax identification number or equivalent document, in the case of foreign nationality, of the partners, specifying their respective share and of the directors of the company, as well as, where applicable, of the directors or agents with powers of administration.

(e) Deadline for the intended opening of the gaming casino.

(f) Games, included in the Gambling Catalogue as games exclusive to casinos, the practice of which is intended to be authorised in the gaming casino.

(g) Annual periods of operation of the gaming casino or purpose of permanent operation.

2. Applications must be accompanied by the following supporting documents:

a) Copy or notarial testimony of the company's instrument of incorporation and its articles of association, with a reliable record of its entry in the commercial register.

(b) Copy or notarial evidence of the applicant's power of attorney, whether or not the applicant is the legal representative of the company.

(c) Negative criminal record certificates for company directors and directors, managers and agents with administrative powers. If any of the persons mentioned are foreign nationals not resident in Spain, they must also be accompanied by an equivalent document issued by the competent authority of their country of residence and translated by the Language Interpretation Service of the Ministry of Foreign Affairs.

(d) Certificate from the Land Register of the land and, where applicable, of the building in which the gaming casino will be installed, or documents attesting to the availability on those land or buildings.

- (e) Estimation of the approximate number of persons to be employed in the gaming casino, with an indication of the respective categories or posts.
- (f) Report describing the organisation and functioning of the gaming casino, subject to the provisions of the Regulation, as well as the additional services intended to be provided to the public and the generic types of artistic, cultural, entertainment and other events it intends to organise. This report must contain a detailed description of the planned systems for admission and control of gaming users, selection, training, personnel management and control, quality criteria and periodic reviews of gaming equipment, accounting and cash, indicating, in all cases, the origin and guarantee of the technology to be used in the organisation and operation of the casino.
- (g) Playground and basic project for the gaming casino, with specifications of all its technical characteristics in accordance with the requirements of urban planning. The project must relate, where appropriate, to any necessary additional or adaptation works.
- (h) Economic and financial study, which shall include at least a study of the investment, with a breakdown and detail of the contributions constituting the share capital, a description of the sources of financing, operating forecasts and profitability forecasts.
- (l) List of safety measures to be installed in the casino, which must necessarily include fire-fighting installations, a unit for the autonomous production of electrical power for automatic entry into service, the service of sworn security guards and safes.
- (j) Municipal report showing that the proposed property may be used as a gaming casino in accordance with the planning rules in force.
- (K) The applications may also be accompanied by any other documents considered relevant, in particular for the purpose of securing the personal and financial guarantees of the members of the Company and of the Company.

3. Once the applications and documentation have been submitted, as well as any additional information that may be required, and following a report from the municipal council of the population affected by the installation of the gaming casino, the Directorate-General responsible for the administrative management of the game, following a report from the Gaming Commission of the Autonomous Community of Aragon, shall draw up and submit a reasoned proposal for a decision to the head of the department responsible for the matter.



4. The reports requested from the municipalities affected by the installation of gambling casinos must be issued within two months of their request by the directorate-general responsible for the administrative management of gambling, and shall be deemed to be favourable if no reply has been received from them within that period.

Article 118. Deciding on applications.

1. The head of the gaming department may:

- (a) declare insolvency to be unsuccessful if no application has been made.
- (b) reject all applications submitted where, in the opinion of the Administration, the proposals submitted do not meet the requirements, do not offer the required guarantees or are not advantageous to the public interest.
- (c) grant the authorisation to install and operate a gaming casino to one of the applicant entities.

2. The decision authorising the installation of the gaming casino shall be taken by order of the head of the department responsible for gaming, which shall be published in the Official Gazette of Aragon and shall at least state the following:

- (a) Name, duration, registered office and capital of the holding company;
- (b) Commercial name and location of the gaming casino.
- (c) List of the members with specification of their respective shares in the capital, and of the members of the Board of Directors, CEOs, Directors-General or proxies, if any.
- (d) Approval or modifications of the proposed architectural design, additional services or activities and security measures.
- (e) Annual period of operation of the casino.
- (f) Authorised games.
- (g) Deadline for completion of works and installation of casino services.
- (h) Deadline for opening, including the obligation to apply for and obtain the municipal opening licence and the authorisation to open and operate in advance.
- (l) an obligation to provide a definitive security equivalent to four per cent of the minimum share capital required by Article 115 (c), to be lodged in favour of the department responsible for the administrative management of the game and responsible for the full implementation of the project submitted.

3. The granting of the authorisation may be subject to the modification of any of the elements contained in the file. Within 10 working days of notification, the interested

parties must bring their application into line with the requirements laid down in the authorisation, failing which the authorisation will lapse.

4. Decisions authorising the installation of a gaming casino by undertakings that were not previously registered shall automatically require the administration of those undertakings and of the casino to enter it in the relevant book and section of the General Register of Gambling.

Article 119. Self-declaration of opening.

1. Gambling casinos must commence their activity within the maximum period laid down in the installation permit, which shall be fixed according to the size of each project, and may not exceed one year.

2. If it is not possible to bring into operation within that period for reasons beyond the control of the licence holder, the licence holder may apply for the appropriate extension for a maximum period of six months, giving due and detailed reasons for the failure to comply with the period. In the light of the justification provided, the Administration shall take a decision within one month, the application being deemed to have been granted if no express decision has been taken by the end of that period. Under no circumstances shall more than one extension be granted for the opening of the premises.

3. The gaming undertaking holding the installation permit must notify the Directorate-General responsible for the administrative management of the game, at least one month in advance, of the date on which the activity to be carried out commences, accompanied by the following documentation:

(a) a document certifying that the securities referred to in Article 121 of this Regulation have been lodged and deposited.

b) Final and updated authorisation of the low-voltage electrical installation issued by the competent body of the Government of Aragon.

c) Certificate, signed by the competent technical person, certifying completion of the work in accordance with the project submitted, indicating, where appropriate, the corrective measures taken at the request of the competent body.

d) Responsible declaration on the implementation and correct operation of all facilities related to the conduct of the game, control of access to the premises and the technical means for doing so.



(e) Municipal urban development qualifications as appropriate.

(f) Date of opening.

proof of payment of the administrative charge for the provision of administrative and technical gambling services

4. Once the self-declaration has been submitted, the activity may start on the date indicated, without prejudice to the need to have the authorisations laid down in this Regulation for the putting into operation of machines and other gaming equipment, elements and materials.

5. Failure to comply with the time limits laid down for the submission of the self-declaration may result in the declaration of termination of the installation authorisation.

Article 120. Technical inspection.

1. Once the official declaration of opening has been received, the Administration shall order a technical inspection visit to the premises in order to check that it corresponds to the final design, the location of the authorised machines and other circumstances and requirements.

2. Failure to comply with the requirements necessary for the submission of the self-declaration, as well as the verification of the essential inaccuracy, misrepresentation or omission of any data or documents accompanying it, shall make it impossible to continue the activity of gambling casino as soon as these facts are known, following a decision by the authorising authority, without prejudice to any administrative responsibilities that may arise.

Article 121. Securities.

1. The company which owns the gaming casino must lodge a security, as provided for in Article 38, in the amount of EUR 450.000.

2. Where the undertaking which owns the gaming casino operates only machines and apparatus located in that premises, it is not required to lodge the security which would be due to it as the gaming undertaking referred to in Article 220 (d).

In any event, the company which owns the gaming casino must lodge the additional security referred to in Article 220 (d) of this Regulation.

3. Without prejudice to Article 38, the securities shall be attached to the compulsory payment of the financial penalties imposed by the administrative bodies on the company owning the chamber, as well as of the prizes, taxes and penalties to be paid as a result of the operation of the casino.

Article 122. **'Croupiers'** school

1. A permanent 'croupiers' school may be set up within casinos for the training of the staff providing or intending to provide services there, subject to prior notification by the head of the department responsible for the administrative management of gambling.

2. The application for authorisation to set up a 'croupiers' school shall be accompanied by proof of payment of the relevant administrative charge. The head of the gaming department shall take a decision within a maximum period of three months. Otherwise, the application shall be deemed to have been granted.

3. The training at the 'croupiers' school may be carried out during periods when the game hall is closed to the public, and may use the tables in the game hall itself and the sheets commonly used in the course of the game, the game manager being ultimately responsible for the safekeeping of this game material.

SECTION 2. OF GAMES AND THE OPERATION OF GAMBLING HALLS

Article 123. Casino games.

1. Only those listed in the Catalogue of Games and Places are considered to be casinos' exclusive games and may therefore be played in premises or establishments authorised as gambling casinos.

2. In accordance with Article 16 (2) (b) and Article 21 (2) (c) of Law 2/2000 of 28 June, only gaming casinos may install machines of type 'C' or of chance.

3. The games shall be developed in accordance with the requirements, elements, rules and prohibitions laid down, for each of them, in the Catalogue of Games and Pushings.



Article 124. Exchange of foreign currency.

1. Gambling casinos may exchange foreign currencies on their cash premises or set up dedicated offices, subject to the currency exchange rules in force.

Under no circumstances may the game tables be changed.

2. The department responsible for the administrative management of gambling may authorise the establishment in casinos, outside their gambling halls, of offices that are independent of Spanish banks, the installation, operation and operations of which shall be subject to the rules or instructions issued by the Ministry of the Economy.

3. The offices referred to in the two preceding paragraphs must remain open to the public throughout the operating hours of the amusement arcades.

4. The department responsible for the administrative management of the game may authorise the installation of bank ATMs outside the gaming arcades.

Article 125. Minimum advance payments to the bureaux.

1. The tables for fixed-odds games shall receive from the casino's central cashier, at the time of departure, an advance on tokens and plates to cover the winnings of persons using the games, the amount of which shall be determined in accordance with the provisions of this article.

This advance shall be repaid by the central cashier of the casino as often as necessary during the period of departure, but the amount of the new advances shall always be the same as that of the initial advance.

2. Advances should include, as far as possible, a sufficient quantity of small value tokens and plates for the desk in order to reduce or eliminate changes between the desk and the central box. The amount of such advances shall be fixed by the casino's gaming manager so that it corresponds to the estimated payments to be made by the casino on the table, taking into account the amount of bets allowed and the estimated number of users of the games who will take part in it.

Article 126. Control of the results of each game table.

1. The sheets and plates constituting the advance shall be transferred to the table in a special box for this purpose. The content shall be handed over to the head of the bureau.

2. Once on the table, the sheets and plates shall be placed on the table and counted by the croupier. The resulting amount shall be pronounced by the debtor loudly and then recorded by the register of advances. This shall be done in the presence of the persons employed in the casino designated by the game manager, who shall sign the register together with the competent officials, if present. The same procedure will be followed when further advances need to be made during the course of the item.

3. At the end of the day, the stock of sheets and plates of the table and the banknotes exchanged on the table shall be counted and the resulting quantities entered in the register of advances. The account shall be drawn up in the presence of the Casino employees designated by the game manager, who shall certify, under their responsibility, the accuracy of the entry made by signing below. If the officials responsible for the control of the casino are present, they shall also sign the register.

4. The operations referred to in the two preceding paragraphs must be carried out sufficiently slowly to enable those present to follow them in full detail. Any official or person employed by the Casino, who attends the event, may request the registration of advances in order to ensure that the amounts entered in the register correspond exactly to the amounts declared. The officials responsible for checking the casino may also carry out any checks they deem necessary.

Article 127. Minimum deposit for the payment of prizes.

1. Gambling casinos shall have in their central box at the beginning of each session, unless the casino's gaming manager decides to have a larger amount, a sum of money which shall be at least equal to the result of multiplying by 20.000 the amount of the minimum stake for the roulette table with the highest minimum. This sum of money may be partially replaced by the holding of an equivalent amount, blocked in a bank account and available at all times for the payment of prizes and with the prior authorisation of the competent gaming department. However, the amount of cash in the central box may not be less than fifty per cent of the total.

2. Irrespective of the other accounting obligations laid down by law, the casino's central fund must keep a special register for advance payments and replenishments.



Article 128. Documents and minimum information in the room.

1. There must be available to the public on casino premises a copy of Law 2/2000 of 28 June 1994, a copy of this Regulation and a copy of the Regulation on the internal rules of the establishment, if any, which must be known to the public.

2. An advertisement must appear on or near each gaming table and be visible to any of the persons using the games, indicating the number of the table, the amount of the initial advance payment and the minimum and maximum stakes allowed on the various dishes by the casino's gaming manager.

Article 129. Operation of the game tables.

1. Visitors to amusement arcades are not obliged to take part in the amusement arcades.

2. Once the advance has been made on the box of a given table, the casino is required to put it into operation when the first user of the games presents himself and to continue the game until the time fixed for its completion. Once the game has started at each table in the manner described, the consignment may not be interrupted before the hour at any table, except when the persons using the games withdraw from one of them or when the circumstances referred to in the following paragraph apply. The game manager, with the agreement of the official responsible for the control of the casino, if the casino is present, may also close the game on a table where there are reasonable grounds for believing that the game is being conducted incorrectly or fraudulently, and the appropriate report shall be drawn up.

3. Where several gaming tables are operated in the rooms and the game has lost animation in one of them, the game manager may suspend the game, leaving tables in the same game in sufficient numbers at his discretion to enable the users of the games present to continue the game. The same rule shall apply at the beginning of the session in the gaming arcades where the number of persons using the games present does not make it advisable to operate all the tables at the same time, in which case the opening of tables may be carried out gradually.

4. Games must cease at the time set as the time limit. At each game table, moments before the cut-off time, the head of the table shall announce loud 'the last three balls', at the tables of Bola or 'Boule', French Ruleta and American Ruleta; 'the last shooter',

at the dice tables; 'the last hands' at the 'Point and bank', 'Poker' and 'Bad' tables, in whatever form; and the 'last sabot' at the 'Black Jack' table. At the 'Thirty and 40' tables, the consignment must be stopped at the last cut within the last 30 minutes of the day.

5. The minimum requirements for betting on specific games or tables shall be amended, subject to the following conditions:

(a) During the session and once a table has been put into operation, the casino may vary the betting limit of the table by announcing the 'last three balls' or 'hands' with the above limit and completing the advance payment from the table if appropriate. The variation of the betting limit of a given table shall be limited to only once per gaming session and always in the sense of increasing it, never decreasing it.

(b) In any event, the casino must operate a table with at least the minimum number of bets notified for that table, unless otherwise provided for in the specific authorisation.

Article 130. Nature of bets.

1. Games must be played either with tokens or plates or with cash. Bets placed under word and any form of association of two or more persons using games with the intention of exceeding the maximum limits for each type of bet established at the various gaming tables shall be prohibited and shall be of no value.

2. Consecutive amounts of bets shall be represented by banknotes and coins and banknotes which are legal tender in Spain or by tokens or plates provided by the casino at its risk and venture.

3. The game manager may stipulate that all bets shall be placed in multiples of the minimum authorised for each table.

Article 131. Betting on fixed-odds games.

1. In fixed-odds games such as 'Bola', 'Boule', 'Treinta y 40', 'Ruleta americana', 'Ruleta française', 'Black Jack', dice, 'Punto y banca', 'poker sin diste', bets may be placed only by means of tokens or slabs.

2. The exchange of legal tender in Spain by tokens or plates, in the case of the games referred to above, may be carried out in cash boxes in the gaming rooms or on the



table itself. In any event, it is forbidden to make changes through the intermediary of employees who are among the users of the games.

3. The exchange of legal tender in Spain or plates by tokens on the game table shall be carried out by the 'croupier', which, after placing the unfolded banknote (s) or the plates at a visible place on the table provided for that purpose, shall declare their value aloud. It shall then clearly align and count the tokens with itself by passing them on to the client or placing the bet on the client's request. Finally, and also in a conspicuous manner, it will place the changed plate or card on the table box and the currency that is legal tender in Spain, and will place it in a separate, metallic, lockable box, which normally forms part of the same game table.

4. The banknotes exchanged may not be taken out of your cash box until the end of the consignment and for the purpose of drawing up the account. However, if the accumulation of tickets in the boxes is excessive, the boxes may be withdrawn and the tickets taken into account in the cash department or in another unit intended for that purpose, but in any case in the presence of the official responsible for the control of the casino, if the casino is present. The amount of the tickets so counted shall be recorded in a summary report to be signed by an official of the control service, if any, and the director of games or a person replacing him, a copy of which shall be entered in the box to be filled in by

to be placed back in the table or on which it was placed to replace the table.

This procedure shall also apply to the partial tip account in the event that no further tips are accepted by the respective box.

Article 132. Betting on games in circles.

1. In so-called 'circle games', such as 'bacará', in all its forms, and 'poker synthetico', the bank sum must consist exclusively of tokens and plates with their values expressed in the legal tender currency.

2. Exchange operations must be carried out in the cashiers of the rooms. At gaming tables, users may change to only one person employed in the casino, other than the 'croupier', who will have no function other than that indicated. This employee will remove the switched sheets or plates from a special box located next to the table, which will contain an amount in tokens and in the legal tender currency to be determined by the casino game manager before the start of the gaming hours.

3. Where the employee responsible for the change requires a greater number of sheets and plates for his or her box, he or she shall issue a document indicating the sheets and plates which he or she requests from the central box and the plates or the legal tender to be exchanged. This document, signed by the person employed and by the head of departure, shall be sent to the central bank by another special employee, who shall immediately return to the person responsible for the change the exact number of sheets and plates requested. The document proving the change must be deposited in the central bank.

The procedure laid down in this paragraph shall also apply where it is necessary to change plates or tokens on the gaming tables referred to in the preceding Article.

Article 133. Forgotten or lost bets.

1. Amounts or bets forgotten or lost on the floor, on gaming tables or abandoned during consignments, the owner of which is unknown, shall be taken immediately to the casino's main fund and recorded in a special register. Their amount shall be entered under a special heading in the casino's accounts, the balance of which must correspond, at the end of the season, to the sum shown in the register referred to above.

2. In the case of quantities abandoned during the consignments, the amount shall be determined by the total of the forgotten initial bet, without taking into account any winnings that may have accrued up to the time when it is noticed, after having sought its owner, that the quantities or bets are actually abandoned.

3. If the lawful owner of the amount or stake found appears and proves unquestionably his right, the casino shall reimburse him that amount. The amount of the refund shall be entered under the special heading in the accounts and in the register referred to in paragraph 1, indicating the date of reimbursement, the name and address of the person concerned, the evidence presented and a reference to the original entry.

4. The sums paid by the casino in this connection shall be paid to the municipality of the locality in which the casino is located for social assistance or charitable purposes. Delivery shall be made within the first 30 days of each year.



Article 134. Barajas or complete sets of cards.

1. Barrows or complete sets of cards for casino use must be grouped into six hands, known as 'half dozen'. Each "half-dozen" shall bear a serial number assigned by the manufacturer of playing cards, which shall be recorded on receipt in the corresponding logbook.

2. Gaming casinos may purchase 'half dozen' playing cards only from authorised manufacturers. Those manufacturers may make such cards available only to legally authorised casinos.

Each casino may print its logo on the back of the cards. The register of authorised manufacturers shall be kept by the directorate-general responsible for the administrative management of the game and shall allow it to be permanently open to new registrations.

3. In each casino and within the amusement arcades, there shall be a cupboard with the inscription 'deposit of playing cards', in which all new or used 'half-dozen' shall necessarily be kept, together with the register referred to in paragraph 1 of this Article. This cupboard will be permanently locked and held by the casino's game manager. The cupboard shall be opened only for the removal of "half dozen" or for the deposition of new or used ones, always in the presence of the holder of the key and the person employed who is to take charge of the playing cards, or for inspection of their contents at the request of the officials responsible for the inspection.

4. The casino shall only use playing cards which are in perfect condition. Any user of the games may request that the condition of the cards be checked, which shall be done immediately, with the casino's game manager deciding whether they are suitable for use.

5. Discarded, marked or damaged sets of playing cards must be placed on their complete 'dozen averages' and kept in the card depot until they are subsequently destroyed, and may not, under any circumstances, be sold or handed over free of charge to any person. The destruction shall be carried out in the presence of the control officials, who shall first check whether the 'dozen averages' are complete, and their destruction shall then be recorded in the register referred to in paragraph 1 of this Article.

6. The provisions of the preceding paragraphs shall apply to dice sets, which must be in closed and sealed containers, which, before use, are broken in the eyes of the public or before the competent officials. They shall be preserved and destroyed in the manner laid down for playing cards.

Article 135. Verification of the cards.

1. The 'dozen averages' shall be extracted from the pool at the time they are to be used. If new, they shall be unpacked at the same gaming table, inviting the public and persons using the games to check that the seals are intact.

2. The playing cards shall be placed on the table upwards so that it can be verified that there has been no change in the order in which they have been placed by the manufacturer. The croupier will then recount them and then deposit them on the cup and mix them, with the cards facing upside down. Cards which have already been used in a previous heading are mixed together in the same form.

3. Mixing shall be carried out in a single pile, with the fingers separated and the playing cards grouped together in small packages, in such a way that they are lifted from the cup and the resulting order is not changed. No cards should be separated or flagged.

4. During the consignment, at the end of each length and before mixing, the croupier divides the playing cards into two layers: one of the raised cards and one of the capped cards. It shall then return the first heap once to the second heel and mix them in the manner indicated in the two preceding paragraphs.

5. When the consignment is finished, the playing cards must be immediately reinstated in the order established by the manufacturer and examined for any markings they may have.

6. If, at any time, it is found that any of the cards in the casks examined have disappeared or that there are excessive, marked or extraneous cards in the casino of origin, the corresponding 'half a dozen' shall be removed from the table and the competent officials shall be notified immediately, with all information concerning the manner and circumstances in which the defect was discovered, if they are present in



the casino or, failing that, a report shall be drawn up and communicated to them, all under the responsibility of the game manager.

Article 136. Black Jack, Point & Banking tournaments and Poker

1. The casino may, after informing the department responsible for the administrative management of the game, conduct tournaments in the games of Black Jack, Point and Banca and poker authorised by it.
2. The notification must be submitted one month before the day of the tournament and must be accompanied by an indication of the rules and rules of the tournament and proof of payment of the administrative charge for the provision of administrative and technical gambling services.
3. The amount of the registration shall be allocated by the gaming casino to the payment of prizes.

Article 137. Exchange of tokens and plates.

1. The casino shall exchange to the users of the games the tokens and plates in its possession, whether they are the remainder of those previously exchanged or constitute winnings, for their amount in legal tender in Spain, without being able to make any deduction.
2. Payment in cash in legal tender in Spain may be replaced by the submission of a cheque or bank voucher to the casino's account, in which case a report shall be drawn up in duplicate, signed by the recipient and a person in a cashier's office or his or her replacement, with each party retaining one copy where the amount to be paid exceeds EUR 18.000 or where the maintenance of the minimum cash amount required by Article 127 of this Regulation so requires.
3. If the cheque proves to be unpaid, in whole or in part, the user of the games may apply to the department responsible for the administrative management of the game for payment of the amount due, together with a copy of the document provided by the casino, together with the cheque. The department shall hear the casino's gaming manager and, having established that the debt has not been paid, shall allow him a period of three working days within which to deposit the amount owed with the department, which shall be handed over to the user of the games. If he fails to do so,

he shall issue the gaming user with the appropriate order for payment, by which he may pay the sum to the Caja General de Depósitos against the security lodged by the casino.

In any event, the department's decision expressly reserves the right to bring civil or criminal proceedings for which the parties may be responsible.

4. If, for any reason, the casino is unable to pay winnings to the users of the games, the game manager shall order the immediate suspension of the games and request the presence of the competent officials, to whom the corresponding debit notes shall be drawn up.

5. If the casino gaming manager fails to deposit the amounts due within the time limit and the security is insufficient to cover the debts certified in the reports, the department responsible for the administrative management of the game shall not issue an order for payment against the security and shall request the company owning the casino to submit to the competent court an application for suspension of payment or bankruptcy, which shall be processed in accordance with the relevant legislation in force.

In all these cases, the department will initiate the appropriate penalty proceedings to clear up the relevant responsibilities.

6. The casino shall not be required to issue certificates attesting its winnings to the users of the games.

SECTION 3. OF THE MANAGEMENT OF GAMING CASINOS

Article 138. *Game management bodies.*

1. The management of games and control of their development shall be the primary responsibility of the director of games, without prejudice to the general powers of the management or administrative bodies of the holding company.

2. The Gaming Manager may be assisted in the performance of his duties by a Steering Committee or by one or more Deputy Directors. The existence of the Steering Committee shall not preclude the appointment of the Deputy Director (s) if this is deemed necessary.

4. Within 30 days of the termination, the company shall propose to the competent gaming department the person who is to replace the termination.

Article 140. Powers of management bodies.

1. The director of games, the deputy directors and members of the steering committee, are responsible for the organisation and correct operation of the games vis-à-vis the administration and the company that holds, within the terms of the administrative authorisation, the rules of Law 2/2000 of 28 June 2007 and this Regulation. Only those authorities may issue orders to gaming staff, in accordance with the allocation of functions between them established by the company's governing bodies.

2. The game manager may be replaced in his or her functions by the deputy directors and the members of the steering committee. Exceptionally, in view of the impossibility of replacing the game manager by a deputy director or a member of the management committee, and in any event for a period not exceeding one day, he may also be replaced by one of the persons employed in the highest category in the casino. The name of the replacement person shall then be brought to the attention of the officials responsible for the control of the casino, if they are present, and shall in any case be communicated to them.

3. The game manager, or a person replacing him, is responsible for the safekeeping of the gaming equipment in the casino, the files of the users of the games and other documentation, as well as for the proper keeping of the specific accounts of the games. All items listed above must be permanently at the disposal of the officials responsible for the control of the casino on request.

Article 141. Prohibitions for management bodies.

It is forbidden for the game manager, the deputy directors and the members of the steering committee to:

(a) participate in the games taking place in the casino itself, either directly or through an intermediary.

(b) performing duties specific to persons employed in gaming arcades, with the exception of heads of arcades who may sit on the steering committee. However, the deputy directors may temporarily replace the heads of table in the performance of their duties, after informing the official responsible for the control of the casino, if the casino is present, but in no case the croupiers.



- (c) receive, on any basis, percentage shares in the casino's gross revenue or in the profits from gaming.
- (d) participate in the distribution of the overall mass of tips, with the exception of room heads who are members of the steering committee, who are allowed to perceive tips.
- (e) granting loans to gaming users.

SECTION 4. THE ACCOUNTING DOCUMENTS OF THE HOLDING COMPANY, THE GAMES AND THE GUARANTEES AND OBLIGATIONS

Article 142. Accounting documentation.

1. In addition to the general accounts of the undertaking owning the casino, which are governed by the Commercial Code and the tax accounts established by the legislation specific to each tax, documentary checks on the revenue generated by the games shall be carried out by means of the register of profits, in the case of circle games, the register of advances in the case of quid pro quo games and the register of revenue control, for both types of games.

2. These books and records specific to games must be bound, laminated and stamped by the Directorate-General responsible for the administrative management of the game. They must not make any alterations or erasures, with any necessary corrections being made in red ink, which must be saved by the signature of the director of games or his replacement or the officials of the control service, if the latter are present.

With the prior authorisation of the competent body concerned, these books may be replaced by computer applications and systems enabling the economic data of each table to be reversed, generating a PDF or similar to be signed by the director or his or her replacement, either manually or digitally. These software applications must at all times guarantee the authenticity of the signatory, the integrity of the content and the impossibility of subsequent modification, allow the data to be stored securely, with backups, for this purpose and also facilitate their storage, consultation and contribution in order to meet the information requirements of the gambling inspection or the competent body at stake.

Article 143. Register of advances.

1. On each of the tables dedicated to quid pro quo games, such as that of the French Rulet, American Rulet, Bola or Boule, Treinta y 40, Black Jack, Punto y banca, dice,

poker sin diste and Ruleta de la fortuna, there will be a Register of Advances bearing a number that will be the same as that of the table to which it refers.

2. The amount of the initial advance and, where applicable, the amount of additional advances, as well as the total amount of the stocks in the cash register and tokens at the end of each session, shall be recorded in the Register of Advances.

3. The Register of Advances will be closed by session and will be aggregated every day, at the end of which the results obtained will have to be transferred to the Register of Revenue Control. The use of the Register of Advances is mandatory, and direct entry in the Register of Incomes Control is prohibited.

Article 144. Profit register.

1. In each of the circular gaming tables, such as the bacará in its various forms and the poker in its various forms, there shall be a register of profits in order to record the gross income received by the casino in the course of such games.

2. This register, which shall conform to the official model, shall contain the following information:

- (a) The exact name of the game to which each table corresponds.
- (b) Order number and register, which must be the same as the table.
- (c) Time at which the consignment is opened.
- (d) Time (s) of interruption and resumption of the consignment, if applicable.
- (e) Name of the croupiers and changer.
- (f) The name (s) of the banker (s) on the “bactar a dos paños”, either under “open banking” or “limited”.

3. The consignment shall be completed by the ‘croupier’ in the presence of the game manager or person replacing him and a cashier, the well or ‘cagnotte’ shall be opened and the sheets and plates on the well shall be debited, the total quantity being pronounced by the ‘croupier’ aloud. The latter shall be immediately recorded in the Benefit Register, in which they shall certify the accuracy of the record made by the game manager or his replacement, a cashier and a person employed by the table, under their responsibility, by signing it below.



Article 145. Revenue Control Record Book.

1. The revenue control register shall record the results of the Advance and/or Benefit Registers of each of the tables, aggregated per day. The Register Book shall conform to the official model.
2. Entries in the revenue control register shall be made at the end of the day and before the start of the following day. The total result will be extracted, in numbers and letters, and then certified as accurate by the game manager or a deputy director or member of the management committee.

Article 146. Information.

1. The game manager or his replacement shall have at the permanent disposal of the officials of the control service sufficient information on the number of visitors, the currencies exchanged, the drop made (or the economic estimate of the gaming figures on the tables in the casinos, depending on the total purchase of tokens made by the visitors to the casinos) and the revenue of each of the tables, as well as the revenue from the machines.
2. Within one month of the end of each quarter, the undertaking which owns the gaming casino shall send the directorate-general responsible for the administrative management of the game a balance of sums and balances in its general accounts, which shall send a copy to the directorate-general responsible for taxes on gaming.
3. Each year, within the first eight months of each year, the company owning the casino must submit to the directorate-general responsible for the administrative management of the game the external audit of its financial statements, where it is required to audit them under the rules governing capital companies, and a copy of the corporate tax return.

CHAPTER IV

Bingo

SECTION 1. AUTHORISATION SCHEME.

Article 147. Legal framework.

1. The authorisation, organisation and conduct of the game of bingo, in any of its forms, is governed by the rules contained in Law 2/2000, of 28 June, in this Regulation and by any general or supplementary provisions that may be enacted or applicable.
2. All games which, with the same, similar or different names, constitute forms of bingo play not provided for in the legislation in force or which are carried out outside the exclusions or authorisations, requirements and conditions laid down in those rules shall be prohibited.

Article 148. Companies owning bingo halls.

1. Bingo games may be organised, managed and operated only by entities or companies authorised for that purpose by the department responsible for the administrative management of the game, which must be entered in the relevant section of the General Gambling Register of the Autonomous Community of Aragon.
2. A commercial company set up for that purpose in the form of a public limited company may hold a bingo hall licence if it meets the following conditions:
 - a) Have as their principal object the operation of bingo halls, without prejudice to the possibility of providing additional activities or services.
 - b) Have a minimum share capital of EUR 150.000, which must be fully subscribed and paid up and represented by registered shares.
 - c) The participation of foreign capital in the enterprises referred to in this Regulation shall at all times be in accordance with the rules in force on foreign investments.
3. The overlapping of operating companies shall not in itself reduce the responsibilities of the body holding the authorisation vis-à-vis the Administration of the Autonomous Community of Aragon.
4. No natural or legal person involved in the organisation, management and operation of five bingo halls in Aragon may participate in the share capital of other public limited companies managing bingo halls in Aragon.
5. If the applicant company was not previously registered in the General Register of Gambling, it may submit, at the same time as the application for installation



authorisation, the application for entry in the Register, in accordance with the requirements of this Regulation.

Article 149. Sureties

1. The company which owns the bingo hall is required to lodge the security, as provided for in Article 38 of this Regulation, according to the category of the hall, for the following amount:

(a) Category 1: EUR 48.000

(b) Category 2: EUR 36.000

category 3: EUR 24.000

2. If the company which owns the bingo hall operates only the machines and apparatus located in that room, it is not required to lodge the security which would be due to it as a gaming undertaking under Article 220 (d).

3. In any event, the company which owns the bingo hall must lodge the additional security referred to in Article 220 (d) of this Regulation.

Article 150. Installation authorisation.

1. The companies referred to in Article 148 may apply for authorisation to set up a bingo hall, in accordance with this Article et seq. of this Regulation, without prejudice to the special features set out in the following paragraphs.

2. The favourable decision authorising the installation and its entry in the General Register of Gambling shall contain at least the information provided for in Article 100 of this Regulation.

3. The authorisation for the development of bingo entails the obligation of its actual practice.

4. The change of ownership of a bingo hall authorised to operate the bingo game shall entail the subrogation of all rights and obligations by the new holder.

Article 151. Self-declaration of opening.

1. Companies which, having an authorisation to install bingo halls, wish to start operating them must submit a formal declaration of opening, in accordance with the provisions of Article 101 of this Regulation.
2. In order to be able to start operating the room, companies must meet the following requirements:
 - (a) not have been sanctioned for more than one infringement classified as very serious in the last six months.
 - (b) Provision of duly approved markers, screens, information boards and any other instrument necessary for playing the bingo game.
 - (c) constitute the securities required by this Regulation.
3. The self-declaration of opening shall be accompanied by the documentation referred to in Article 101 of this Regulation.
4. If the room cannot be opened within the period laid down in the operating permit for reasons beyond the control of the licence holder, the latter may apply for an extension in accordance with Article 101 of this Regulation.

Article 152. Technical inspection.

The gambling authority shall make an inspection visit to the premises, in accordance with the provisions of Article 102 of this Regulation, in order to verify that they correspond to the approved design, the installation of tables, the installation of safety and operational measures for game elements or devices and the systems for controlling games and visitors, as well as any other aspect relating to the game governed by this Regulation.

Article 153. Changes to installation authorisations.

Modifications to authorisations for the installation of bingo halls shall be governed by the general provisions for gaming premises laid down in Article 103 of this Regulation.

Article 154. Duration and renewal of installation authorisations.

The validity and renewal of authorisations to install bingo halls shall be governed by the provisions of this Regulation for all gaming premises in Article 104.



Article 155. Termination and revocation of installation authorisations.

The installation permit may be terminated or revoked for the reasons set out in Articles 105 and 106 generally for all gaming premises.

SECTION 2. THE BINGO GAME

Sub-section 1.a. Ordinary bingo and premium

Article 156. Ordinary bingo.

In accordance with the provisions of Article 85 of this Regulation, the game of bingo is a form of gambling, of the type lotteries, played on 90 numbers, from one to 90 inclusive, with users of the games having as a game unit cartons or cards, composed of numerical combinations of 15 different numbers, distributed on three horizontal lines of five numbers each and in nine vertical columns, in either of which there may be two or one number, but without ever having a column without a number.

Article 157. Awards awarded in bingo rooms.

(a) Line: the line shall be deemed to be formed when all the numbers making up one of the three horizontal lines of which the cardboard is composed have been extracted and sung by the person or persons using the game.

(b) Ordinary Sunday: ordinary bingo shall be deemed to be formed when all the numbers making up a cardboard are removed and sung by the person or persons using the games or persons using the games.

(c) premium: it is the award of an additional prize to the person or persons using the game who, during the course of the game, form an ordinary bingo, in accordance with the rules and under the conditions laid down in the following article.

Article 158. Premium.

1. A premium is referred to as the additional bingo prize won by the person or persons using the game who obtain the combination of bingo in the post after or after the announcement by the room itself in its panels, screens and sound hearing system.

It shall be prohibited to advertise and deliver the prize not previously reflected in the panels and screens of the room, as well as in the audiovisual recording system of the room.

2. The prize for the bingo premium shall consist of an amount determined by each room on the basis of the revenue it obtained in the month immediately preceding the

month due, calculated on the first day of each month, obtained by subtracting the percentage fixed in the first paragraph from the total of the cartons sold by the room itself in the month immediately preceding that month.

3. The system for allocating the amounts of premium winnings shall be fixed for each bingo hall on the basis of the maximum amount resulting from the calculation carried out in accordance with the preceding subparagraph, but may not exceed the total amount of daily premiums to be granted of 10 per 100 of the total amount collected for that purpose.

4. The amount of the premium shall be the amount resulting from the calculation of the premium in accordance with the third paragraph of Article 1 of Annex II to this Regulation.

5. It is the responsibility of the operators of bingo halls to inform the administrative body responsible for the administrative management of games, on the first day of each month, of the distribution system and the amounts of the premium winnings to be awarded by the bingo halls in that month, day by day, and to send the minutes of the consignments for the past month, indicating the amounts of the premiums paid and the balls on which they were awarded.

6. The time or times fixed by each room for the announcement and award of premium prizes may not affect the closing hours of the room.

7. At the close of each day, bingo rooms shall set the time or times for the award of the premium for the day, which shall be recorded in the record of the closing of the room, which shall be in accordance with the standard format available on the website of the Government of Aragon.

8. If, for whatever reason, a room is unable to deliver the prize, it shall proceed to the dinner of the next month of the room, without prejudice to Article 162(2) of these Rules, in the event of temporary or permanent closure of bingo rooms.

9. The opening of a new bingo hall will mean that it will not be able to deliver the premium until it has been established in advance, which will take place within one month of the granting of the operating permit.

Article 159. Percentages allocated to prizes in bingo halls.

The percentages allocated to prizes in bingo halls shall be as set out in Annex II.



Article 160. *Payment of prizes.*

Regular line, premium and bingo prizes may be paid in cash or by cheque by the staff designated by each bingo hall to the winner (s) at the end of each bingo game. Under no circumstances may prizes be replaced by prizes in kind.

Sub-section 2.a. Legal status of authorisations

Article **161. *Bingo room conditions.***

1. There shall be a main bingo hall in the bingo hall, allowing the installation of other pre-authorised and approved game elements or equipment, provided that they do not interfere with the proper conduct of the bingo hall. In turn, bingo halls may have other areas or areas intended to provide complementary leisure services, such as hospitality or automatic games.

2. The rooms where the bingo game is played must, in any event, have the necessary elements for the conduct of the game, in accordance with the requirements laid down in this Regulation.

The bingo hall shall be arranged in such a way that, when its entire capacity is seated, all the elements involved in the game, as well as the information necessary to track the consignment through the corresponding screens, are clearly visible to all users of the games simultaneously, either directly or through television monitors or similar systems.

3. In bingo halls, the installation of type B or similar gaming machines as referred to in Article 21 (2) (b) of Law 2/2000 of 28 June may be authorised, as provided for in this Regulation.

4. The opening of an annexed room after the authorisation of the bingo room shall require the prior presentation to the body responsible for the administrative management of the game of a description of the premises, including the total area and uses of the spaces in which the annexed room is distributed, location and premises plans, the corresponding municipal licence and payment of the administrative fee for the provision of technical and administrative services.

Prior to granting the authorisation for the attached room, the body responsible for the administrative management of the game shall conduct an inspection visit to verify whether the approved project corresponds to the project, the installation of safety

measures, the distribution of the gaming machines, components or apparatus, the maximum capacity and functioning of the gaming apparatus and the access control and prohibited systems.

Article 162. Temporary or permanent closure of bingo rooms.

1. In the event of the temporary or permanent closure of a bingo hall, the percentage deducted for premium winnings, not handed over to the users of the games, shall be paid into the Treasury of the Autonomous Community of Aragon.
2. If the bingo hall, which has been temporarily closed, resumes its activity, it shall proceed from the first day of the month following its authorisation to make the reserve of the premium available for delivery from the following month.

SECTION 3. ACCESSORY ELEMENTS

Article 163. Closed-circuit television (CCTV).

1. In all bingo halls, closed circuit television must be available to ensure that all users of the games in the bingo halls are aware of the balls that are being removed during each consignment. To this end, a camera shall permanently approach the point of departure of the balls, and the image must be collected by the various monitors that ensure vision from any point in the room.
2. Bingo rooms must have all the technical means necessary to ensure the correct audiovisual recording of all consignments, as well as the recording of the voice of the speakers by singing the balls extracted. These recordings must be stored for a period of three months, during which period they may be requested by the department responsible for the administrative management of the game and the inspection department. After this period they may be erased without prior authorisation.
3. Rooms in which there is, or appears to be, a defect in the recording system for consignments that prevents or hinders the recording of images or sound must immediately report this incident to the department responsible for the administrative management of the game and repair the detected defect within a maximum of 48 hours, failing which the bingo game will be suspended.



4. The competent department may require the recording of images or sound from any of the bingo rooms in order to verify their proper functioning.

The malfunctioning of the CCTV, the non-functioning of the CCTV or its interrupted recording will result in the suspension of the bingo game and the payment of the premium prizes deducted during the previous month and not handed over to the users of the games in the Treasury of the Autonomous Community of Aragon.

Once the audiovisual recording system has been repaired and its proper functioning verified, the bingo room may resume the operation of the bingo game under the conditions laid down in this Regulation.

Article 164. Panels and screens.

In all bingo arcades there shall be the necessary luminous displays and information panels so that at least one can be seen from anywhere in the arcades.

They shall contain the number of cards at stake, the numbers of balls as they are extracted and provide precise information on the amounts of the line, ordinary bingo and premium prizes, as well as the maximum ball number allowed for the premium.

Panels and screens may not advertise more than the permitted number of bonuses, in accordance with the rules of the game laid down in Article 158 of this Regulation.

Article 165. Sound installation.

Bingo rooms must be equipped with a sound installation to ensure that all users of the room games have a perfect hearing of the development of each batch.

SECTION 4. ELEMENTS NECESSARY FOR THE PLAYING OF BINGO GAMES

Article 166. Cartons.

1. Bingo games may only be played with cards authorised by the head of the competent gaming department of the Autonomous Community of Aragon. Cartons must be issued by the Fábrica Nacional de Moneda y Timbre – Real Casa de la Moneda or by any other body or entity jointly determined by the holders of the departments responsible for finance and gambling.

2. Each cardboard shall contain 15 different numbers, between and including number 1 and 90, five of which shall appear in each of the three rows making up the cardboard. The cartons shall also be divided into nine columns. The first column shall contain numbers between one and nine, the second column shall contain numbers between 10 and 19, and so on until it reaches the last column containing numbers between 80 and 90. There may be two or one number in any of the columns making up the cardboard, and there may not be a column without numbers or a row (line) which does not reach or exceed the five numbers.
3. The sale of the cards may be authorised only within the room where the game is played.
4. The cartons shall be grouped in series, each series being made up of six cartons which must contain 90 numbers. The six cards making up each series must all be different in the possible combinations of line and bingo prizes.
5. The front of each cardboard shall bear the series to which it belongs, the serial number, the cardboard number and the face value of the cardboard.
6. The price of bingo cards shall be as set out in Annex II.
7. The cards must be paid for by the persons using the games at the time of delivery, using cash or any other means of payment previously authorised by the competent department, and delivery on account, payment by cheque or other means of payment, as well as the practice of credit transactions with the persons using the games, are prohibited.
8. Cartons corresponding to a consignment may not be purchased until the cartons awarded the previous consignment have been checked.
9. The cartons shall be sold correspondingly by each seller and, at the discretion of each room, according to the ranges, and the order number, within each series. Sales in each consignment shall begin with the number one of each series, when the series begins with that number, or with the number following the last carton sold in the previous consignment.



10. If the number of cartons in the series offered for sale is insufficient to meet the demand for cartons in that consignment, cartons in a new series shall be put into circulation for the same consignment taking into account the following:

- (a) the second series is of the same value as the first.
- (b) The sale of cartons of the second series shall necessarily begin with the number one of the series.
- (c) The cartons of the second series may be sold up to the maximum limit of the carton of the first series with which the sale has started, so that in no case may two equal cartons be sold in the same consignment.

11. Unless a computer or electronic system is used, the card numbers shall be indelibly marked as they are removed and sung. Cartons whose marking makes it impossible to identify clearly the serial number or cardboard number shall not be valid for the purposes of payment of the prize.

12. The prized cartons shall be checked by displaying the original or parent cardboard by the person responsible for the table, using closed circuit television.

13. After each consignment, used cartons shall be collected and destroyed at the end of the day, except for cartons which have been aggravated, which shall be kept for a period of three months, and cartons which may constitute evidence of an infringement if there are reasonable grounds for suspecting that they have been committed during the consignment, in which case they shall be placed at the disposal of the competent authority.

Article 167. Extractors.

1. In all rooms, there shall be at all times one ball extractor and one backup to provide for any necessary replacements, both of which must be approved in advance and authorised by the department responsible for the administrative management of the game.

2. The department responsible for the administrative management of the game may approve systems for the extraction of balls and their vision that are developed using purely computerised procedures, and may for that purpose obtain any information, documents and reports it deems appropriate.

Article 168. *Balls.*

1. At the beginning and end of each bingo session, and for all premium prizes, the balls shall be counted in their entirety by the head of the table, in the presence of the person responsible for the room and the persons using the games who request it, checking their numbering and perfect condition. The persons responsible for the inspection and control of gambling may be present during this operation.
2. During the course of the game, the numbers, as they are extracted and sung, will be reflected on a screen that will be visible to all users of the games.
3. If any anomaly is discovered in the balls after removal has begun, the consignment shall be cancelled and the cartons shall be returned.
4. Only ball sets authorised in advance by the competent department may be used. Each set of balls shall consist of 90 units, each number being indelibly marked in such a way as to be perfectly visible.
5. Each set of balls shall be accompanied by the serial number of the manufacturer and a copy of the decision authorising it.
6. Each set of balls shall be changed when any of the balls are not in perfect condition. The replaced set of balls shall be placed in a box, sealed by the person responsible for the room and subsequently destroyed, unless there are any claims related to it. Each change in the set of balls shall be recorded in the appropriate record.
7. Bingo rooms must at all times have a complete set of balls in reserve to provide for any necessary replacements.

SECTION 5. DEVELOPMENT OF THE HEADINGS AND RULES OF THE GAME



Article 169. Description and mechanics of the game.

1. Before the start of each session, the proper functioning of all the gaming equipment and facilities to be used will be checked, and the balls will then be inserted into the extractor, and those who use the game may wish to be present.
2. Before the cartons of each consignment are sold, the series or series to be sold and the face value of the cartons shall be announced.
3. The maximum number of cards which may be played, for each user of the game, by any computer medium, with the prior authorisation of the competent department, shall be 36, with 12 cards in other cases.
4. Once the sale of cards has been completed and the cards from the previous consignment have been collected, the head of the table or equivalent must announce to the users of the games:
 - (a) The total cartons sold in the corresponding series or series, using the following formula: "Cartons sold (...), series (...), number (...) to (...) and series (...) from (...) to (...)"
 - (b) The amount of the prizes for the ordinary line and bingo, and may also announce the other authorised arrangements, without prejudice to the fact that, in any event, the amount of the prizes for the premium must be clearly indicated on the corresponding panels and monitors in the gaming arcade.
5. The announced data will then be displayed on the panels and monitors, starting with the consignment.
6. During the course of the game, no new users or visitors will be allowed to enter the room until the end of the game.
7. Thereafter, the balls shall be extracted successively, the numbers shall be advertised by loudspeakers and simultaneously displayed by monitors.
8. The game will be interrupted when someone who uses the game casts the online game loud and clear. The cardboard will then be delivered to the room staff who will announce to the person responsible for the table the number of the cardboard sliced for verification. This operation shall be repeated for all canned cartons.

9. When the room programme reports that there is a premium cardboard, the head of table or equivalent will sue if there is any prize in the room.
10. If the checks reveal errors or inaccuracies in any of the singing numbers, the game will resume until there is one or more winners.
11. When the sung line is correct, the game will continue until the bingo is sung.
12. Once the award-winning cardboard has been checked, the head of the table or equivalent will ask whether there is any other award-winning cardboard, leaving a reasonable time until the consignment is closed with the order 'the consignment is closed'. At that time, any right to claim in respect of the game is lost.
13. Once the winning card (s) have been verified, the consignment will be closed, the prizes will be paid out, the used cartons will be collected and the new ones will be sold.
14. The re-use of used cartons shall be prohibited.
15. At the end of the session, a copy of the winning cards will be attached to the minutes of the day and kept for a period of three months.
16. The removal of any user of the game during the course of the consignment shall not give rise to the reimbursement of the amount of the cards he or she has purchased.

Article 170. *Prizes.*

1. From the money obtained from the sale of the cards in each consignment and on each day, the money intended to make up the prizes shall be separated, according to the percentages allocated to each of them, in accordance with the provisions of Article 159 of and Annex II to this Regulation.
2. For the payment of the line prize, ordinary bingo and premium, the money remaining from the sale of the cartons played on each consignment in the room shall be used.



Article 171. *Records of consignments.*

1. The proceedings of each session must be recorded in a record, which must be drawn up in a separate document at the same time as each session is held. Under no circumstances may the removal of balls commence until those data have been fully mechanised and announced to the users of the games through the corresponding room panels.
2. The minutes shall be drawn up using computer systems approved in advance by the department responsible for the administrative management of the game and in accordance with the models provided by that department. Those systems shall generate the minutes in the form of a read-only, non-amendable electronic document.
3. A record of the name of the room, the start of the meeting, the date and signature of the head of table and head of room, or equivalent, and any replacements shall be entered at the top of the minutes, followed by the following mandatory information for each item: serial number of the consignment, series (s) of cartons used, price and number of cartons sold, total amount collected and amounts paid for line prizes, ordinary bingo and premium. At the end of the meeting, the closing order shall be drawn up and signed by the head of the table and the head of the room, or equivalent staff, in accordance with the model provided by the department responsible for the administrative management of the game.
4. In addition to the computer recording, the records relating to the opening, closing and premium shall be drawn up in documents with standard templates.
5. The report shall also record, by means of separate measures, any incidents that have occurred during the course of the consignments. Incident proceedings shall be signed by the head of table and the head of room, or equivalent staff. Complaints from game users shall be made on the relevant complaint form, which shall be signed by the complainant, the head of table and the head of room, or equivalent staff.
6. The records must be kept and kept for at least three months from the date of issue. However, where a complaint is pending, it shall be retained until the relevant decision has been handed down, has become final and it is clear that it has been duly completed.

Article 172. A filing system.

1. All bingo halls located in the Autonomous Community of Aragon shall have a filing system in which the records provided for in the previous Article are stored for a period of three months, to which only officials performing the tasks of inspection and control of gambling and judicial bodies may have access.

2. In the event of any breakdown that prevents or hinders the storage of the information derived from each consignment, a report shall be drawn up, signed by the person responsible for the room and by the head of the table or equivalent staff, indicating the consignment and the time at which the breakdown occurred, restarting the game and recording in the report the consignments held together with the information provided for in Article 171 of this Regulation. Within 48 hours, the malfunction detected shall be repaired or replaced by the computer system. This record shall be generated and kept in the same format as the other records provided for in this Chapter.

SECTION 6. ROOM ELECTRONIC BINGO

Sub-section 1.a. Enforcement – general

Article 173. Field of application.

1. The electronic room bingo will only have exclusive practice in the main room of the gaming premises authorised in Aragon for the practice of the traditional bingo game.

2. The playing of the electronic room bingo game shall take place autonomously or independently of other types of game authorised in the bingo room and with the specificities regulated in this Section.

Article 174. Concept of electronic room bingo.

1. Electronic room bingo is the electronic form of the traditional bingo game to be marketed in the authorised bingo halls, in which the user of the games acquires the cards issued electronically, by means of a computer system, and reproduced on a gaming terminal, and may choose to broadcast them on paper.

2. The cardboard is configured by boxes, some of which contain numbers.



3. The purpose of the game is to complete certain patterns on board from a sequence of numbers resulting from the drawing of lots. Skipper means a certain arrangement of numbers in the boxes of bingo cardboard.

4. A cardboard winner is one who succeeds in completing a planned combination as one of the possible prizes.

Article 175. Legal framework.

The technical specifications for the practice of electronic room bingo shall comply with the provisions of Law 2/2000 of 28 June 2007, the provisions for its implementation relating to the game of traditional bingo in this Regulation and the provisions specifically laid down in this Section.

Sub-section 2.a. Authorisation scheme and installation

Article 176. Authorisation for the practice of electronic room bingo.

1. Undertakings which own bingo halls must submit an application to the Directorate-General responsible for the administrative management of the game, prior to the sale of the electronic bingo halls, stating:

(a) Approval of the technical system for the electronic room bingo and its registration number in the General Register of the Gaming of Aragon.

(b) The number of operational terminals for the development of the electronic room bingo.

(c) The range of the matrix of electronic cards which are reserved for paper printed cards.

d) Proposal for rules for the organisation and operation of the electronic room bingo.

Those rules shall contain, in a clear and comprehensive manner, all the rules applicable to the development of the electronic room bingo, the price of the electronic cards, the winning prize combinations, the validity of the results, the system for validating, distributing and paying out the prizes and the forfeiture of the right to receive the prizes.

(e) Presentation of a Safe Game Programme.

(f) proof of payment of an administrative charge for the provision of administrative and technical gambling services.

2. Applications shall be decided on by the head of the competent department within a maximum period of three months, after which they shall be deemed to have been accepted without express decision having been notified.

3. Authorisation to operate the electronic room bingo shall be granted for a period of five years, renewable for periods of the same duration.

4. A modification of the authorisation for the practice of electronic room bingo involving changes to the computer system and to the technology used for the organisation, management and practice of the game shall require authorisation from the department responsible for the administrative management of the game.

Article 177. Termination of the authorisation to play the electronic room bingo game.

1. The authorisation of the practice of electronic room bingo shall be extinguished by the warning of anomalies in the approved electronic room bingo system which result in inaccuracies or misstatements in the data relating to cartons sold, quantities won, prizes won or returns of games cancelled.

2. The following shall also be grounds for terminating the authorisation to play the electronic room bingo game:

the cancellation of the registration of the company that owns the bingo hall or the company that manufactures the technical system in the General Gambling Register of Aragon.

(b) The express waiver or dissolution of the undertaking which owns the bingo hall.

(c) the loss of any of the legal conditions or requirements necessary for the granting of the authorisation.

(d) the imposition of a final administrative penalty leading to the expiry of the authorisation.

Article 178. Installation of electronic room bingo terminals.

Each electronic room bingo terminal shall subtract a seating capacity from the traditional bingo so that the sum of traditional bingo seating capacity and electronic room bingo seating capacity may under no circumstances exceed the maximum seating capacity authorised in each bingo room.



Sub-section 3.a. Material and IT elements of the electronic room bingo

Article 179. Technical system for electronic room bingo.

1. The technical system necessary for the practice of electronic room bingo must ensure the safe and transparent development of bingo consignments and the monitoring of their proper functioning. To this end, it must have traceability mechanisms in place to record the operations carried out and allow for the storage of data on each consignment held relating to the date and time, the number of cartons sold, the total amount of sales, the numbers extracted, the cartons awarded and the amount of prizes won, for a period of at least six months.
2. The technical system for electronic room bingo must be approved by the department responsible for the administrative management of gambling and registered in the General Register of Gambling in Aragon and must consist of the material and IT elements referred to in this third sub-section.
3. The technical system shall have features suitable for printing electronic game cards on paper.

Article 180. Central room electronic bingo server.

1. It is the device that will maintain the necessary and permanent connection to the gaming terminals in the room where the electronic room bingo takes place.
2. The central room electronic bingo server manages and controls the room electronic bingo game system and performs the following functions:
 - (a) the recording and control of transactions involving the purchase of cards and the collection of prizes.
 - (b) Allocation to the gaming terminals of the electronic cards purchased by the users of the games in each consignment.

The distribution of cards to each terminal shall be carried out on the basis of the purchase order of each person using the game in its gaming terminal and always according to the order number of the ranges in each series.
 - (c) Extraction of balls from each consignment with guarantee of randomness by the system. The system shall prevent any possibility of change or manipulation of the sequence of numbers constituting the consignment.

- (d) Communication to the gaming terminals and information screens of the various ball extractions taking place during the course of the consignment. The game terminal and the information screens on the electronic room bingo will not be able to display, in any way, the sequence of non-extracted balls.
- (e) Information and recording of the random generation of balls for each consignment.
- (f) communication to the gaming terminals and to the information screens of the electronic room bingo of the amounts of the prizes determined by the central system of the electronic room bingo, according to the money collected from the sale of cards in each consignment.
- (g) Control of cartons being played at gaming terminals.
- (h) Verification of awarded cartons.
- (l) Allocation of the prize (s) won in each game item to the relevant gaming terminals.

3. The central server of the electronic room bingo shall have a secure connection to the Administration, for the purpose of monitoring and controlling all gaming operations, in real time.

4. The central server of the electronic room bingo will archive all the operations of the electronic room bingo game, as well as the receipts and payments, at the time they are carried out, for analysis, verification, control and compilation of statistics by the Administration on the cards sold, their series and serial number of the ranges of each series, as well as the terminals that bought them and the prizes obtained.

This information may be printed on paper at the request of the users of the games or by the official assigned to the gambling inspection and control services.

Article 181. Room electronic bingo terminals.

1. The electronic room bingo terminal is the individual game device delivered by the bingo hall to each game user to participate in the room electronic bingo game.

2. The terminals of the room electronic bingo shall be connected to the central server of the room electronic bingo, in order to receive all the information generated by the central server, allowing the user of the games to perform the following operations from the terminal:

- (a) Purchase of cards.
- (b) Participation in the electronic room bingo.



- (c) Full and detailed information on the number of cartons purchased in each consignment.
- (d) Monitoring of the extraction of balls, the size and conditions of the prizes and cards awarded.
- (e) Information on the cardboard awarded for each consignment, with the series, the cardboard number and, where applicable, the terminal number that won the prize.
- (f) If necessary, check the balance of the electronic account of the user of the games.

3. Each gaming terminal must incorporate a mechanism for identifying the medium used by the user of the sets of electronic accounts and global electronic accounts, in accordance with Article 183 of that regulation.

Article 182. Generation of the draw and extraction of balls.

1. The balls with the numbers making up the eligible items and combinations shall be extracted by the central server of the electronic room bingo with an IT system that guarantees the random nature of the draw and complies with the technical specifications laid down by Aragon or Supplementally State legislation on the generation of random numbers.
2. Balls extracted from the central server may be replicated in an electronic bomb. The electronic bomb will automatically recognise the balls of the central server, without external intervention by staff.

Article 183. Electronic account and global electronic account.

1. For the practice of electronic room bingo, the technical system for electronic room bingo must have an electronic account per session, identified by means of a unique and exclusive key for each person using the games, which shall be consistent with the amounts paid by that person and the amount of the prizes won, and into which the amounts equivalent to the price of the cards purchased shall be due.
2. The accreditation of prizes in the electronic account must take place online and without human intervention, so that it is constantly updated. The supporting documents for the electronic account must incorporate the unique key of the electronic account of the person using the games, by means of numeric or alphanumeric characters, graphic codes, magnetic stripes or electronic devices.

3. The bingo hall shall have terminals for consulting the balance of the electronic account in sufficient numbers to enable the users of the games present in the gaming hall to ascertain their balances, which may be incorporated into the electronic gaming terminals themselves.

4. Where the persons using the games participate in the game by means of electronic cards subsequently issued on paper, the technical system shall have a global electronic account per item, identified by means of a unique and exclusive key in the game system of the bingo hall, in which the amounts paid by the persons using the games for the purchase of the electronic cards on paper and the amount of winnings obtained by them shall be recorded.

Article 184. *Electronic cards.*

1. For the purposes of this Regulation, electronic cards are computer units generated by the central server of the electronic room bingo, in the same format as traditional bingo board. Electronic cards shall be identified in terms of series, number, value and security code.

2. Electronic cards may be printed on paper for tracking and checking the consignment by game users and officials with inspection and control powers.

3. During the course of the electronic room bingo game, the electronic cards purchased by the users of the games via the terminal will reflect the various ball extractions.

4. The maximum number of electronic cards that may be played shall be 36 for each user of the game.

5. The undertakings holding the bingo hall shall notify the competent department, before the electronic bingo hall is placed on the market, of the rank of the electronic card matrix reserved for paper-based cards.

Any change in this range must be notified to the competent department, by means of a formal declaration, seven calendar days before it is implemented. The size of the matrix reserved for paper printed cards may not be changed until all the cards in the reserved size of the matrix at issue have been sold.



Article 185. Information screens on the electronic room bingo.

1. The bingo halls authorised for the practice of electronic bingo shall have information screens visible throughout the room in which bingo takes place, showing, for each consignment, the total number of cartons sold, the series of cartons sold, the serial number of the ranges of each series, the number of the first carton and the last carton, the percentages and amounts allocated for prizes, the development of the consignment, depending on the random extraction of numbers, the cartons or cartons awarded, the terminal or terminals in which the prizes were won and the announcements of the achievement of the prizes.

2. Without prejudice to the provisions of the previous paragraph, the bingo halls authorised for the practice of electronic bingo shall check the numbers contained in the cards awarded by audio or public address, informing all users of the games.

Article 186. Information from the electronic room bingo.

The bingo halls authorised for the practice of electronic room bingo shall have visible light panels in the access control service and in the main gaming room, informing about the different modalities and types of games played in the establishment, as well as the warnings "Overplay may cause gaming disorder".

Sub-section 4.a. Rules and development of the electronic room bingo

Article 187. Conducting of game items.

1. Users of games who purchase electronic cards may play this form of electronic room bingo. The balls extracted during the course of the consignment will be placed on the electronic cards.

2. The consignment begins with the sale of cards in the room, for which purpose the user of the games will request the number of electronic cards he wishes to play.

3. Gambling users may purchase gambling cards directly from an electronic room bingo terminal. Paper electronic cards shall be requested from the person carrying out the sale in the bingo hall, who shall record in the technical system the identification of the paper cards sold and enter their total amount in the global electronic account.

4. Cartons from another matrix may not be sold before the range of the matrix at stake has been exhausted.
5. The users of the games will be able to pay the credit amount for the cards purchased from the cash office of the bingo hall.
6. After the sale of cards, the central server of the electronic bingo will distribute the cards to the electronic bingo game terminals.
Cartons shall then be allocated on the basis of each person's order of purchase, always according to the number of cartons in each series.
Cartons may not be allocated outside the time allocated for sale, nor may they be sold twice, nor may they be diverted in order.
7. Once the sale of cartons for each consignment has been completed, the central server shall report, at each electronic bingo terminal and on the information screens in the room, the details of the consignment to be started, as referred to in Article 185 (1) of this Regulation.
8. Once this has been done, the start of the consignment will be announced. From that moment onwards, the random extraction of balls begins, with the sequence of numbers making up the consignment and the combinations eligible for prizes.
9. The numbers of the balls matching those on the electronic cards shall be crossed out automatically and electronically on the virtual cards purchased by the persons using the games, showing the progress of those cards, the order of extraction, the sequence of numbers extracted, the proximity of prizes and the achievement of those prizes. That information shall be displayed, both on the electronic gaming terminals in operation and on the room information screens.
10. The average duration of each consignment must not be less than three minutes, nor may more than 20 consignments be played per hour.
11. Consignments for the electronic room bingo shall take place within the operating hours authorised for the bingo room. The practice of this type of bingo shall take place



independently of other forms of bingo game or other types of game authorised in the establishment.

12. The central server of the electronic bingo will accurately monitor all cards at stake in all electronic bingo terminals, informing each game terminal whether any card obtains the combination of the prize at stake. When a prize is awarded, the game will continue and the central server of the electronic bingo will inform you of the other prizes at stake, until the game ends.

13. The consignment ends when one or more persons using the games complete all the numbers containing one or more cards.

14. Where there is at the same time more than one carton winning any of the prizes at stake, the total amount of that prize shall be distributed in as many parts as there are winning cartons.

Article 188. Distribution of prizes.

1. The distribution of prizes shall be as set out in Annex II.
2. The return rate in prizes will be displayed on the information screens in the room and on the light panels of the access control service.

Article 189. Winning combinations.

The winning combinations will be:

- (a) Line: the line shall be deemed to be formed when all the numbers making up one of the three horizontal lines of which the cardboard is composed have been extracted and sung by the users of the games.
- (b) Bingo: bingo shall be deemed to be formed when all the numbers making up a cardboard are removed and sung by the users of the games.
- (c) premium: the additional bingo prize won by the user of the games who obtains the bingo combination in the post after or following the announcement by the room itself on its panels, screens and hearing systems is called the premium prize.

Article 190. Payment of prizes.

1. In order to pay the winnings obtained by the users of the games, they must apply to the person entrusted with that function for payment of those winnings.

2. The prizes won by the winner will be added to their balance in the electronic account, and they may, at any time, request their exchange for cash.

3. Winnings from the courtroom electronic bingo shall be paid out either in the form of money which is legal tender or by means of a bank cheque drawn up within 24 hours of being won, or, where appropriate, if the aggrieved persons so indicate, by means of a transfer order to the bank account designated by them.

Sub-section 5.a. System assurance

Article 191. Verification of the system.

Prior to the start of each daily electronic room bingo game, the proper functioning of all the equipment and technical infrastructure of the electronic room bingo game system must be verified.

Article 192. Communications.

1. Communications within the room shall be carried out using network protocols and encryption mechanisms that ensure the confidentiality and integrity of the data, using up-to-date and internationally recognised security standards.

2. The department responsible for the administrative management of the game, as a result of technological development, may, by means of an administrative decision, incorporate and require new specific communications protocols offering greater security of communications.

Article 193. Failure of the system.

1. Should any of the electronic bingo gaming terminals suffer any contingency, before or during the course of the consignment, the users of the games affected by this situation shall be entitled to the replacement of the electronic bingo gaming terminal, and, if the deficiency is not remedied, to the reimbursement of the amount played on the consignment.

2. If, in the course of a consignment, there is a breakdown of equipment or circumstances preventing the continuation of the normal operation of the game, the



consignment shall be suspended by returning to the persons using the games the amount of the cards purchased.

3. In the event of a breakdown or breakdown of the internet service, it shall be rectified within a maximum of 48 hours.

Sub-section 6.a. Measures to monitor the development of electronic room bingo

Article 194. Remote control of the technical system of the electronic room bingo game by the Administration.

1. The approved and authorised technical system for playing the electronic room bingo game must allow a secure connection, via the internet and compatible with the IT systems of the departments of the Administration of the Autonomous Community of Aragon responsible for taxation and administrative management of the game, for its control and monitoring.

2. Access shall be by the competent officials via a url address, with a user and password, without prejudice to checks and inspections that may be carried out on the premises.

3. The connection incorporating the technical room electronic bingo game system shall allow the monitoring by the competent officials, in each bingo room, in real time, at the end of each consignment, of at least the following data per item and per session:

- (a) Identification of the matrix at stake.
- (b) Matrix range for electronic cards.
- (c) Range of the matrix reserved for paper-based electronic cards.
- (d) Number of cards sold for gambling by electronic bingo terminals and their identification.
- (e) Number of cartons sold on paper and their identification.
- (f) Number of cards sold for the electronic bingo game via cancelled terminals and their identification.
- (g) Number of paper cartons cancelled and their identification.
- (h) Total amount of cartons played.
- (l) Numbers extracted.
- (j) Winner combinations produced.
- (K) Identification of awarded cards.

- (L) Amount of prizes won.
- (m) Percentage allocated to prizes.
- (N) Identification of unpaid prizes.
- (o) Any other information recorded in the system about the transactions made.

4. The security measures of the connection shall guarantee the authenticity, confidentiality and integrity of communications, allowing easy access to all archived records of information, including mechanisms for transferring them for possible further analysis. This connection should be available from the opening to the closing of each gaming day in each bingo hall.

5. The processing of personal data must comply with the legislation in force on the protection of personal data.

6. The system shall enable the gambling inspection and control services, at any time, to verify the proper functioning of the central server, game terminals and other game elements and material of the electronic room bingo provided for in this Regulation.

7. Security levels shall ensure the reliability and transparency of the game at all times.

8. Economic transactions shall be carried out using a secure system that guarantees the permitted collection and payment mechanisms, as well as a secure management of the database storing such information.

Article 195. Bingo room staff authorised to use the electronic room bingo system.

1. Router access passwords, computers, operating systems, as well as database and software administrator accounts, shall be known and administered only by persons expressly designated for that purpose by the bingo room.

2. Physical access to computer equipment shall be controlled and only allowed to persons authorised for that purpose and to persons who are to carry out ad hoc maintenance, always with the authorisation and accompaniment of a system manager.

3. To this end, each bingo hall must have the relevant communications network and be equipped with the necessary IT facilities.



Article 196. *Audio-visual recording systems.*

1. All bingo rooms authorised for the practice of electronic room bingo must have available within the game room (s) all the technical and IT means necessary to ensure the correct, uninterrupted and permanent audio-visual recording of the development of all consignments of electronic room bingo held throughout the game day.
2. In addition, bingo rooms authorised for the practice of electronic room bingo shall be equipped with cameras that record in a fixed and continuous manner the information available on the room's information screens.
3. The provisions of the previous paragraph shall be without prejudice to the obligation of bingo halls to have recording systems for the panoramic view of the reception area, the main hall and ancillary or complementary play areas in such a way as to enable customers entering the establishment to be recognised.
4. The computer type audio-visual recording system of bingo rooms shall require, prior to its entry into operation, an approved laboratory test to verify the appropriate clarity and quality of the image and sound, in such a way as to enable the development and control of the electronic bingo game to be carried out with absolute reliability.
5. For the purposes of this Section, a computer recording system means the direct reproduction of images and sound by means of computer equipment (storage hard disk), normally a computer adapted for that purpose enabling the acquisition of data in digital form for the purpose of making digital copies on a hard disk or equivalent external storage system for possible delivery to the competent gaming inspection body.
6. It is the responsibility of the responsible room staff to ensure the preservation of the storage media used for the audiovisual recording for a period of three months. Alternatively, the bingo hall may choose to provide real-time access to the gaming and gaming tax departments to the hall recordings, via a secure internet connection.
7. Cameras must be installed in such a way that the video capture gives a complete and clear view of everything that happens in the main electronic bingo game room, in the reception area and in the additional rooms authorised to play other games.

8. A recording camera shall be installed at least for every 50 square metres of the main bingo game room.

CHAPTER V

Amusement and gaming machines

SECTION 1. ENFORCEMENT – GENERAL

Article 197. Definition of gaming machines.

Gaming machines shall mean machines or instruments, whether manual or automatic, mechanical, electronic or computerised, which, in return for a price in money or other equivalent means of payment, which have been authorised in advance, enable them to be used to obtain a prize in cash or in kind, depending on the chance, the skill of the user of the games, or both.

Article 198. Exclusions.

The following shall not be regarded as amusement or gaming machines:

- (a) machines which merely offer the entertainment associated with their temporary use in exchange for the price of the game and which, as an additional incentive, and as a result of the exclusive skill of the user of the games, may offer the reimbursement of the amount paid for the game and the possibility of continuing to play free of charge, provided that they do not award any prize in cash or in kind, such as pinball machines or similar.
- (b) so-called virtual reality, simulation and similar machines, even if the user is involved in the development of the games.
- (c) machines for the reproduction of images or music.
- (d) machines or apparatus for use by children, operated by coins imitating the movement of animals, vehicles or the like, and those which, by their nature or components, are exclusively aimed at children.
- (e) machines or apparatus for competitive games or sports, which are essentially hand-operated, mechanical or incorporate electronic elements having a non-decisive influence on the conduct of the game, provided that they do not give a direct or indirect prize, such as futbolins, billiards, handbags, darts or the like.



(f) vending machines which merely mechanically sell products or goods for a price, provided that the price corresponds to the market value of the products delivered. Its operating mechanism should not lend itself to accepting any kind of skill, skill, play, bet or random combination. Currency exchange machines are also included.

Vending machines shall also be considered to be those declared as such by a reasoned decision of the body responsible for the administrative management of the game, provided that, even if they are randomised in the product or products to be obtained by the user, they can be viewed from outside, the market price of each being approximately equal to the amount to be paid to obtain them and their mechanism does not allow for any kind of skill, skill, game, bet or random combination.

(g) machines, apparatus, instruments or devices using computer networks, telematics, satellite or any other means of distance communication or connection by offering the user, for a period of time and in return for a fee for their use, a range of services, such as the internet, chat, electronic mail, text and image processing, videoconferencing, file transfer or similar services, for the purposes of entertainment, communication, information and individual education, with access to all kinds of online or computer games with bet being completely blocked. No credits, monetary or in-kind prizes may be awarded for the use of these services.

h) Machines, apparatus or devices which are specific to popular and non-permanent fairs and which are managed by duly accredited trade fair entrepreneurs.

(l) machines or apparatus similar to those referred to in the preceding subparagraphs which, although not capable of being included in any of them, are expressly excluded from the scope of this Regulation by a reasoned decision of the head of the department responsible for the administrative management of games.

SECTION 2. OF GAMING MACHINES

Sub-section 1.a. Classification and definition of gaming machines

Article 199. Classification of gaming machines

1. Gaming machines are classified under Article 86 as:

- (a) Type A or recreational machines.
- b) Type B machines or amusement machines with prizes.
- c) Type C or random machines.

2. Gaming machines may be:

(a) Only one person using the games or playing multiple games.

They are multi-unit machines when they meet the technical characteristics of each type of machine and have several stands of persons using the games, offering the possibility of simultaneous or independent participation in the game. Those machines shall be covered by a single operating authorisation, with the exception of type A machines which do not have an operating authorisation.

Multi-station machines may take different installation configurations, which must be recorded in the type approval file and on the front of the gaming machine, and must, in any case, contain a main game that is common to all users of the games or a common prize or prize bag.

Type B multi-station machines may not incorporate more than 10 gaming stations.

In addition, each game position integrated in a multi-stage machine must have homogeneous technical characteristics so that there are no significant differences between them.

(b) Multi-game machines: they are those which, having the technical characteristics of each type of machine and forming a single machine, make it possible to install several different sets in that machine. Each of these sets must have been approved in advance. Under no circumstances may more than one set be carried out per consignment, even in the case of two or more simultaneous consignments.

(c) Notwithstanding the above, multi-play and multi-game type B2 machines may be designed in such a way that each player's stand can be separated from the furniture making up it, if it is impossible to install the complete configuration in the game room, without those machines being able to function autonomously as an isolated and independent gaming machine and the homogeneity of the design must be maintained, so that the various stands making up the machine are easily identifiable.

3. Gaming machines may be interconnected under the terms and conditions set out in Subsection 3a of this Chapter and in Annex IV.

4. Gaming machines may offer games hosted on a server, subject to compliance with the elements and functionalities set out in Subsection 5.a of this Chapter.



Article 200. Definition of type A or amusement machines.

1. These are machines which provide a gaming time and which, depending on the ability, skill or knowledge of the user of the games, may, where appropriate, award a limited prize in kind, either directly or by obtaining a number of tickets, tokens or the like.
2. Under no circumstances may these machines be used to access websites or websites offering betting, gambling or prize money.
3. Type A machines may not include forms of gambling and betting the practice of which is prohibited to minors.

Article 201. Classification and definition of type B or amusement machines with prizes.

1. Type B or amusement machines with prizes are classified in the following subtypes:
 - (a) machines of type B1 or amusement machines with prizes, those which, in return for the price of the game, grant the user a gaming time and, possibly, a monetary prize, limited in accordance with an approved prize scheme and a minimum percentage of return, in accordance with the gaming programme.
 - b) special prize type B2 machines or amusement machines, those which may award higher cash prizes than those of B1 machines.
 - (c) B3 machines or amusement machines with prizes based on the bingo game, those which may award prizes in cash which are higher than those of B1 machines, in proportion to the stakes won by all users of the games or in accordance with the previously approved prize programme. Such machines may only incorporate electronically games similar to those played by bingo cards offering specific combinations of prizes.
2. The technical requirements, conditions and prizes for these gaming machines are set out in Annex III.

Article 202. Definition of type C or random machines.

1. Casino machines which, in return for the ticket price, give the user a gaming time and, possibly, a prize which always depends on chance, are type C machines or machines of chance.

Random means that the result of each game does not depend on previous or subsequent combinations or results.

2. Type C machines will also be those that enable any of the games that are exclusive to gambling casinos to be played in electronic form, depending exclusively on the chance. These machines must have the same gaming rules and the same cash prizes and bets as for the various exclusive casino games set out in the Catalogue of Games and Puts, although their material and personal elements referred to in the Catalogue of Games and Puts do not apply.

Sub-section 2a 3a. Interconnection of machines.

Article 203. Interconnection systems.

1. The interconnection of machines will require prior approval and registration in the General Gambling Register of the Autonomous Community of Aragon of the system of interconnection by the department responsible for the administrative management of the game.
2. Interconnection systems shall be managed and operated through the undertakings providing interconnection services, duly registered in the General Gambling Register of the Autonomous Community of Aragon.
3. Interconnection rules are set out in Annex IV.

Sub-section 3.a. Technical inspection of type B and type C gaming machines and their operating conditions

Article 204. Inspection bodies and laboratories.

The technical inspection of type B and type C gaming machines shall be carried out by the bodies and laboratories authorised for inspection by the competent department, in accordance with Article 317 et seq. of this Regulation.

Article 205. Periodic technical inspection.

1. Type B and type C gaming machines must undergo a technical inspection five years after the authorisation to operate the machine.



2. Successive inspections of each machine shall also be carried out every five years, starting on 31 December of the year of its renewal.

3. Gaming machines that have been installed and operated outside the Autonomous Community of Aragon prior to their installation shall be subject to a technical inspection.

4. The technical inspection of gaming machines shall be carried out by the authorised body or laboratory within the quarter following the year in which the inspection of the gaming machine ends.

Article 206. Duration of the roadworthiness test.

The technical inspection of each machine shall be valid for five years from 31 December of the year in which it is renewed.

Article 207. Deadline for requesting the inspection.

1. The operator of type B or type C machinery must draw up a list of its machinery and request an inspection from an authorised body or laboratory before 1 December of the year preceding that in which the inspection is to be carried out, in accordance with the deadlines laid down in Article 205 of this Regulation.

2. It is up to the operator to agree the date and time of the technical inspection with the inspection body or laboratory.

3. Inspection bodies or laboratories may communicate to the operator the limit for carrying out the mandatory technical inspection.

Article 208. Inspection practice.

1. The technical inspections of machinery must verify that it complies with the technical requirements for approval laid down for each machine and that its operation complies with the regulations in force.

2. Verification by the body or laboratory authorised to inspect the gaming machine shall verify compliance with at least the technical requirements applicable to each model of machine subject to inspection.

3. The machinery may be inspected at the establishment where it is installed or at the warehouse of the operating undertaking, where appropriate, and exceptionally at the premises of the inspection laboratory, when the defects detected in the machinery do not allow it to be carried out at the premises of the undertaking that owns the mine. In any case, a representative of the operator company owning the machine to be inspected must be present, and the officials involved in the inspection may be present.

4. Inspections shall preferably be carried out using methods that do not involve the use of money that is legal tender, unless this is not possible and the inspection body or laboratory considers it necessary to use money that is legal tender for the correct inspection, in which case this shall be provided by the operator of the gaming machine to be inspected, as stated in the laboratory report.

5. If prizes are awarded during the inspection of the machine, they shall be handed over to the operator's representative.

Article 209. Result of the inspection and minimum content of the technical report.

1. Once the inspection has been carried out, the inspection body or laboratory shall issue a technical form with the result of the inspection.

2. A copy of the technical report shall be given to the undertaking of the machinery being inspected and kept by the inspection body or laboratory for archiving.

3. The technical report shall be signed by the inspector (s) carrying it out and shall contain at least the following information:

a) Name, company name, registration number of the entity or laboratory responsible for gambling in the General Gambling Register of the Autonomous Community of Aragon and identification of the inspector (s) carrying out and signing the inspection.

(b) Name, company name, registration number of the operating undertaking holding the authorisation to operate the gaming machine inspected and identification of its representative.

(c) Details of the machine to be inspected, including at least the type of mine, model and registration number in the Register of models, manufacturer, registration number in



the Register, series, production number and number and date of authorisation to operate.

- (d) Date of request and date of completion of the inspection.
- (e) Contents of the inspection, in accordance with the model report provided by the department responsible for the administrative management of the game.
- (f) Result of the inspection: favourable or unfavourable and observations, if any, certified by the inspecting body or laboratory.
- (g) Period of validity of the inspection and date on which the next inspection is due to be carried out.

4. The authorised body or laboratory shall send the department a list of the gaming machines inspected, indicating at least the following information:

- (a) Date of request for inspection by the operator.
- (b) Owner operating company, with its entry number in the General Gambling Register.
- (c) Machine model name, series and construction number of the inspected machine.
- (d) the number of the operating licence and the number of posts on the machinery.
- (e) Entry and exit of meters and percentage of return of prizes.
- (f) Remembrance, with indication of the checksum.
- (g) Date of inspection, report number, certificate number and result.

Article 210. Inspection badge.

1. If the inspection is favourable, the body or laboratory shall affix a sticker, easily visible, affixed to the front or the top of the side of the gaming machine, certifying that the inspection has been carried out and that it complies with the rules on gambling.

2. The label shall conform to the standard model available on the website of the Government of Aragon and shall state the date of the inspection and the date of the next mandatory inspection.

3. The sticker shall remain attached to the machine and may not be withdrawn, except by means of an inspection carried out by the authorised bodies or laboratories, failing which it constitutes an infringement as defined in Article 41 of Law 2/2000 of 28 June 2003.

Article 211. *Defects:*

1. Defects detected in the inspection of gaming machines shall be classified as minor or serious.
2. A minor defect is one that does not affect the parameters of the gaming programme but does not comply with the regulations as regards the auxiliary devices of the machine.
3. A serious defect is one that affects the gaming programme, the price of the pushed pair, the percentage of return, the speed of the item, the schedule of winnings or others with ditions inherent in the conduct of the game.

Article 212. *Slight defects.*

1. Where the defect is considered minor, the machinery may remain in operation and the authorised entity or laboratory shall allow the operator holding the machinery two working days from the date of the inspection to remedy it. That period may exceptionally be extended to five working days, after the competent department has been informed of the reasons for such an extension.
2. At the end of the period referred to in the previous paragraph, without the operator having corrected the gaming machine, the competent department, through the officials in the Gaming Inspectorate, may disconnect the machine and leave it out of service, indicating that fact, by affixing an 'out of service' label, the characteristics of which shall be those indicated in the official model.

Article 213. *Serious defects.*

1. Where the defect is considered to be serious, the authorised body or laboratory shall notify the officials belonging to the Gaming Inspectorate so that, after hearing the operator, they may, where appropriate, disconnect the gaming machine, thereby rendering it 'unserviceable'. This will be indicated by means of a disqualification label, in accordance with the standard model available on the website of the Government of Aragon.
2. The authorised body or laboratory shall immediately inform the competent department and the officials included in the Gaming Inspectorate of the content of the



unfavourable technical report and shall allow the operator a period of 10 working days from the date of the inspection to remedy the serious defects identified in the technical report, without prejudice to the possible initiation of the corresponding penalty proceedings.

3. Once the defect has been rectified, the operator must inform the inspection body or laboratory, which must re-inspect the product within the following 3 days. Once this period has elapsed without the aforementioned inspection having been carried out by the laboratory, the machinery may be put into operation by the operating undertaking, subject to proof by the laboratory of the reasons for the delay. In any event, the new technical verification inspection may not exceed 10 days.

4. Once the inspection body or laboratory has verified that the serious defects detected have been rectified, it will issue a favourable report during the inspection and the officials belonging to the Gaming Inspectorate will remove the badge referred to in the first paragraph of this Article within a maximum of 2 days, placing the new conformity mark or laboratory in accordance with the standard model available on the website of the Government of Aragon.

Article 214. Ex officio technical inspection.

1. Where, as a result of a complaint or an action of control and inspection of gambling, there are reasonable grounds to require a technical inspection of a gaming machine, the competent department may request a technical inspection to be carried out by an authorised body or laboratory, in coordination with the officials within the Gaming Inspectorate.

The technical report shall include the content of Article 209.3, with the exception of subparagraph (g).

2. If minor or serious defects are detected, Articles 212 and 213 respectively shall apply.

3. Payment for this inspection shall be made by the operator of the machine inspected when the facts reported or detected by the gambling inspection are confirmed.

4. The approved body or laboratory shall be selected in accordance with the rules governing public sector contracts.

Article 215. Documentation incorporated into the machinery.

1. All gaming machines falling within the scope of this Regulation which are in operation must necessarily bear, on the front or side of the machine, and visibly from the outside:

- (a) trade marks, as provided for in Article 221 of this Regulation.
- (b) The operating licence duly protected from deterioration in the case of type B and C machines and the location communication in the case of type A machines.
- (c) the marking of the last roadworthiness test carried out, where applicable.

Article 216. Operating conditions of gaming machines.

1. Gaming machines must be in operation throughout the self-contained working hours of the establishment in which they are installed, except in the event of failure.

2. Gaming machines shall at all times be available to users of games in perfect condition of use, safety and cleanliness.

3. The owners of establishments authorised to operate machines shall not be obliged to reserve their use to users of the games who so request.

4. Without prejudice to the provisions of the system of penalties, the operating undertaking and the owner of the premises in which the gaming machines are installed shall be jointly and severally liable for their misuse or operation, unless this is due to a manufacturing defect or is attributable to only one of them.

It is understood that there is misuse of the machine when the responsible person, the persons employed by the operating company or the person who owns the establishment deliberately and voluntarily renders a gaming machine inoperative, with the intention of creating the appearance of a failure, by disconnecting the machine.

5. At the end of the operating hours of the room, the machines will be switched off.

Article 217. Gaming machine failures and malfunctions.

1. Malfunctions of gaming machines installed in gaming premises, which are noticed by means of warnings or incidents on their displays, screens or other non-substantial elements, shall be remedied in the event.



However, if the failure occurs in an approved establishment other than a gaming room, the person responsible for the premises shall immediately inform the operating undertaking and disconnect the machine.

2. Breakdowns of the gaming machine involving the change, modification, repair or manipulation of any of the substantial elements of the characteristics of the gaming machines or of the model (gaming programme, percentage of return, schedule of winnings, starting speed and starting price) may only be carried out by undertakings specifically registered for such operations in the relevant section of the General Register of Gambling.

Malfunctions of the meters for gaming machines shall be repaired in accordance with metrology regulations. If the replacement is required, the new meter must include all the seals and fitness requirements provided for by the metrology rules in force and the notification to the competent body of any such amendment and the issue of a new certificate of manufacture of the machine with the new numbering.

Once the failure has been detected, the machine will be switched off by the operating company, with the indication 'out of service', and the operating company will notify the competent department of the failure, in accordance with the standard model available on the website of the Government of Aragon. Once the breakdown has been rectified, it shall also inform the said administrative body, in accordance with the standard model.

3. Where, as a result of mechanical failure, the gaming machine fails to pay the prize obtained, the operator of the establishment or the staff working for it shall be obliged to pay the prize at the event, or the difference remaining in order to complete it. The game may not be resumed until the reason for non-payment has been remedied.

Article 218. Prohibitions.

1. The undertakings operating gaming machines, the operator of the establishment in which they are installed and the staff employed by them shall be prohibited, either by themselves or through third parties, from:

- (a) Using type B and C machines as users of the games.
- (b) to grant credit or cash on account to persons using the games.
- (c) Granting bonuses or free games to the user.

2. Persons who own or are responsible for establishments where type B and C machines or other play elements are installed shall prevent their use by minors.

They shall also prevent all persons who are not in full use of their legal capacity, with symptoms of mental disorder or limitation of their volitive abilities, from abusing or manipulating the machinery in their operation or there are reasonable grounds for believing that they could do so.

3. Irrespective of the conditions and prohibitions referred to in the preceding paragraphs, the person responsible for the gaming machine may invite persons to leave the establishment who, while not having a history of such persons, cause disturbances to the order of the premises or commit irregularities in gaming on the machines, whatever their nature. Such expulsions shall be immediately communicated to the department responsible for the administrative management of the game.

SECTION 3. GAMING MACHINE COMPANIES. AUTHORISATION SCHEME

Article 219. Definition and types of undertakings in the game of gaming machines.

1. For the purposes of this Regulation:

(a) Manufacturing companies: all natural persons or commercial entities whose object is the manufacture or import of gaming machines or equipment.

Imports of gaming machines or equipment must comply with the general rules on foreign trade.

The manufacture, marketing and distribution of amusement and gaming machines shall comply with the provisions of this Regulation, its implementing provisions and other general rules in force.

(b) Operating companies: all duly authorised natural or legal persons operating type B and C gaming machines.

(c) Machinery management companies: all natural or legal persons operating type A machines in approved establishments.

(d) Recreational salon operators: all natural or legal persons whose object is the operation of amusement arcades.

(e) Salon operators: all natural or legal persons operating gaming arcades.

(f) marketing and distribution companies: all natural or legal persons engaged in the purchase, sale and distribution of gaming machines or other gaming equipment.

(g) Technical service companies: all natural or legal persons carrying out the repair and maintenance of gaming machines or other gaming equipment.



(h) Undertakings providing interconnection services: all natural or legal persons providing interconnection services between gaming premises.

2. Gaming companies of amusement machines shall be registered in the General Gambling Register in accordance with the procedures laid down in this Regulation.

Article 220. Specific requirements for gaming machine companies to be registered in the General Register of Gambling in Aragon.

Gaming machine undertakings seeking to be registered in the General Gambling Register for the purpose of carrying out the activities of manufacture, marketing or distribution, technical services, installation and operation of gaming machines and gambling machines, and providers of interconnection services, must meet the following requirements:

(a) In the case of commercial entities, they must be established in the form of a limited liability company or a public limited company, the capital of which must be fully paid up and divided into shares or registered shares and have as their sole object, as the case may be, the manufacture or operation of gaming machines or amusement arcades or any other activity related to and ancillary to the activities of gaming machines, provided that they are authorised by the legislation in force.

(b) Persons who are shareholders or participants in commercial entities, as well as persons who hold the position of administrator or are members of collegiate governing bodies, shall not be subject to any of the grounds for disqualification laid down in Law 2/2000 of 28 June.

c) The company must lodge the security provided for in Article 38 of this Regulation before it is entered in the General Gambling Register, for the amounts indicated:

1°. Companies manufacturing, placing on the market and distributing type B or type C machines: EUR 30.000

2°. Companies operating type B machines: EUR 30.000, except in the cases set out in paragraph (g) of this Article.

3°. Companies operating type C machines: EUR 60.000, except in the cases set out in paragraph (g) of this Article.

4°. Technical service companies and game equipment manufacturers: EUR 6.000

5°. Undertakings providing interconnection services: EUR 30.000

6°. Companies owning amusement arcades: EUR 30.000

(d) Gambling undertakings operating type B machines shall be required to lodge, in addition to the security referred to above, additional securities according to the number of machines held, in accordance with the following scale:

1°. Up to 25 machines: EUR 15.000

2°. Up to 50 machines: EUR 30.000

3°. Up to 75 machines: EUR 45.000

4°. Up to 100 machines: EUR 60.000

These guarantees will be doubled for type C machines, although the Administration may require additional guarantees to cover the amount of prizes for type C machines.

(e) Undertakings which manufacture, market, distribute, operate or provide technical services for type A machines, as well as undertakings which hold amusement arcades, are exempt from the requirement to lodge the securities provided for in this Regulation.

(f) Undertakings must comply with each and every one of the requirements laid down in this Regulation and provide the department responsible for the administrative management of gambling with the information it obtains for the performance of its monitoring, coordination and statistical tasks.

(g) Undertakings owning casinos, gaming arcades and bingo halls shall be regarded as undertakings operating gaming machines in respect of the equipment which they operate directly on their premises, and shall be required to deposit in respect of the operation of machines only the additional securities referred to in paragraph (d) above.

SECTION 4. SYSTEM FOR THE IDENTIFICATION, OPERATION AND INSTALLATION OF GAMING MACHINES

Sub-section 1.a. Identification of machinery

Article 221. Trade marks.

1. Without prejudice to the provisions implementing the European Directives, the manufacturer or importer must, in order to identify the machinery before it is placed on the market, record in an indelible, abbreviated and visible manner, on a plate attached to the furniture product, a code expressing the following information:

(a) Manufacturer's registration number in the General Gambling Register.

(b) Registration number of the model in the relevant section of the General Register of Gambling.

(c) Series and number of manufacture.



2. In addition, the integrated circuits or memory storing the game program of type B and C machines shall be appropriately protected, and their integrity shall preferably be verified by the program itself.

3. The imported machinery shall also bear the trade name or mark of the foreign manufacturer and the country of manufacture of the machinery. This requirement shall not apply to machinery from a Member State of the European Union, the European Economic Area or Türkiye.

Article 222. Manufacturing certificate.

1. The production certificate is the document issued by manufacturers duly registered in the General Register of Gambling, which serves to obtain the required operating authorisation and to certify that each specific machine corresponds to an approved model.

2. The manufacturing certificate shall contain at least the following information:

(a) Name or business name of the manufacturing company, its tax identification number and the registration number in the relevant section of the General Register of Gambling.

(b) Type and name of the model of the machine, number of entry in the General Register of Gambling, series and number of manufacture of the machine, as well as an indication of the gaming stations it owns, if it is multi-station.

(c) Date of manufacture of the machinery.

(d) Model, series and number of meters it incorporates.

(e) Date of transmission of the machine to the undertaking placing it on the market or operating it.

(f) Item price and prizes to be paid by the machine.

3. It is the responsibility of the manufacturer to ensure that the machinery is manufactured in accordance with the requirements of the legislation applicable in the Autonomous Community of Aragon and to notify the competent body of the updating of the manufacturing certificate when it is amended.

Sub-section 2.a. Operating status of type B and C machines

Article 223. *Operating licence.*

1. The operation of a type B or C gaming machine requires prior authorisation to operate.
2. The operating licence is the administrative document covering the entire territory of the Autonomous Community of Aragon, the individual legality of a specific type B or C gaming machine, in terms of its correspondence with the approved model registered in the General Gambling Register and its ownership.
3. The operating licence shall accompany the machinery in all its movements and installations and shall reflect the various changes of ownership that the machinery may undergo, as well as renewals, changes of territorial scope or de-registration of the machinery.
4. The operating licence shall be applied for by the operator of the machine to the department responsible for the administrative management of the game, together with the following documentation:
 - (a) Certificate from the manufacturer or importer of the gaming machine.
 - (b) Communication of the location of the machine.
 - (c) proof of payment of taxes on gaming on type B machines and type C machines, except in the tax exchange procedure provided for in this Regulation.proof of payment of the fee for the provision of administrative and technical gambling services.

Article 224. *Granting of the operating licence.*

1. The operating authorisation shall be granted, after appropriate checks, within a maximum period of three months.
2. The operating authorisation shall include, together with the information contained in the manufacturing certificate, the procedure of the competent department, with the following information:
 - (a) Name of the holding operator, its tax identification number or equivalent document issued by a Member State of the European Union and number of entry in the General Gambling Register.
 - (b) the number of the authorisation to operate the machinery, which shall be correlated.



- (c) Date of authorisation and period of validity.
- (d) Model number of the General Gambling Register.
- (e) Model name, series and counter number.

3. The operating licence shall be communicated to the department responsible for managing taxes on gambling and the operator shall be notified so that a copy of it can be placed on the machine.

4. Any amendment to the manufacturing certificate for machinery must be notified to the competent department and shall entail the updating of the authorisation to operate the machinery.

Article 225. Validity of the operating licence for gaming machines.

1. The operating authorisation shall be unique and exclusive to each machine and shall be valid for a period of five years from the date on which it was granted, and shall remain valid even if it is transferred.

2. The operating authorisation may be renewed for successive periods of the same duration, provided that the model to which it relates meets the requirements of the legislation in force at the time of renewal.

The application for renewal must be accompanied by the request for an inspection report, sent to a body, laboratory or staff authorised by the competent department, certifying that the operation of the machinery complies with the requirements for its approval and other requirements laid down in the legislation in force at the time of the renewal, with the inspection report being provided once it has been carried out, without prejudice to the possibility for the competent department to agree, at any time, to carry out inspections in respect of the authorised machinery.

3. At the end of the period of validity of the authorisation without the operator having requested its renewal, the competent department shall automatically deregister the machinery, and its holder must provide the documentation provided for in Article 227 of this Regulation.

Article 226. Expiry of the operating licence.

The operating licence shall expire in the following cases:

- (a) By the expiry of its period of validity, without having applied for its renewal.

- b) By cancelling the entry in the General Gambling Register of the operating company holding the authorisation, unless it is transferred to another company for the purposes of continued operation.
- c) at the request of the operator holding the authorisation, expressed in writing to the department responsible for the administrative management of the game.
- (d) For the transfer of the operating licence without the corresponding authorisation having been obtained beforehand under the conditions and in accordance with the requirements laid down by law, without prejudice to any consequences of a punitive nature that may arise.
- (e) By transferring the machines to other Autonomous Communities.
- (f) by penalty in the form of withdrawal of authorisation.
- (g) the discovery of material inaccuracies, false statements or irregularities in some of the information given in the applications or in the documents submitted by the applications.
- (h) revocation of the authorisation to operate the machinery.
- (I) by cancelling the entry of the corresponding model in the General Gambling Register.
- (j) six months after the death of the natural person established as an operating company, in the case of a 'mortis causa' transfer, without the heir (s) having been established as an operating company or having transferred the machines to another operating company.
- (K) in the event of non-payment of the taxes associated with the operation of the machine.

Article 227. Permanent removal of machinery.

1. The operating undertaking may request, for administrative purposes, that the machinery be permanently withdrawn from operation, accompanied by the following documents:
 - (a) the authorisation to operate the machinery.
 - (b) The permit for the installation and location of the premises (if amended)
 - (c) a self-declaration attesting to the deactivation, scrapping or destruction of the replaced machine or its storage for the latter purposes, in accordance with the model provided by the department responsible for the administrative management of the game.
 - (d) Copy of the relevant communication of the site to the operator.



proof of payment of the fee for the provision of administrative and technical gambling services.

(f) a self-declaration indicating the final reading of the meters before disconnection of the machine, expressly indicating at least the identification number of the meter and the total number of entries and exits recorded on the meter.

Once the relevant checks have been carried out, the competent department shall return the copy of the operating licence belonging to the operating company with the deregistration procedure for all purposes, after verifying that the machine is up to date with payment of the taxes on gambling, within a maximum period of three months.

Article 228. Voluntary temporary suspension of the operating authorisation.

1. The operator of the gaming machine may request the voluntary temporary suspension of the operating authorisation, provided that its operating authorisation is valid.

The application must be submitted to the competent directorate-general and shall involve the reservation of a gaming post for a period of six months.

2. The following documentation shall be submitted with the application:

(a) the operating licence.

(b) the permit for installation.

(c) communication from site to warehouse.

d) proof of payment of the fee for the provision of administrative and technical gambling services.

Exclusively, and without prejudice to the checks to be carried out by the competent department on its own initiative, in cases where it is impossible, for reasons of force majeure, to provide the copy of the installation authorisation held by the establishment, the operating undertakings must make a declaration of compliance with the facts justifying the impossibility of providing this documentation, for the purposes of processing the application.

3. As long as there is a reservation of a gaming station, the operator must hand over a copy of the installation authorisation and a copy of the notification of the location of the machine declared to be in voluntary temporary suspension to the operator of the establishment.

4. Under no circumstances may more than one standby post be accepted in hospitality establishments with two type B amusement machines authorised or two standby posts in establishments with three type B amusement machines authorised, unless expressly authorised by the operator of the establishment in question.
5. During the period in which a gaming machine remains subject to a voluntary temporary suspension of the operating authorisation, the undertaking holding that authorisation may submit an application to the competent Directorate-General for the lifting of the temporary suspension of the operating authorisation or request its permanent withdrawal.
6. The voluntary temporary suspension of the operating licence shall not affect its validity for five years or the securities lodged by the undertakings.
7. Gaming machine operators may request the voluntary temporary suspension of a maximum of 10 % of their total stock of machines. Undertakings with fewer than 10 gaming machines in operation may apply for the voluntary temporary suspension of the authorisation to operate a gaming machine.

Article 229. T slotting of machines.

1. Operators wishing to transfer licences to operate gaming machines must be entered in the General Gambling Register.
2. The acquiring company must also be registered in the General Gambling Register, be up to date with the tax obligations relating to gambling and have the securities necessary to guarantee the new authorisations, except as provided for in paragraph 5 of this Article.
3. The acquiring undertaking shall request the transfer to the competent directorate-general, accompanied by the following documents:
 - (a) The title of transmission, by any legal form permitted by civil or commercial law, with the signature of its legal representatives recognised by a banking institution, except in the case of an electronic document, which is sufficient to be completed by means of a digital signature recognised by the FNMT or the Government of Aragon.
 - (b) the operating licence corresponding to the machinery.



(c) proof of payment of the fee for the provision of administrative and technical gambling services.

4. Having examined the documentation and carried out the relevant checks, including verification that the operator is up to date with the payment of gambling taxes, the aforementioned body will process the operating authorisations using the new data from the operator that owns them.

5. In the case of the transfer of machines acquired 'mortis causa', it is not necessary for the heir (s) to have the status of an operating undertaking provided that it is carried out by the heir (s) for the benefit of an operating undertaking registered in the General Register of Gambling which has duly constituted and updated the corresponding securities. Such transmission shall take place within six months of the date of death.

Article 230. Transfer of machinery.

1. Any change of location of a gaming machine from one Aragonese province to another will require the incumbent company to submit its application to the managing body of the province in which the machine is originally located.

2. The incumbent company shall submit, together with the application, the following documentation:

(a) Authorisation to operate the machinery.

(b) Communication of the location of the machine in the establishment of origin.

(c) Communication of the location of the machinery in the establishment of destination.
proof of payment of the fee for the provision of administrative and technical gambling services.

3. The machine to be moved must be up to date with the payment of gambling taxes.

4. Machines from another Autonomous Community must meet all the requirements and conditions laid down by Aragon's gambling legislation, and their holders must provide proof of payment of the gambling taxes payable. The operating company, which must be registered in the General Register of Gambling in Aragon, must apply to the competent department for authorisation to operate, providing the shipment procedure granted by the Autonomous Community administration of origin or an official document replacing it. Likewise, operators covered by this Regulation may request the transfer of

gaming machines to another Autonomous Community, provided that they are up to date with the payment of gambling taxes, using the procedure described in this Article. The competent department shall return the duly processed copy of the operating licence belonging to the operator, stating the validity of the shipment.

Article 231. Exchange of type B and C machines.

1. Operating companies may apply for a new authorisation to operate a type B or C machine of which they are the owners and whose model is registered in the General Gaming Register, on the basis of the permanent deregistration of another machine of the same type and characteristics carried out within the same tax year and territorial scope, for replacement for tax purposes, using the procedures described in Articles 223 and 227, relating to the registration and deregistration of operating authorisations.

2. Operators who exchange type B and C machines must provide:

- (a) copies of the operating authorisation held by the undertaking operating the machinery to be deregistered.
- b) Responsible declaration attesting to the deactivation, scrapping or destruction of the replaced machine or its storage for the latter purposes, in accordance with the standard model available on the website of the Government of Aragon.
- (c) The notification of the location of the machinery to be deregistered held by the operating undertaking.
- (d) The authorisation to operate the machinery to be registered, accompanied by the certificate of manufacture.
- (e) The duly completed copies of the communication of the location of the machinery to be registered.
- (f) Reading of meters of the machine to be deregistered.
- (g) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

3. The body responsible for managing tax powers in respect of gambling shall issue, in advance, the required authorisation as to whether or not the tax exchange is appropriate, and the machine to be deregistered must be in compliance with the payment of taxes on gambling.



Article 232. Replacement of the game in type B and C machines with video signal and incorporation of server-hosted games.

1. The operator of type B and C machines with a video signal may apply to the department responsible for the administrative management of the game for the incorporation of games or the replacement of the game in the machine with a video signal where, cumulatively, the following requirements and conditions are met:

a) A new game to be installed in the machine, previously approved and registered in the General Gambling Register, is incorporated.

(b) where there is identity between the manufacturer of the machine and the upgrader of the new game to be installed.

2. The manufacturer shall ensure that there is no possibility of writing or altering by the user irrespective of the medium used.

3. If the operator wishes to incorporate new games, it must submit its application together with proof of payment of the administrative charge for the provision of administrative and technical gambling services.

Sub-section 3.a. Installation regime

Article 233. Installation of type A or amusement machines.

1. Type A machinery may be installed for commercial operation in:

(a) Recreational and gaming halls, bingo halls and casinos.

(b) Premises or facilities authorised for that purpose in hotel centres and other tourist accommodation, family entertainment centres, amusement parks, fairground facilities or the like.

(c) bars, cafeterias, pubs, peas, clubs, theatre cafés, singer cafes, discotheques, restaurants, party halls, Flemish tobaccos and the like.

(d) Recreation and entertainment centres, handbags and billiard lounges.

(e) Youth displays.

2. No type A or recreational machines may be installed in bars, cafes, restaurants and similar establishments of nursery, primary or secondary schools.

Article 234. Installation of type B machines

1. Type B1 machines, whether or not the games are hosted on a server, may be installed for commercial operation in:

(a) bars, cafeterias, pubs, pubs, clubs, theatre cafés, singer cafes, restaurants, party halls, Flemish tobaccos, discotheques, with the exception of youth discotheques, and the like.

(b) Area of dispatch and sale of food from service stations.

(c) Bar, cafeteria or restaurant areas listed for this purpose in hotel centres and other tourist accommodation.

(d) Gambling halls, bingo halls, gaming casinos and betting premises.

3. Type B1 machines may not be installed in hospitality establishments, bars, cafeterias and the like:

(a) located at railway stations and public transport, airports, markets, shopping malls or the like, if the premises are not enclosed and isolated from the general public or the general public.

(b) located on terraces or in areas where roads are occupied.

(c) temporary installation on public roads or recreational areas.

(d) Specific for minors or whose regular users are predominantly minors.

(e) nursery, primary or secondary schools.

Article 235. Installation of type C machines.

1. Type C or random machines may only be installed in gambling casinos.

2. The rooms where these machines are installed must have the same entry, registration and safety requirements as the rest of the casino. However, when type C machines are installed on the main front door, there will be no requirement for an entry card to access the front door, although there will be a specific control and surveillance service that will require the presentation of the national identity card or equivalent document in order to prevent all persons who have been banned from entering.



Article 236. *Maximum number of machines and, where applicable, workstations to be installed.*

1. The maximum number of machines to be installed in each establishment shall be:

(a) In areas marked for that purpose in hotel centres and other tourist accommodation, one type A or B1 machine for every five square metres of usable area of the space provided, with a maximum of three play stations.

(b) In family entertainment centres, amusement parks, fairground halls or the like, one type A machine per 10 square metres of useful floor area.

(c) In leisure and entertainment centres, billiard bowls and lounges, one type A machine for every 10 square metres of useful floor area.

(d) In bars, cafeterias, pubs, guischemia, clubs, theatre cafés, singer cafes, restaurants, party halls, Flemish tobaccos, discotheques, with the exception of youth discotheques, and the like, and in the food dispatching and selling areas of service stations, a maximum of three gaming stations of type B1 machines.

Notwithstanding the provisions of the previous paragraph, where there is an agreement between the operator of an establishment and a company managing type A machines, they may install an additional station for this type of machine, giving prior notice to the competent department.

Where only type A machines are installed in such establishments, the maximum number shall be three gaming stations.

Under no circumstances may multi-station machines of more than two persons using the games be authorised in those establishments.

(e) In amusement arcades and amusement arcades, the number of machines determined by the corresponding operating authorisation, on the basis of the usable area and the urban planning capacity of the premises, under the conditions and in accordance with the requirements laid down in this Regulation and taking into account that:

- The maximum number of machines to be installed shall be one for every three square metres of useful floor area of the room.
- Amusement arcades must have a minimum of three type B machines installed, provided that at least 15 amusement arcades are fitted.
- The maximum number of type B3 machines shall not exceed six gaming stations.

(f) In bingo rooms, the total number of type B1 and B2 machines installed shall be one for every twenty-five town planning places.

The maximum number of type B3 machines to be installed shall be in first category rooms of up to sixty machines, in second category rooms of up to thirty machines and in third category rooms of up to fifteen type B3 machines.

(g) In casinos, the maximum number of type B3 machines may not exceed six gaming stations.

(h) A maximum of two machines of type B1 may be installed in the betting premises. Under no circumstances may multi-station machinery be authorised.

2. Useful surface area means the surface area accessible, occupied and permanently usable by the public intended for play in the strict sense, excluding, for this purpose, the surface area of services, bars and internal counters and rooms.

3. Machinery to be installed must not be placed in places or corridors where it is difficult or impossible for the public to evacuate, circulate or distribute properly.

4. Machinery must be mounted on its own support. The counter of the bar, tables and articles for purposes other than those of the bar shall not be considered for this purpose.

5. A copy of this Regulation shall be made available to users on request in any premises where games or bets are played. The complaint forms set out in the legislation governing gaming premises must also be included, in accordance with the provisions of that legislation.

Article 237. Installation authorisation.

1. The installation of type A machines does not require prior authorisation; only communication to the competent department in accordance with Article 241 is sufficient.

2. The installation of type B and C machines in authorised establishments requires the prior authorisation of installation by the competent department, for which the operator of these establishments must first agree with an operating company on their installation and subsequent operation.



3. It is the responsibility of the operator concerned to apply to the competent department for authorisation to install type B and C machines, which must include:

- (a) details of the establishment and its owner.
- (b) the details of the operator who owns the machinery or machines to be installed.
- (c) the number of machines to be installed.
- (d) the date of the authorisation.

4. The owners of the premises authorised for the installation of type B1 machines shall provide the operating company with the following documents:

- a) Photocopy of the holder's national identity document, in the case of a natural person or the tax identification number, in the case of a legal person.

The production of a document equivalent to the above, whether national or issued by a Member State of the European Union, shall be permitted.

In the case of legal persons, a copy of the company's instrument of incorporation and, where applicable, its subsequent amendments, duly recorded in the commercial register, and identification of the partners and directors, as well as the notarial act certifying the powers of attorney granted to third parties.

- (b) Copy of the municipal operating licence.

In the case of the establishments provided for in Article 234 (1) (a) of this Regulation, when a new opening or change of ownership is being processed, a provisional installation authorisation may be granted for one year, provided that the holder of the establishment proves that the operating licence is in the process of being processed. These authorisations may be extended for periods of one year at the request of the applicant, subject to proof by the latter that the granting of the operating licence is not suspended for reasons attributable to the person concerned.

- (c) A self-declaration that the establishment is not covered by one of the cases referred to in Article 234 (3) (a) of this Regulation.

- (d) Responsible declaration signed by the operator of the establishment on the availability of the premises.

- (e) Declaration issued by the owner of the establishment expressing the intention to operate type B gaming machines in its establishment, with a specific operating company.

The signature on the declaration must be recognised or entered by the bank and dated by the bank, except in the case of an electronic document, which must be completed using a digital signature recognised by the FNMT or the Government of Aragon.

Mutual agreements signed more than one month before the submission of the application for installation authorisation shall not be accepted.

(f) proof of payment of the fee for the provision of administrative and technical gambling services.

5. The following must be added to the application for the installation of type B machines in hotel centres and other tourist accommodation:

a) General plan of the floor of the building or enclosure in which the requirement for a specially authorised room for the installation of machines must be stated.

(b) Plant plan of the locked room where the location, useful floor area and location of the machines shall be expressed.

6. Where machinery from different operators is to be installed in premises, applications shall be made for as many authorisations as there are, the number of machines stated in each authorisation being the maximum that each operator may operate in the premises concerned.

7. The installation of gaming machines in hospitality establishments shall, in any event, be authorised as an activity ancillary to the main activity of those premises.

8. Authorisation to install gaming machines in amusement arcades, bingo halls, casinos and betting premises shall not be required.

9. As a general rule, it is not necessary to provide the documents or data to which the competent department has access in order to take a decision, where this is possible, provided that the interested party expressly authorises consultation of the documents or data in question.

Article 238. Resolution and validity of the installation permit.

1. Once the application and the documentation provided have been checked, the owner of the department responsible for the administrative management of the game will process it.

One copy shall be kept by the administration, one by the operator and one by the owner of the premises. The latter copy must be placed, duly protected, in a visible



place on the premises or in the custody of the owner or person responsible for the establishment and at the disposal of the officials of the authority.

2. Once the installation authorisation has been granted, if the premises are hospitality establishments, they will be entered in the General Register of Gambling, by assigning the corresponding registration number.

3. The installation authorisation shall be valid for a period of five years from the date on which it was granted, unless it ceases to be valid for the reasons laid down in this Regulation.

4. The undertaking concerned must apply for a new authorisation to install gaming machines to the Directorate-General responsible for administrative management no later than three months and no later than one month before the end of the period of validity, subject to prior agreement with the owner of the premises. The application shall be accompanied by the documentation referred to in the preceding Article.

The end of the period of validity of this authorisation shall also entail the end of the period of validity of the notifications of the location of the establishment covered by it.

Article 239. Changes of ownership

1. When the owner who operates the hospitality establishment changes, the new owner may take over the rights and obligations of the previous owner, as regards the validity and conditions of the installation authorisation.

2. Changes of ownership of hospitality establishments will require a new entry in the General Gambling Register. These changes must be notified within one month, by submitting the documents specified in Article 237 (3) of this Regulation, which may be submitted by the operator or by the new operator of the establishment.

The competent department shall issue the installation authorisation, which shall remain valid for the previous period.

3. If the new owner does not accept the subrogation, he or she must submit a written statement to the competent department within a maximum period of three months from the date of commencement of the activity declared in the register of employers, professionals and dealers, governed by Order EHA/1274/2007 of 26 April 2010, and submitted to the State Tax Administration Agency. In this case, the installation permit

will expire, the machine will be deregistered and no B1-type amusement machines will be installed in the establishment for the twelve-month period.

4. On the expiry of the period of three months from the start of the activity declared in the Register of Employers, Professionals and Retainers, without the new holder having made any representations in either direction to the competent gaming department, it shall be considered that the new holder has consented to be subrogated to the rights and obligations of the previous holder as regards the validity and conditions of the installation authorisation.

5. Changes of ownership of the operating companies holding the machines shall not cause the current installation authorisation to lapse, and the new holder (s) shall be subrogated to the rights and obligations entered into prior to them, unless mutually agreed by the parties or unless less than three months remain before the end of the period of validity of the installation authorisation.

Article 240. Termination and revocation of the installation authorisation.

1. The permit for installation shall expire in the following cases:

(a) By the expiry of its period of validity.

b) By mutual agreement of the parties, expressed in an application to be signed jointly by the holders or their representatives, with the recognition of the signature of both by the bank, except in the case of an electronic document that will suffice to be completed by a digital signature recognised by the FNMT or the Government of Aragon, which will entail the simultaneous removal of the machines.

Notwithstanding the above, the change in the number of machines installed shall not result in the simultaneous removal of those machines and the consequent termination of the installation authorisation if the operator of the gaming machines amends the installation authorisation by mutual agreement between the parties, after informing the competent department of the installation or removal of the machine or machines, by submitting the application, for modification and processing.

Likewise, the copy held by the Administration shall be modified and processed as requested, together with any relevant communications.

(c) By change of owner operating the hospitality establishment, under the terms set out in paragraphs 3 and 4 of the previous article.



2. The department responsible for the administrative management of the game may decide to revoke the installation authorisations, after hearing the interested parties, and the installation of machines must therefore cease, for the following reasons:

- (a) If any of the information given in the application is found to be false or materially inaccurate, the documentation provided must be sent or amended.
- (b) in the event of the supervening loss of any of the conditions laid down for obtaining it by any of the parties.

However, if the premises are closed, authorisation shall not be withdrawn until the uninterrupted period of one year has elapsed, a period which must be proved by any means of proof recognised by law.

- (c) by a final administrative penalty in the field of gambling.
- (d) by cancelling the holders' entry in the General Gambling Register.
- (e) by a final court judgment declaring the expiry of the installation authorisation.
- (f) by a final court judgment declaring the eviction from the establishment.

Article 241. Communication of location.

1. The notice of location is the administrative document by which a managing or operating company notifies the installation and operation of a specific type A, B and C machine that it owns in one of the authorised establishments or in its warehouse.

2. The operator of type A machinery must notify the competent department of the installation or removal of the machinery within 48 hours of its new location.

3. The operator of type B and C machines must notify the installation or removal of the machine 48 hours in advance, by submitting the application duly completed and signed by the legal representative of the operator or manager. One copy shall be kept by the competent department and one by the undertaking.

4. The competent department shall process the said document by entering the date of registration, without which the said communication shall not cover the installation or removal of the machinery.

5. Any change of location or transfer of machinery shall require a new communication of location, leading to the extinction of the previous one. If this is not the case, penalty proceedings will be initiated.

CHAPTER VI

Bets

SECTION 1. General arrangements

Article 242. Definitions.

For the purposes of this Regulation, the following definitions shall apply:

- (a) Addressing: gambling activity involving the risk of an economically determined amount on the outcome of a sports or competition event, or other, predetermined, uncertain outcome event.
- (b) Betting terminals: computerised betting terminals and auxiliary betting machines, without prejudice to the possibility of authorising the undertaking holding the authorisation to organise and operate betting to use computerised, interactive or distance communication means or systems.
- (c) Computer terminals for issuing bets: computer devices or equipment intended for the formalisation of bets by the authorised staff of the undertaking at the betting premises or in the betting areas.
- (d) Auxiliary betting equipment: those instruments that are installed in the betting premises or areas and allow the formalisation of bets directly by the user, using a system that makes it possible to validate them by the central betting server.

Article 243. Prohibitions

Betting shall be prohibited if, in itself or on account of the events to which it relates, it infringes rights and freedoms, in particular the dignity of the individual, the right to honour, the right to personal and family privacy and to one's own image, as well as the protection of young people and children, or if it is based on the commission of administrative offences, offences or offences, on events prohibited by the legislation in force or on events of a political or religious nature.

Article 244. Types of betting.

1. Depending on how the stakes are organised and distributed, bets may be placed on a mutual, fixed-odds or cross basis:



(a) Mutual agreement: it is the one in which a percentage of the sum of the stakes on a given event is distributed among those bettors who would have been successful in achieving the result to which the bet relates.

(b) counterpart: it is the one in which the user makes a stake against an authorised undertaking, the prize to be obtained being the one resulting from multiplying the amount of the winning forecasts by the coefficient that the authorised undertaking has previously validated for them.

(c) Coupled: this is where an authorised undertaking acts as an intermediary and guarantor for the amounts won between third parties, subtracting the corresponding amounts or percentages.

2. Depending on their content, bets can be simple, combined or multiple:

(a) Simple wording: it is one in which a single outcome of a single event is chosen.

(b) Combined or multiple attachment: it is one where two or more results of one or more events are simultaneously bet on.

3. Depending on where they are filled in, bets may be internal or external:

(a) Internal implementation: it is that which takes place in the areas authorised for that purpose within the premises or place where the event occurs or takes place.

(b) External placement: it is the event taking place outside the premises or place where the event occurs or takes place in duly authorised premises. An external bet shall also be deemed to be a bet placed in the duly authorised spaces of an area or place on events that take place or are held in another area, as well as a bet placed using authorised computer, interactive or remote communication means.

4. Depending on the time of admission, bets may be placed in real time or on the results:

(a) live bets: this is the case where admission will end before the end of the event to which the bet relates, and is possible only in the case of cross-betting and fixed-odds betting.

(b) Outcome comment: it is the admission of which ends before the beginning of the event to which the bet relates.

5. In accordance with the first paragraph of Article 24 of Law 2/2000 of 28 June 2007, bets falling within the scope of this Regulation shall be 'bets on a sleeper basis', so that bettors are extraneous to those involved in the event that determines the prize.

Article 245. Betting conditions.

1. The prizes for fixed-odds bets shall be based on the price indicated by the undertaking authorised to organise and operate the bets for each event, whether they are issued in a betting premises or in a betting area.

2. Changes in the quotations for betting events must be made before the betting is formalised. After the bets have been placed there shall be no change in the quotations.

3. Bets shall be admitted as long as the betting terminals are operational.

4. The apostant must consent to the personal data indicated on the bet being recorded and stored for the time strictly necessary for the identification of the winners, in the form and under the conditions laid down in the legislation on the protection of personal data.

5. In the case of totalisator betting, betting terminals must be automatically blocked at the time of the closing of bets indicated by the authorised undertaking, which must be before the beginning of the event to which the bet relates. In the case of fixed-odds or cross bets, admission shall end before the end of the event which is the subject of the bet.

The amount of winnings not paid out in totalisator betting shall be added to the corresponding fund of a pari passu bet on a similar subsequent event determined by the authorised undertaking, after informing the department responsible for the administrative management of the game.

6. Where a sporting event produces a result which is matched by, for example, two winners or two second places, the undertaking organising the bets must have the conditions which will govern this situation regulated in its rules on the organisation and operation of bets.

7. In the event of cancellation of sporting or competition events, the undertaking organising the bets may lay down, in the rules on the organisation and operation of bets, the conditions which shall apply in the event of postponement of the events.



8. If, for whatever reason, an event does not take place at the scheduled time or ends without an official result, the undertaking organising the bets must proceed in accordance with the rules on the organisation and operation of bets. Where such a situation is not covered by those rules, the stakes shall be returned to the bettors.

9. In the event of an error in the list of events, which could lead to confusion in the content of the bet, the provisions of the previous section shall apply.

10. A bet shall be considered null and void when the maximum suspension period is exceeded, and the amount shall be returned if it is a simple bet, and if it is a multiple bet, it shall be paid in accordance with the rules on the organisation and operation of the undertaking organising the betting. If these situations are not covered by the company's rules on the organisation and operation of bets, the stakes shall be returned in full to the bettors.

11. Bets placed under word and any form of association of two or more bettors shall be prohibited and shall be of no value.

12. It is the responsibility of the undertaking authorised to organise and operate bets to publicise the results valid in the betting premises and betting areas and through the interactive or distance communication means or systems authorised for placing bets.

Article 246. Payment of bets correctly placed.

1. A bet shall be deemed to have received a prize where the forecasts contained therein correspond to the result considered valid, in accordance with the rules on the organisation and operation of bets laid down by the authorised undertaking.

2. The implementation of the prize-sharing operations shall not exceed 48 hours from the determination of the validity of the results of the event to which the bet relates.

3. Successful bets shall be paid for in the manner laid down in the rules on the organisation and operation of bets, provided that they are legal means of payment and do not entail any costs for the user. The payment of bets placed by means of interactive means or systems or by means of distance communication shall be made by any form of payment which is legal tender, at no cost to the user, through any physical betting network point.

Article 247. Limitations on participation in betting.

The following may not participate in the bets referred to in this Regulation:

- (a) minors and persons who are legally incapacitated.
- (b) Persons who voluntarily appear in the REJUP or the RGIAJ.
- (c) persons who are shareholders, participants or holders of undertakings engaged in the organisation and marketing of bets, their managerial staff or employees.
- (d) Sports persons, their agents, coaches or other direct participants in the event which is the subject of the bets.
- (e) Judges or arbitrators who perform their duties at the event which is the subject of the bets, as well as persons who decide on appeals against the decisions of the judges or arbitrators.

SECTION 2. AUTHORISATION AND OPERATION OF BETS SCHEME

Article 248. Authorisation for the organisation and operation of bets.

1. The organisation and operation of bets shall require prior administrative authorisation. The procedure for granting authorisation for the organisation and operation of bets shall be initiated at the request of the natural or legal person concerned.

2. If the applicant is a legal person, the following requirements must be met:

- (a) Fostering Spanish nationality or nationality of any of the Member States of the European Union.

The direct or indirect participation of foreign capital shall comply with the legislation in force on foreign investments in Spain.

- (b) be registered in Section II. Operators of Book 4. Betting from the General Gambling Register.

- (c) None of the partners is subject to the grounds for disqualification laid down in Article 9 of Law 2/2000 of 28 June 2003.

- d) The articles of association of the company concerned must demonstrate compliance with the following requirements:

- 1°. Formation in the form of a joint-stock company or a limited liability company.

- 2°. Have as their principal object the organisation and operation of bets based on sporting, competition or other activities.



3°. Have as their share capital a minimum of EUR 1 000 000, fully subscribed and paid up and divided into shares representing the registered share capital and a minimum of EUR 60, except in the case of undertakings authorised to organise and operate off-course betting on electronic bingo, in which case the minimum share capital shall be EUR 500.000.

3. The application must be accompanied by the following documents:

a) Tax Identification Number or equivalent document of the requesting natural or legal person and, in the latter case, Tax Identification Number or equivalent document of the administrative, management, advisory or management persons.

(b) Tax address or domicile of the delegation in the Autonomous Community of Aragon.

(c) Explanatory report on professional experience in gambling and betting activities, with reference to organisational aspects, human resources and available resources.

(d) Accreditation of economic and financial standing, on the basis of a report from a financial institution.

(e) Accreditation of the technical, electronic, IT and security solvency of communications and transactions and in the fight against fraud, tax evasion and money laundering, by means of certification by an external auditing company, with staff accredited in IT security audits, of the technical solvency of the IT system provided for the organisation and operation of bets.

(f) Description of the organisation and operation of bets, subject to the provisions of this Regulation.

This report shall include the type of events for which bets are placed, the computer systems, procedures, means and technology intended to be used for the organisation, management and exploitation of bets, the dissemination and control of the activity, the security and guarantee of information and the operation of the proposed technology, in particular with regard to information security plan technology, control plans for the hardware, software system and communication lines, systems, procedures and mechanisms, both for the central betting server and for betting terminals and systems.

Where bets are placed via remote or interactive means of communication or connection, the systems to be used and, where applicable, the availability of domain names '.es', '.com' or other identification and access elements, as well as the operational arrangements for formalising bets, must also be specified.

(g) Proposal for the rules on the organisation and operation of bets and the general terms and conditions of contracts, indicating that the betting company and the persons using the games are subject to the legal and punitive regime of the Autonomous

Community of Aragon. These rules must contain, in a clear and comprehensive manner and subject to the provisions of this Regulation, all the rules applicable to the formalisation of bets, quantitative limits, validity of results, fair betting, distribution and payment of winnings and forfeiture of the right to receive winnings.

(h) Annual accounts or extracts thereof where publication is compulsory.

(l) To be entered in Section I of Book 4. Betting, from the General Gambling Register, the elements and equipment necessary for the organisation and operation of betting.

(j) proof that they have fulfilled their tax and social security obligations imposed by the legislation in force.

(K) proof of payment of the administrative charge for entry in Section II. Operators of Book 4. Betting from the General Register of Gambling, if the entity was not previously registered in the General Register of Gambling.

(L) proof that the security has been lodged in accordance with Article 38 of this Regulation for an amount of EUR 1.000.000. In the case of undertakings applying for authorisation to operate electronic bingo, the amount of the security shall be that laid down in Article 268 (4) (f) of this Regulation.

(m) Declaration responsible for not being in any of the circumstances set out in Article 9 of Law 2/2000 of 28 June.

4. The persons concerned may attach to the application any documents they consider relevant, in particular with a view to securing the personal and financial guarantees of the members of the company and of the company, as well as the application for authorisation to operate betting premises and betting areas, together with the documents required by this Regulation in each case.

Article 249. Resolution of the authorisation.

1. Once the procedure has been conducted and compliance with the requirements laid down in the previous article has been established, all the documents have been submitted and the rules on the organisation and operation of bets have been validated, the holder of the competent gaming department shall grant authorisation to organise and operate bets within a maximum period of three months from the complete submission of the documentation. In the course of that procedure, that body may request any necessary reports. If no express decision has been notified within that period, the application may be deemed to have been granted.



2. The decision granting the authorisation shall contain at least the following specifications:

- (a) the holder of the authorisation for the organisation and operation of bets.
- (b) the company's trade name, brand name, where applicable, and address.
- (c) the number of shares belonging to each of the partners and their numbering, as well as their percentage share in the share capital.
- (d) The composition of the administrative and management bodies of the authorised undertaking.
- (e) The events or events on which bets are to be placed.
- (f) The types of bets to be placed on the market and the quantitative limits for each type of bet.
- (g) The date of commencement and termination of the authorisation.
- (h) The means by which bets are formalised.
- (i) The systems to be used and, where applicable, the domain name or other identification and access elements, in the case of bets placed through remote or interactive means of communication or connection.
- (j) the rules governing the organisation and operation of bets.

3. The holder of the authorisation shall be required to inform the competent department, at least one month in advance, of any change in the requirements and conditions taken into account for the grant of the authorisation.

4. Where bets are placed on the market by any means of distance communication, a mere reference to the administrative authorisation granted shall be sufficient.

5. The authorisation for the organisation and operation of bets must be placed in the betting premises and betting areas in a place visible to the public.

Article 250. Duration and renewal.

1. Authorisation to organise and operate bets shall be regulated and granted for a period of 10 years, renewable for five-year periods, without prejudice to any revocation on the grounds set out in Article 252(d) of this Regulation.

2. At least two months before the expiry of the period of validity of the authorisation for the organisation and operation of bets, the undertaking holding the authorisation must

apply for its renewal. Renewal shall be granted provided that the requirements laid down in the legislation in force at the time of the application are met.

3. The application for renewal of the authorisation shall be submitted to the competent Directorate-General, accompanied by the same new certification from an external IT security auditing company verifying that, following a complete review of the computerised system for issuing bets, it complies with the conditions and requirements laid down in the rules on the organisation and operation of bets, this Regulation, the provisions adopted for its implementation and the other generally applicable rules, as well as the documents required for its granting, if its content has changed.

4. The application for renewal of the authorisation to organise and operate bets shall be decided on by the holder of the department responsible for the administrative management of the game, who shall notify it within a maximum period of three months from the date of full submission of the documentation. If no express decision has been notified within that period, the application may be deemed to have been granted.

Article 251. Obligations of the holder of the authorisation to organise and operate bets. Without prejudice to the specific provisions of this Regulation, the following tasks shall be carried out by the holder of the authorisation for the organisation and operation of bets:

- (a) collect and ensure the registration and centralisation of bets placed, at the times indicated in the authorisation.
- (b) validate the bets placed by the users and aggregate the amount bet on each type of bet.
- (c) Apply the percentage allocated to prizes, fix the betting coefficient or apply the percentage or amount to be retained as commission, according to the corresponding betting method, calculating the amount to be paid as a prize for each successful bet.
- (d) Return cancelled bets, using secure payment systems.
- (e) securing bets through secure payment systems.
- (f) Check that each of the operations complies with the legislation in force.
- (g) To inform users of the rules on the organisation and operation of bets.
- (h) Ensure the prohibition of the formalisation of bets, by any means or procedure, to minors and persons entered in the Register of Prohibitions Gambling.



(l) comply with any obligation to provide information arising from this Regulation and the applicable legislation before the departments responsible for the administrative management of gambling and gambling taxes.

Article 252. Termination of the authorisation to organise and operate bets.

The authorisation to organise and operate bets shall lapse in the following cases:

- (a) By the end of its period of validity without its renewal being requested and granted.
- (b) By resignation of the holder, duly attested in writing.
- (c) by cancelling the entry of the undertaking holding the authorisation in the General Gambling Register of the Autonomous Community of Aragon.
- (d) By revocation, by a reasoned decision taken as a result of:

1°. The dissolution of the company holding the authorisation, the definitive cessation of the activity which is the subject of the authorisation or the failure to carry on that activity continuously for at least one year.

2°. The verification of material misstatements or inaccuracies in any of the information provided in the application for authorisation or in the amendment to obtain authorisation.

3°. The existence of one of the grounds for disqualification laid down in Law 2/2000 of 28 June 2003.

4°. The subsequent loss of some or all of the essential conditions required to obtain the authorisation.

5°. Failure or failure to comply with the obligation to lodge or replenish the securities provided for within the mandatory time limit and amount.

6°. Total or partial non-payment of the betting tax.

7°. Three very serious administrative offences.

8°. Failure to comply with the obligations relating to the prohibition of participation by minors and persons entered in the Register of Prohibitions in the formalisation of bets.

9°. The warning of anomalies in the central betting server or in the system or software which result in inaccuracies or falsifications in the data relating to bets, stakes, prizes awarded or returns of bets cancelled.

10°. Failure to comply with the obligation to provide the regional administration with the practice of IT audits.

Article 253. Modification of the authorisation for the organisation and operation of bets.

1. Amendments to the authorisation for the organisation and operation of bets involving the following shall require the authorisation of the holder of the gaming department:

(a) Changes in the IT system and in the technology used for the organisation, management and security of information.

(b) Application for the extension, expiry or termination of the authorisation to organise and operate bets, as well as the novation amending the one already granted, in cases of direct or indirect transfer, change of residence or location of the premises or facilities where the game is to take place and other similar circumstances.

2. The authorisation of the department responsible for the administrative management of the game shall be required for amendments to the operating licence involving:

(a) Changes to administrative bodies and management positions.

(b) increases or decreases in share capital which entail a change in the size of the shareholders of more than five per cent.

(c) transfers of shares representing more than five per cent.

3. They shall require the competent department to be notified, within a maximum period of one month, of all other amendments to the authorisation for the organisation and operation of bets, such as changes to the name and registered office for the purposes of notifications, the revocation of powers granted to third parties or situations giving rise to unfitness occurring, among others.

4. Failure to apply for authorisation or, where applicable, to notify will result in the corresponding penalty proceedings being initiated.

SECTION 3. LOCAL AND APU AREAS

Article 254. Betting premises.

1. For the purposes of this Regulation, betting premises shall mean establishments the principal activity of which is the formalisation of sporting, competition or other bets by means of betting terminals, which may consist of computer terminals or machines auxiliary to betting.



2. The maximum number of authorised betting terminals in each premises shall be one for every three square metres of usable area of the premises. The maximum permitted capacity shall be calculated in accordance with the urban planning rules in force.
3. Betting premises must have a minimum built area of 50 square metres and must hold the permits and authorisations required for public concurrent premises.
4. Bets outlets may be provided with a bar service for the users of bets, subject to a licence.
5. A maximum of two machines of type B1 or amusement machines with a scheduled prize may be installed on the betting premises and under no circumstances may multi-station machines be authorised.
6. The opening of a betting facility at a distance of 300 metres or less from another licensed betting facility, measured along the shortest road which is classed as a public property, may not be authorised. For the purposes of planning and organising gambling in Aragon, betting premises shall be at least 100 metres from betting areas or gaming premises with prizes authorised in advance.

Article 255. Authorisation to operate betting premises.

1. Authorisation to operate the betting premises shall be requested by the undertaking authorised to organise and operate the betting, accompanied by the following documentation:
 - (a) Registration number of the applicant company in Section II. Operators of Book 4. Betting from the General Gambling Register.
 - (b) Location plan of the premises.
 - (c) Document proving the availability of the premises.
 - (d) corresponding municipal licence.
 - (e) Plan of the premises at a level not exceeding 1/100, endorsed by the relevant professional body.
 - (f) Model poster or banner for the betting premises.
 - (g) Location communication for the installation of betting terminals.
 - (h) proof of payment of the corresponding administrative charges.

2. Once the application for authorisation has been submitted together with the required documentation and the inspection visit has been carried out by the officials authorised to inspect the game with a favourable result, the head of the department responsible for the administrative management of the game shall give a reasoned decision within a maximum period of three months and, where appropriate, enter it in Section III. Specific establishments and approved establishments listed in Book 4. Betting from the General Gambling Register. If no express decision is notified within that period, the application shall be deemed to have been granted.

Article 256. Duration and renewal.

1. The authorisation to operate the betting premises shall be valid for a period of 10 years, renewable for successive periods of five years, subject to the conditions laid down in the rules in force at the time of the application for renewal.

2. At least two months before the expiry of the period of validity of the authorisation, the undertaking holding the authorisation must request its renewal. Renewal shall be granted provided that the requirements laid down in the legislation in force at the time of the application are met.

3. The request for renewal of authorisation shall be addressed to the competent directorate-general and shall be accompanied by:

- (a) Plan of location of the premises at a level not exceeding 1/100, endorsed by the relevant professional body
- (b) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

4. The application for renewal of the authorisation to operate the betting premises shall be decided upon by the holder of the department responsible for the administrative management of the game, following an inspection visit by the officials authorised to inspect the game with a favourable outcome, and notified within a maximum period of three months from the date of full submission of the documentation. If no express decision has been notified within that period, the application may be deemed to have been granted.



Article 257. Amendment of the authorisation

Changes to authorisations to operate betting premises shall be governed by the general provisions for gaming premises laid down in Article 103 of this Regulation.

Article 258. Betting areas and operating authorisation.

1. For the purposes of this Regulation, betting areas shall include spaces authorised, subject to administrative authorisation, in gaming arcades, bingo halls and casinos for the issue of sports, competition or other bets by means of computer terminals for the issue of bets and ancillary betting equipment.

2. The establishment of betting areas shall be subject to prior administrative authorisation.

3. The application for authorisation must be made jointly by the undertaking authorised to organise and operate bets and by the operator of the establishment, and must be accompanied by the following documents:

- (a) Plan of the premises at a level not exceeding 1/100, endorsed by the relevant professional body.
- (b) Location communication for the installation of betting terminals.
- (c) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

4. The application for authorisation, together with the documentation required, shall be submitted in accordance with Article 255(2).

5. The validity and renewal of the authorisation shall be governed by Article 256 of this Regulation.

6. The change of ownership of betting areas requires administrative authorisation. The application for authorisation shall be made in accordance with paragraph 3 of this Article and Article 255(2) shall apply.

7. Other changes, in particular those involving changes in the type or number of authorised betting terminals, provided that in the latter case the maximum limits laid down in this Regulation are complied with, or a change of ownership of the gaming premises in which the betting areas are located, must be notified to the directorate-

general responsible for the administrative management of gaming within one month of their occurrence. The notification shall in any case be accompanied by the following documentation:

(a) Location notice for the installation of betting terminals.

proof of payment of the administrative charge for the provision of administrative and technical gambling services.

In the case of a change of ownership of the gaming premises in which the betting areas are established, the notification shall also be accompanied by a joint agreement between the new operator of the premises and the undertaking authorised to organise and operate the betting on the basis of which they assume the rights and obligations arising from the authorisation to operate those betting areas.

Article 259. Internal betting areas.

1. The placing of internal bets by means of computer betting terminals and betting auxiliaries may be authorised in specified areas on the same premises where sporting or competition events are held.

2. The application for authorisation must be made jointly by the undertaking authorised to organise and operate bets and by the operator of the establishment, and must be accompanied by the following documents:

a) Contract or agreement concluded between the undertaking holding the authorisation for the organisation and operation of bets and the person holding the premises authorising the installation of betting terminals.

(b) Licences and authorisation to operate the premises, required under the regulations of the establishment.

(c) Plan of the premises at a level not exceeding 1/100, endorsed by the relevant professional body, indicating the exact location of the place where the betting terminal (s) is/are intended to be installed.

(d) Location communication for the installation of betting terminals.

proof of payment of the administrative charge for the provision of administrative and technical gambling services.

3. The application shall be made in accordance with Article 255 et seq. of this Regulation.



4. The necessary staff must be available in the internal betting areas, with knowledge of the operation of the auxiliary betting machines.

5. The staff referred to in the previous paragraph shall have complaint forms which they shall provide to the users of the betting terminal.

6. Auxiliary betting equipment must be approved and registered in Section I. Models, components and equipment of Book 4. Betting from the General Gambling Register and allowing only the payment of bets and prizes by means of electronic systems and wallets or e-wallets.

Electronic ticketing systems and wallets may be purchased at betting premises and areas only after verification of the age and identification of the bet, so that it is not registered in the Aragon Gambling Register.

Article 260. Maximum number of betting areas, betting terminals to be installed in betting areas and operating hours.

1. The maximum number of betting areas that may be installed in the gaming premises referred to in Article 258 of this Regulation shall be two. These areas shall be independent so that they do not share any of the elements specific to the betting areas referred to in Article 261.

2. The maximum number of betting terminals to be installed in betting areas shall be:

(a) in betting areas up to a maximum of five betting terminals.

(b) In internal betting areas the maximum number of betting terminals shall be determined on the basis of the capacity of the establishment, the maximum installation of one terminal being authorised for every 500 places of capacity.

3. The operating hours of establishments authorised to install betting terminals shall be:

(a) in amusement arcades that laid down in the operating licence for the amusement arcades concerned.

(b) In bingo rooms from 10.00 a.m. to 04.00 p.m. the following day.

(c) In casinos until 04: 00.

(d) in internal betting areas during the hours when they remain open, as a result of a sporting, competition or other event taking place on those premises.

SECTION 4. COMMON CONDITIONS FOR BETTING PREMISES AND AREAS

Article 261. Operation of betting premises and areas.

Licensed betting premises and betting areas shall comply with the following conditions:

- (a) affixing a sign or sign indicating that it is a betting premises or betting area.
- (b) The authorisation to operate the betting premises or betting area must be issued by the supervisory authority.
- (c) a poster indicating that minors and persons registered with the REJUP or the RGIAJ are prohibited from taking part in betting must be displayed at a visible place at the entrance to the control service of the betting premises and area. These prohibitions shall be clearly included in the authorised gambling portals.
- (d) find in a visible place on the access control service that the abusive practice of gambling and betting is likely to create addiction.
- (e) Provide the access control service and authorised gambling portals visibly to the public with free leaflets available to bettors setting out the events for which bets are placed, the rules governing the organisation and operation of bets, their maximum and minimum amounts, the timetables and limits for the admission of bets, as well as the other conditions to which the formalisation of bets and the distribution and payment of prizes are subject.
- (f) To make available to the public in the control services and on authorised gambling portals, in a visible place, leaflets or information on where to go in case of detection of any kind of gambling-related pathology.
- (g) the provision of electronic screens or panels to enable the status of bets and the monitoring of the events to which they relate to be known.
- (h) Prizes for successful bets shall be paid by the authorised employees of the establishment, on presentation of the relevant notice after the winnings have been distributed, in any of the forms provided for by the legislation in force, in compliance with the tax rules in force.

Authorised undertakings shall report monthly to the department responsible for the tax administration of gambling in the Autonomous Community of Aragon the list of prizes exceeding EUR 3.005 paid during the previous month, indicating the names of the winners and their tax identification number, and warning the users of the games of this fact.



Authorised undertakings may, without prejudice to the provisions of this paragraph, apply to the department responsible for the administrative management of gambling for payment of the amount of bets placed correctly in places designated by that department for that purpose.

(l) Provision of complaint forms to be provided to users of the betting terminal. The original of the complaint shall be sent, within two working days, to the department responsible for the administrative management of games, one copy being kept by the establishment and one copy being given to the person lodging the complaint.

SECTION 5. BETTING TERMINALS INSTALACTION REGIME

Article 262. Communication of location for the installation of betting terminals.

1. The notice of location for the installation of betting terminals is the administrative document informing the competent department, in a standardised format, of the installation of a specific betting machine in a betting premises or betting area, for a period of five years, renewable for successive periods of the same duration.

2. The competent department must be notified in advance of any change to the location of the machines used for auxiliary betting, their replacement by similar machines previously approved and their removal.

Article 263. Transmission of ancillary betting equipment.

Ancillary betting equipment may be transferred only between undertakings authorised to organise and operate bets. Such transmission must be notified in advance to the department responsible for the administrative management of gambling, together with the notification of the location for the installation of ancillary betting equipment.

SECTION 6. FORMALISATION OF BETS BY MEANS OF INTERACTIVE OR DISTANCE COMMUNICATION SYSTEMS OR MEANS

Article 264. Electronic formalisation of betting.

1. Bets may be placed by means of computerised, interactive or distance communication procedures. The security measures of the respective connection shall

ensure the authenticity of the receiver, confidentiality, integrity of communications and maximum guarantees for the apostant user.

Undertakings may offer persons using games the possibility of formalising bets by means of electronic signatures or by other similar means serving to prove the personal identity of the user, in accordance with the provisions of the legislation on electronic signatures.

2. The collection of personal data, the processing and its subsequent use shall be subject to existing data protection legislation.

3. The system access operation shall establish the form of registration of the persons using the games and the content of the data to be registered, ensuring, in any event, that minors and persons registered with the REJUP cannot participate in betting.

4. The rules governing the organisation and operation of bets shall lay down the manner in which bets are to be placed, the validation system and the detailed arrangements for the payment of bets and the collection of prizes.

5. The closing of bets shall comply with the provisions of Article 247 of this Regulation.

6. Once the bets have been registered on the central betting server, the user shall be entitled to obtain his electronic confirmation by printing a receipt reflecting at least the minimum content of the notice referred to in Article 316 of this Regulation.

7. A bet shall be deemed not to have been placed where, for duly justified reasons of force majeure, it is impossible to validate the bet.

8. For the purpose of complaints, the validation system shall provide all information necessary to identify and faithfully reconstruct the transaction performed.

SECTION 7. ELECTRONIC BINGO

Sub-section 1.a. Enforcement – general



Article 265. Concept of electronic bingo.

1. Electronic bingo is a type of bet inspired by the game of bingo, which, based on the game of ordinary bingo, takes place through a fully automated system, duly approved by the department responsible for the administrative management of games.

2. Winners of games that win electronic lines or electronic bingo on each electronic bingo game receive prizes, without prejudice to obtaining other winning combinations that give entitlement to prizes, in accordance with the organisational and operational rules submitted by the company responsible for operating the central server of electronic bingo, which have been approved in advance by the department responsible for the administrative management of games.

Article 266. Premises authorised for the practice of electronic bingo

Electronic bingo terminals may be installed in the following gaming premises:

(a) in amusement arcades, up to a maximum of 5 terminals. Each electronic bingo terminal shall be counted as a gaming machine for capacity purposes.

(b) In bingo rooms, one terminal for every 4 places of traditional bingo capacity. The sum of the seats on traditional bingo and electronic bingo may under no circumstances exceed the maximum authorised capacity in each bingo room, so that each electronic bingo place will subtract one traditional bingo place.

(c) in gaming casinos, up to a maximum of 5 terminals.

Article 267. Legal regime for electronic bingo.

1. Electronic bingo is governed by Law 2/2000 of 28 June 2003 and by this Regulation.

2. For all matters not provided for in this Section, the provisions of Chapter VI on betting and gaming shall apply in addition to the technical elements of the game and the rules and development of electronic bingo, without prejudice to the obligation of the owners of authorised gaming premises to comply with the other requirements and requirements laid down by the legislation governing each type of game and the establishments in which it is carried out.

Sub-section 2.a. Scheme of authorisations

Article 268. Authorisation to organise and operate electronic bingo.

1. For the practice of electronic bingo, the authorised gaming premises must have the necessary systems and technical elements described in Subsection 3 of this Section.

2. For the organisation and operation of electronic bingo, the central server of the electronic bingo shall be required to be managed by an entity involving all those gaming premises which display it.

3. It is the responsibility of the department responsible for the administrative management of gambling to ensure that the conditions of equal access to and presence in the company managing the authorisation to operate electronic bingo are met, as well as to guarantee the equality and fairness of premises requesting connection to a central server of the authorised electronic bingo.

4. The operation and organisation of electronic bingo shall require the authorisation of the department responsible for the administrative management of gambling, following an application submitted by the company interested in managing an electronic bingo system, accompanied by the following documents:

a) Copy of the articles of association of the company entered in the commercial register, which must indicate the identity of the company's members, the share held by them, a copy of the articles of association and the company's object being the management of the electronic bingo system, without prejudice to the possibility of providing other activities, services or games that may be authorised by the department responsible for the administrative management of games.

(b) Copy of the tax identification number.

(c) Technical documentation of the architecture of the system it intends to install, approved and registered in the Gambling Elements and Equipment Section of the General Gambling Register.

(d) a formal declaration that it will notify the competent administrative bodies and the premises belonging to its electronic bingo system of any changes to the rules of organisation and operation 10 days before they take place.

(e) an official statement that the central electronic bingo server of the authorised entity will provide the information referred to in Article 286 (4) of this Regulation on a daily basis to the gaming premises belonging to its system and to the administrative bodies with competence in the matter.



(f) Evidence of a deposit slip of EUR 200 for each electronic bingo gaming terminal installed in the authorised premises concerns the payment of prizes, the payment of taxes and penalties arising from infringements committed in the commercial exploitation of electronic bingo.

(g) Proposal for the rules for the organisation and operation of electronic bingo. Those rules shall contain, in a clear and comprehensive manner and subject to the provisions of this Regulation, all the rules applicable to the formalisation of electronic bingo, the price of electronic cards, quantitative limits, winning combinations, validity of results, the system for validating, distributing and paying out prizes and the forfeiture of the right to receive prizes.

(h) Presentation of a secure gaming programme.

(l) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

6. The company may attach to its application any documents and technical specifications it deems relevant for the purposes of confirming the safety, reliability and transparency of the electronic bingo management and control system.

7. Once the procedure has been completed, compliance with the requirements laid down in this Article has been verified and the rules on the organisation and operation of gambling have been validated, the department responsible for the administrative management of gambling shall grant authorisation to operate electronic bingo within a maximum period of three months from the complete submission of the documentation. Otherwise, the application shall be deemed to have been granted.

In the course of that procedure, that body may request any necessary reports.

Article 269. Decision authorising the operation of the central electronic bingo server.

1. The decision authorising the organisation and operation of the electronic bingo system shall contain, in addition to the requirements laid down in Law 39/2015 of 1 October 2007, at least the following specifications:

(a) The holder of the authorisation for the operation of electronic bingo.

(b) The trade name of the undertaking, brand name, address, if any.

(c) The date of commencement and expiry of the authorisation.

(d) The computer system to be used

(e) Maximum price for electronic bingo board.

(f) the rules for the organisation and operation of electronic bingo, including the price of electronic cards.

2. Authorisation to operate electronic bingo shall be granted for a period of 10 years, renewable for five-year periods.

3. Changes to the authorisation for the operation of electronic bingo involving changes to the computer system and to the technology used for the organisation, management and safety of gambling shall require the authorisation of the department responsible for the administrative management of gambling.

Article 270. Expiry of the authorisation to operate electronic bingo.

1. The authorisation to operate the electronic bingo management system shall be extinguished by the warning of anomalies in the computer or electronic elements and systems of the electronic bingo attributable to them, where they result in inaccuracies or falsehoods in the data relating to the game, the amounts played, betting, prizes given or returns of games cancelled.

2. The following shall also be grounds for terminating the authorisation to operate electronic bingo:

(a) the removal from the register of the company holding the authorisation to operate electronic bingo;

(b) The express waiver or dissolution of the undertaking holding the authorisation to operate electronic bingo.

(c) The loss of any of the legal conditions or requirements necessary for the granting of the authorisation to operate electronic bingo, despite being required to do so and without the defects having been remedied for reasons attributable to the holder of the authorisation.

(d) the imposition of a final administrative penalty leading to the expiry of the authorisation.

(e) where the undertaking holding the authorisation to operate electronic bingo does not repay the amount of the security or, as the case may be, the amount of the share capital.



Article 271. Authorisation for the practice of electronic bingo.

1. The operators of gaming premises interested in the practice of electronic bingo shall apply to the department responsible for the administrative management of gaming for a marketing authorisation, which must be accompanied by the following documentation:

- (a) Accreditation that electronic bingo terminals are interconnected to a central server operated by the person holding the operating licence for electronic bingo.
- (b) Site plan at a scale not exceeding 1/100 indicating the location (s) where the electronic bingo terminal (s) is/are intended to be installed.
- (c) Presentation of a Safe Game Programme.
- (d) Agreement on the agreement to operate electronic bingo on gaming premises between the undertaking holding the authorisation to operate electronic bingo and the undertaking holding the gaming premises
- (e) Communication of installation of electronic bingo terminals.
- (f) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

2. Once the documentation has been checked, the head of the department responsible for the administrative management of the game shall take a decision within three months of the documentation being complete. Otherwise, the application shall be deemed to have been granted.

3. Gaming premises authorised for the practice of electronic bingo may only join an interconnection system.

Sub-section 3.a. Architecture of the gaming system

Article 272. Elements of electronic bingo.

1. The development of electronic bingo will require the existence of an automated computer system that must be equipped with levels of security guaranteeing certainty, reliability and transparency in the development of electronic bingo and in the economic transactions produced as a result. The system must also have a traceability mechanism for recording the operations carried out and allow the data on each consignment to be stored.

2. At least the central electronic bingo server, the electronic bingo game terminals, the random ball generator, the electronic accounts, the electronic cards, the centralised cash box system and the communications server are technical elements of electronic bingo.

3. All the elements making up the architecture of the electronic bingo system must be authorised in advance and approved by the department responsible for the administrative management of gaming, at the request of the manufacturer of those elements, which must be accompanied by a certificate from an external auditing company, with staff accredited in IT security audits, verifying the technical, electronic, IT and security capacity of the IT system provided for the organisation of the operation of electronic bingo and the proper functioning of the system, in accordance with criteria of authentication and integrity and transparency and security in gaming.

4. The architecture of the system must ensure that the IT system can be connected to the IT equipment of the departments responsible for the administrative management of gambling and the management of gambling taxes.

Article 273. Central server of electronic bingo.

1. The central server of the electronic bingo is the computer system for managing and controlling the game and constitutes the technical, electronic and IT support that performs the functions of recording and controlling the transactions of acquiring card media and collecting prizes, randomly generating the balls by automatic and random extraction of the balls, with the sequence of numbers constituting the consignment, determining the amounts of prizes, according to the money collected through the sale of cards in each consignment, communicating to each gaming terminal the cards being played, indicating the winning combinations, verifying the winning cards, assigning to the corresponding gaming terminal the prize (s) it obtains in each consignment, recording the information generated, at the time of production, and archiving it, for the purposes of analysing and compiling the statistics.

2. The random generation of balls shall be an automatic process, with no possibility of change or manipulation by the gaming premises.



3. The central server of the electronic bingo shall be technologically ready to retain backup copies of all transmitted data, for a minimum period of 30 days.

4. The central server must have a replica, in order to be operational in the event that it becomes unserviceable for any reason whatsoever, and both must be installed in premises under the control of the company holding the corresponding authorisation.

Article 274. Electronic bingo terminal.

1. The electronic bingo terminal is the individual computer medium through which each user of the game acquires cards, participates in the electronic bingo, reports on the progress of the game, the cards at stake, the amount of the prizes and the conditions under which they were obtained, the extractions, their serial number, the progression of the most advanced cards acquired, the receipt of a prize, the proximity of the achievement of a prize and the actual receipt of a prize and the amount of the prize. Similarly, the electronic bingo terminal must inform the user of the game of the credits available to him or her, which will decrease each time he or she purchases electronic cards, in proportion to the purchase made, and increase each time he or she obtains a winning combination.

2. The terminal must be permanently connected to the central server and have the necessary mechanisms to alert the game user to the award of a prize.

3. The installation of electronic bingo terminals shall require notification of their location to be processed by the department responsible for the administrative management of gambling, subject to payment of the administrative charge for the provision of administrative and technical gambling services.

4. The communication on the installation of an electronic bingo terminal shall be submitted by the operator operating the central server of the electronic bingo, in agreement with the premises concerned. It shall be valid for a period of five years, after which it may be renewed for successive periods of the same duration.

Article 275. Random ball generator.

The random generator of balls is the technical element that carries out the computer extraction of balls containing a virtual bomb, on a random basis, with the removal of the

numbers being the ones that make up the consignment and those that generate the combinations eligible for prizes.

It must comply with the technical specifications laid down in Aragon or supplementary national legislation.

Article 276. Electronic account.

1. The electronic account is the electronic system for the collection of cards purchased for the practice of electronic bingo and for the payment of prizes.
2. The department responsible for the administrative management of gaming may approve and register payment systems, such as the electronic card, ticketing system, ticketing system, credit card system or any other duly approved system, provided that the electronic bingo terminal shows the claims of each person using the game, the collection of winnings obtained or the repayment of the remaining claims.

Article 277. Electronic cards.

1. Electronic cards are electronic units, displayed on the video screen of electronic bingo terminals, which reproduce the image of a bingo card. The various balls extracted during the course of the consignment will be printed on the electronic cards. Electronic cards shall be identified in terms of series, number, value and security code. Virtual cards form part of the minimum technical elements for the development of electronic bingo, all of which require prior approval from the department responsible for the administrative management of games.
2. The characteristics and content of electronic cards are defined in Annex VI to this Regulation.

Article 278. Centralised cash box system.

1. The centralised cash system is the IT system for the control and management of all economic transactions for all consignments of electronic bingo.
2. In the centralised cash box system, the amounts requested by the users of the game for the purchase of electronic cards shall be charged and the final balance or credit existing in each of them, corresponding to the prizes obtained for their exchange for cash, shall be recorded.



3. The purchase of cards and the payment of prizes shall be made through pre-paid electronic accounts, tickets, wallets or other systems, approved in advance and approved by the department responsible for the administrative management of games.

Article 279. Communications server.

1. The communications server is responsible for channelling communications for the practice of electronic bingo between the central electronic bingo server and the electronic bingo terminals installed in the gaming premises, as well as, where appropriate, with the room's screens or illuminated panels.

2. The communications server shall require the use of the protocols, equipment, lines, techniques and computer connections necessary to ensure the highest standards of security and reliability in the transmission of information and data at high speed.

Article 280. Audio system and luminous screens or panels.

1. Optionally, premises authorised for the practice of electronic bingo may install the following equipment:

(a) Audio system, through which the users of the games will be able to hear the expression of the extractions produced and to warn of the prizes, as well as to carry out the storytelling of the course of the game and the monitoring of the most relevant elements of the game.

(b) Pantallas or illuminated panels, perfectly visible in the area of the premises where the electronic bingo is held, showing the series of cards sold, the number of the first and last cartons, the total of cartons sold in all the premises interconnected in that consignment, the development of the consignment, showing the various withdrawals of balls produced, the amount of the prizes determined by the central server, according to the money collected from the sale of cartons in each consignment, the cardboard or cartons awarded the prize and at which terminals and premises they were purchased.

2. Audio systems and screens or luminous panels must be approved in advance by the department responsible for the administrative management of gaming and must be provided to the gaming premises authorised by the company holding the authorisation to operate electronic bingo.

Sub-section 4.a. Rules and development of electronic bingo

Article 281. Installation of electronic bingo terminals.

1. Electronic bingo shall take place independently of the traditional bingo game.
2. In bingo halls, authorised electronic bingo terminals must be installed in the main bingo hall, provided that this does not interfere with the smooth running of the bingo game or in its adjoining rooms, duly authorised for that purpose, without prejudice to the possibility of installing portable terminals in all public areas of the establishment, provided that it does not interfere with the proper functioning of the other authorised games in the bingo hall.

Article 282. Time allowed for the practice of electronic bingo.

1. In bingo rooms, the timetable for the practice of electronic bingo shall correspond to the timetable authorised for the operation of the same or the area in which the electronic bingo terminals are installed.
2. The opening hours for the practice of electronic bingo in gaming arcades and casinos shall be the same as the operating hours authorised for these premises.

Article 283. Development of electronic bingo.

1. For the start of each consignment of electronic bingo, each terminal shall clearly indicate in a marker a period of sale of electronic bingo cards and inform the game user of the time remaining for the end of the period of sale of those cards. Cartons may only be purchased during the time specifically intended for the sale of cartons by the central server of the electronic bingo.
2. Payment for the cards shall be made by crediting the amount you wish to play to the electronic account, in exchange for credits.
3. Gambling users must enter electronic accounts into electronic bingo terminals, giving them the right to participate in electronic bingo
4. Once the number of electronic cards has been selected for the corresponding item, the electronic bingo terminal will collect the cards purchased, deducting the



corresponding credits from the amount of those cards, this movement being reflected in the electronic account updating the balance of the person using the juice, according to the stakes and prizes received.

5. The maximum price for electronic cards shall be fixed in the gambling proposal submitted by the company holding the authorisation to operate electronic bingo and authorised in the Decision referred to in Article 271 of this Regulation.

6. The card information or the number of series to be purchased by gambling users from each terminal shall be transmitted to the central server of the electronic bingo. It is up to the central server of the electronic bingo to manage the information of the purchase requests on a "first come, first served" basis, checking that the terminal has sufficient appropriations to purchase the requested cards and, in this case, to allocate the number of cards requested. The allocation shall be made in order of requests within the series of cards provided by the automated system. Following the allocation or sale of the cards to a request, the central server of the electronic bingo will send this information to the terminal that made the purchase request, discounting the corresponding credits, and indicating on the video screen that each terminal incorporates the number of cards purchased.

7. All collection and payment operations will be archived on the central server of the electronic bingo at the time they are carried out. It must be possible to print this information on paper at the request of the person using the game or the officials assigned to the gambling inspection, surveillance and control services.

8. At the end of the time of purchase of the electronic cards, the start of the consignment will be announced, and the user will be informed by the terminal of the total number of cards sold and the amount of the prizes. The total number of cartons sold and the amount of the prizes will optionally be advertised on the screens of the premises.

9. Thereafter, the consignment begins by means of a random extraction of balls, fully automated and generated by the central server of the electronic bingo, and a sequence of numbers is extracted, which make up the consignment and the combinations eligible for the prize. The numbers extracted shall be crossed out automatically and electronically on the cards purchased by the users of the games at each terminal,

showing on those terminals the progress of those cards, the order of extraction, the numbers extracted, the proximity of the prizes and the achievement of those prizes. The electronic bingo terminal shall incorporate a system which, by means of visual signals, advises of the proximity of obtaining a prize from a terminal or of obtaining a prize from a terminal.

10. The winning combinations are the electronic line prize and the electronic bingo prize and those included in the rules of organisation and operation submitted by the holder of the authorisation to operate electronic bingo to the Administration and approved in advance by decision of the **holder** of the department responsible for the administrative management of gambling. Modifications to winning combinations must be communicated to the department responsible for the administrative management of the game and clearly announced to the participants of the electronic bingo.

11. When a prize is awarded, the game will continue and the central server of the electronic bingo will inform you of the other prizes at stake until the game ends.

12. The consignment ends when one or more persons using the games complete all the numbers containing one or more cards, or when all the combinations giving entitlement to a prize have taken place. Where there is at the same time more than one cardboard winner of the mutual prize rates, the total amount of that prize shall be distributed proportionally to all users of the games holding the cardboard winner.

13. At the end of the time that the participant of the electronic bingo wishes to play, he or she must settle the existing credits in his or her electronic account by requesting the staff responsible for the central cash system of the gaming premises to exchange for cash both the stakes and unplayed money and, where applicable, the winnings accumulated in his or her electronic account. Without prejudice to the preceding paragraph, prizes may be paid in cash or in any of the forms provided for in Article 285(1) of this Regulation.

14. The final departure of the game session from the game hall, the bingo hall and the game casino shall be clearly indicated to the game users via the game terminal or advertised via the audio system.



Article 284. *Awards*

1. The electronic bingo shall give prizes equal to at least 80 % of the value of the electronic cards purchased by the users of the games in each game.

2. For each game on electronic bingo, the central server of the electronic bingo shall award at least one online prize or at least one electronic bingo prize. Other instant prizes and cumulative prizes may also be awarded.

3. Changes to the percentage distribution of prizes, as part of the rules on the organisation and operation of electronic bingo, must be notified to the department responsible for the administrative management of games at least 10 days before they are put into operation, without prejudice to the obligation of the authorised entity to forward this information also to the authorised premises which have joined them, in accordance with Article 271(4) (e) of the Regulation.

Article 285. *Payment of prizes.*

1. Winnings from electronic bingo shall be paid out either by means of money which is legal tender or by means of a bank cheque issued within 24 hours of being won, in the game hall, bingo hall or gaming casino which awarded it, or, where applicable, if the person or persons using the game who have received satisfaction so indicate, by means of a bank transfer order to be determined.

2. The resulting settlement between the prizes awarded and their contribution to each room shall be carried out by the central server of the electronic bingo within 24 hours of the end of the day.

3. The total or partial replacement of prizes in cash by kind shall be prohibited.

Article 286. *Verification and control of the system.*

1. Prior to the start of each day of the electronic bingo, the staff responsible for the authorised gaming premises must verify the correct functioning of all the equipment and automated technical system.

2. The architecture of the automated system required for the practice of electronic bingo shall be subject to the necessary performance controls, verification, testing,

approval and authorisation by the department responsible for the administrative management of gambling.

3. The system must allow a real-time and secure connection between the central electronic bingo server and the IT equipment of the departments responsible for the administrative management of gambling and the management of gambling taxes, so that all the information recorded in the system can be consulted. This connection must be available from the opening of the electronic bingo day until the closing of the day.

4. On a daily basis, the central electronic bingo server must send to the gaming premises attached to the central electronic bingo server and to the administrative bodies referred to in the previous paragraph at least the following information concerning the progress of the electronic bingo day:

- (a) Number of cards purchased, with their identifier (serial number and number) and face value.
- (b) Identifier of the awarded cardboard and sequence of balls of that consignment.
- (c) List of consignments and cartons played on that day.
- (d) Identification of the terminals where they were played.
- (e) List of daily prizes and their amount.
- (f) Identification of the gaming premises and electronic bingo terminals where the prizes were awarded.

Article 287. System failures.

1. The automated system should have all the security measures in place so that it offers maximum guarantees to the user of the game.

2. Electronic bingo shall be deemed not to have taken place where, for duly justified reasons of force majeure, the proper functioning of the system is impossible.

3. Failure of one of the electronic bingo terminals shall not prevent its operation in the rest of the authorised gaming premises. The person or persons using the game who are affected by a contingency, before or during the course of the game, shall be entitled to reimbursement of the amount of the bet by purchasing cards in that game; the terminal shall be switched off until it is repaired.



4. For the purposes of complaints, the automated system shall provide all the information necessary to identify and faithfully reconstruct the transactions carried out.

CHAPTER VII

Randomised rhiphas, tomols and combinations

SECTION 1. ENFORCEMENT – GENERAL

Article 288. Definitions.

For the purposes of this Regulation:

(a) rifa: a game consisting of the drawing of lots for a predetermined object or for several objects, but in no case money, concluded between the purchasers of one or more single and certain tickets, which are numbered or otherwise distinguished from each other, and which, if awarded, will obtain the object offered.

(b) Tombola: a game consisting of the simultaneous drawing of lots of several items displayed to the public, but in no case money, concluded between the purchasers of one or more single and certain tickets, which are correspondingly numbered or otherwise distinguished from each other, and which, if awarded, is open to the purchase of any of the items drawn, either instantaneously or by the sum of points up to a certain number.

(c) Random mixing: the form of gambling carried out by a person or entity who, for strictly advertising purposes or for the promotion of a product or service, offers, after drawing lots or by any other similar means involving chance, monetary prizes, in kind or services, between those who purchase or consume the goods or services advertised and who have not suffered any increase in their ordinary cost.

(d) Boletes: tickets, documents, ballot papers, participations or participation media established for this purpose, differentiated from each other, whether of a material, IT, telematic or interactive nature, which serve to draw lots or select by chance, on a date determined in advance. The tickets are the only instrument or deposit slip to request the payment of prizes and the only proof of participation in the draws.

SECTION 2A. OF RHIFAS AND TURTLE DOVES

Article 289. Application for authorisation.

1. Prior to holding a rhifa or turtle dove, the person organising the rhifa or turtle dove must submit an application, which must contain at least the following information and documents:

(a) Identification of the natural or legal person, using the Tax Identification Number, without prejudice to the provisions of Article 28 of Law 39/2015 of 1 October 2003. Legal persons shall enclose proof of representation of the person or entity by the signatory of the application, as well as a copy of the articles of association, if any, duly entered in the relevant register.

justification for being up to date with complying with their tax obligations to the Administration of the Autonomous Community of Aragon and to the General State Administration and Social Security, or, where applicable, express authorisation to obtain them from the managing body.

(c) Justification for payment of the administrative charge and the corresponding tax charge.

d) Declaration of responsibility for maintaining compliance with all the elements set out in the application during the period of celebration of the rhifa or turtle dove.

(e) Declaration by the natural or legal person organising the draw that it is the sole guarantor of the availability of the prize and that it is the only person required to deliver the prize.

(f) Declaration issued by the person responsible for the printer of the forms to be issued.

(g) the bases to which the rifa or turtle dove applied for must be made.

2. The rules for drawing lots shall include:

(a) Prohibition of participation of minors and persons subject to support measures.

(b) Description of the prize offered and its evaluation.

c) Indication of the person liable to pay the costs (notary's office, deeds, registration fees, etc.) and taxes arising from the award of the prize, specifying that the prize is subject to taxation and payment on account, in accordance with the provisions of the legislation in force on personal income tax.

(d) If applicable, an express indication that the prize will be awarded free of charge and taxes or, if not, a list of charges or taxes to be borne by the winner.

(e) Start and end dates of the sale of the tickets.



(f) The drawing of lots must be done before a notary, or the number awarded must coincide with the drawing of lots by the National Lottery or the ONCE, in which case they must hold the corresponding licence.

(g) Number of tickets to be issued.

(h) Price of the tickets.

(I) Date and time of the draw and place where it is to be carried out.

(j) Form and place of publication of the results of the draw and place of receipt of the prizes.

(K) Land reached by the sale and points of sale.

(L) Limitation period for prizes.

(m) The form in which prizes are to be awarded, including the possibility that the prize may not be awarded to any of the participants.

(N) Model of the sheet.

(o) security measures on the notice to prevent fraud.

(P) Authentic copy of the contracts, invoices, titles or documents proving ownership of the prizes in favour of the applicant, indicating the place where they are deposited or exhibited.

3. In the case of vehicles, the make and model, whether new or used, as well as who is liable to pay the registration tax or any other type of tax that may be applicable, should be indicated.

4. In the case of travel, the services to be included must be specified.

5. In the case of buildings, the general characteristics shall be indicated: address, floor area and value of the property.

Article 290. *Characteristics of the forms.*

1. The tickets shall have a single and certain price and shall be sequentially numbered or otherwise distinct from each other. They shall contain all the information necessary to ensure knowledge of the draw and, in any event:

(a) Prizes.

(b) the manner in which it is awarded.

(c) the date and place of the drawing of lots.

(d) The expiry date of prizes, which may not be less than three months from the date of the prize.

- (e) The total number of listings and the number of the individual listings.
- (f) The price of the holding.
- (g) the identification of the winner of the draw or his representative.
- (h) The form and publication of the results.
- (l) Place of collection of prizes.
- (j) Place where the rules are published.
- (K) express reference to the existence of an authorisation to hold the rhifa or turtle dove or, as the case may be, to the exemption from that authorisation in respect of the amount of the prizes.
- (L) Express mention of the conditions for the taxation of winnings.

2. Without prejudice to the fact that the bases of rifles and turbotos appear on the tickets, they must in turn be displayed in a place, easily visible to all participants, where the tickets are sold or distributed and the draw is carried out, as well as on the organiser's website if available.

Article 291. Prizes.

1. Prizes may under no circumstances be in the form of sums of money, they must necessarily be in kind and not be redeemable for money or a sign representing it.
2. If the prizes to be awarded involve any kind of expense, such as the payment of taxes by the winners, it will be indicated in the rules of the draw. If this is not the case, the organiser shall be deemed to have paid the tax and any other costs arising from the rhifa or the turtle dove.
3. Where prizes consist of movable or semi-movable property, the place where the property is deposited or exhibited shall be indicated.
4. In the case of immovable property, a certificate issued by the relevant land register must be provided, attesting to the registered ownership of the property in favour of the organiser of the rhyfa or tómbola, including a description of the property and the absence of charges or encumbrances on it; the form in which the prize is to be awarded must also be indicated.



Article 292. Processing an application for authorisation

1. The application for authorisation, together with the documentation referred to in Article 289 of this Regulation, shall be submitted to the department responsible for the administrative management of the game at least one month before the intended date of commencement of sale or distribution of the tickets.

2. If the application is defective, it shall be notified to the applicant, who shall be given a period of 10 days to rectify it. If the applicant fails to do so, the application shall be deemed to have been withdrawn, following a decision to be issued in accordance with Article 21 of Law 39/2015 of 1 October 2003.

3. Once the application has been duly completed and accompanied by the required documents, a reasoned decision shall be taken, within a maximum period of one month, granting or refusing the authorisation requested. The absence of an express decision will have a positive effect on the application.

4. The resolution authorising the conclusion of the rhifa or turtle dove shall include all the conditions and circumstances to which the conclusion of the rhifa or turtle dove is subject and at least the following information:

(a) Identification of the authorised natural or legal person.

b) The mandatory content of the bases referred to in Article 289 (2) of this Regulation.

5. Failure to comply with the conditions and circumstances on the basis of which the rhifa or turtle dove was authorised may lead to the withdrawal of the authorisation granted, after the interested parties have been heard, without prejudice to any responsibilities that may arise.

6. Having authorised the rhifa or turtle dove, and in order to ensure proper public control and prevent possible fraud, the department responsible for the administrative management of the game shall inform the person or company responsible for drawing up the requested tickets of the terms of the authorisation for the rhifa or turtle dove.

Article 293. Exemption from authorisation.

1. With the exception of gaming premises, rifles and turbot in which the total value of the prizes offered does not exceed, as a whole, EUR 2.000 are not subject to authorisation.

2. The provisions of the previous paragraph shall be without prejudice to tax legislation.

SECTION 3A. RANDOM COMBINATIONS

Article 294. *Prior communication.*

1. Random combinations require prior notification for each of the activities to be carried out, at least 10 days in advance.

2. The prior notification shall contain at least the following information:

- (a) Identification of the natural or legal person organising the random combination, indicating the Tax Identification Number or the Tax Identification Code, as the case may be.
- (b) The bases to which the random combination applied for is to be adjusted.
- (c) Justification for payment of the tax charge.
- (d) Invoice proving the value of the goods, if applicable.

3. The rules for drawing lots shall include:

- a) Prohibition of participation of minors or legally incapacitated persons.
- (b) territorial scope covering the distribution of forms and the manner in which it is to be carried out.
- (c) Description of the prizes and the form of award.
- (d) Model of the sheet.
- (e) Start date and end date of the random combination.
- (f) Date and time of the drawing of lots and systems to be used.
- (g) Form and place of publication of the results of the draw.
- (h) Deadline for prizes.
- (l) an undertaking to maintain compliance with all the elements set out in the prior notification throughout the duration of the agreement.
- (j) Copy of the contracts, invoices, certificates or documents proving ownership of the prizes in favour of the applicant.

Article 295. *Random combinations in playgrounds.*

1. Subject to prior notification, and in accordance with the conditions and requirements set out in the preceding article, gaming premises may make random combinations for



strictly advertising or promotional purposes of their products or services within their premises, between their customers, the sole consideration being the consumption of their gambling products or services, without any additional price or pricing.

However, in order to ensure a safe and responsible gambling environment and proper control of random combinations, preventing addictive behaviour, fraud and money laundering, gaming premises that enter into random combinations in which the prize or prizes to be awarded, in goods, services or money, exceed EUR 300 on a gambling day or EUR 6.000 in a calendar month, shall require that these be developed through an automated computer gambling system, previously approved by the Administration, with the characteristics and technical functionalities to be determined by order of the head of the department responsible for gambling, to ensure that they guarantee certainty, security, reliability, transparency, inviolability of access to the system and integrity in the development of the random combination. The system shall be equipped with a traceability mechanism on the recording of the operations carried out and shall allow for the storage of the data of each draw as well as its constant and real-time monitoring and communication with the gambling department.

2. In the case of goods or services, it is at their market value, in any event.

3. Under no circumstances may the holding of a random combination interrupt, interfere with or alter the dynamics and development of the game (s) authorised in the premises.

SECTION 4. COMMON PROVISIONS

Article 296. Deferral or modification of the conditions of rhiphas, pistols and random combinations.

Postponement or modification of the conditions of the rhifa, thormbola or random combination shall be possible only after prior authorisation or notification, as the case may be, to the competent department of the administrative management of the game.

2. Under no circumstances may a prize draw or the system for determining the number awarded be altered where the sale of tickets has begun or where the award is determined in conjunction with other forms of prize draw.

Article 297. Personal data

Where the persons involved are required to provide their contact details in order to participate in the rifa, tombola or random combination, those data may not be used for purposes other than contacting the persons involved in the event of aggravation, with the exception of any advertising purposes, and must comply with all the requirements laid down in the data protection legislation in force.

CHAPTER VIII

Approval of models and sets of gaming machines and equipment

SECTION 1. ENFORCEMENT – GENERAL

Article 298. Duty of approval.

Amusement and gaming machines, betting machines and systems, all casino and bingo gaming equipment, games for video signal machines and those hosted on servers, as well as the various interconnection systems and the devices used to carry out the activities regulated by this Regulation, must be approved by the head of the competent gaming department in the cases and in accordance with the procedure laid down by law.

SECTION 2. PROCEDURE AND TECHNICAL REQUIREMENTS.

Sub-section 1.a. Approval and inscription procedure

Article 299. General principles of the approval and marking procedure.

1. The procedure for the approval and registration of models of type B and C machines, gaming equipment and games for type B and C machines with video signal or for games hosted on a server must be initiated and carried out by the applicant manufacturer or marketer to the department responsible for the administrative management of games in the manner provided for in the basic legislation on administrative procedure, accompanied by proof of payment of the administrative charge for the provision of technical and administrative gambling services and the documentation required in the following articles.



2. In the light of the documentation submitted, including the report of the authorised test laboratory on its compliance with the regulations, a reasoned decision shall be taken, within three months, on the approval and registration of the model, or of the game material, or of the game, or its refusal. In the absence of an express decision within that period, the application may be deemed to have been granted.
3. The Administration acting shall maintain confidentiality with regard to the data contained in the documentation submitted and the objects provided.
4. The approval decision shall be notified to the party concerned. If the decision is favourable, entry will be made in the General Register of Gambling, assigning it the corresponding number.
5. The competent Directorate-General may require the applicant to make available a prototype to carry out any necessary checks and examinations.

Article 300. Approval and registration of models of gaming machines.

1. The manufacture, import, marketing, distribution, operation and installation of type B and C machines shall require prior approval of the corresponding model and its registration in the General Gambling Register, with the exception of types of amusement machines of type A, which shall be subject only to automatic registration by the Administration.
2. That registration shall entitle its holders to import, under the conditions laid down by the State legislation in force, to manufacture and sell machines which comply with those entries and meet the other regulatory requirements, provided that those holders are entered in that register.
3. Gaming machines lawfully marketed in a Member State of the European Union and those originating and lawfully marketed in States belonging to the European Economic Area and Türkiye may be approved by the procedure described in this Section, provided that the prior tests and trials determining the technical and performance characteristics have been carried out, with levels of accuracy, safety, suitability and suitability equivalent to those required by this Regulation.

4. Amusement and gaming machines must be constructed and installed in such a way as to ensure the physical integrity of any user and must bear the CE marking, which declares their conformity with the regulations in force.

5. Authorisation to manufacture a registered design may be transferred only if the assignor and the assignee are registered in the relevant section of the General Register of Gambling, and the assignment must be notified, by means of documentation proving its existence, to the department responsible for the administrative management of the game. This body shall relate only to the person who holds the registration in respect of the specific design.

6. Models of machines whose name is identical to that of other models already registered shall not be registered, unless the applicant proves registration in his name, on an earlier date, with the Spanish Patent and Trade Mark Office or the European Union Intellectual Property Office, which, after the relevant administrative file has been opened, shall cancel the earlier registration.

However, old model names may be reused provided that their registration is cancelled.

7. Likewise, machines the use of which involves the use of images, messages or objects that may impair the education of children and young people that are directly or indirectly contrary to the legal system in force, and in particular those that incite violence and criminal activities or any form of discrimination and those containing racist, sexist or pornographic elements, may not be registered in the General Register of Gambling.

Article 301. Registration of models of amusement machines type A.

1. Before placing a type A recreational machine model on the market, the manufacturer or operator of the machine shall inform the department responsible for the administrative management of the game, accompanied by the following documentation:

a) Descriptive report indicating trade name, dimensions, photographs of the machine, description of the game (s), drawings of the machine and its electrical system, EC declaration, in accordance with the relevant legislation in force, signed by a competent technician.

(b) Responsible declaration issued by the manufacturer or management company of compliance with the provisions of Article 300 (7) of this Regulation.



2. In the light of the documentation provided, the competent Directorate-General will automatically register the type A machine model.

Article 302. Application for approval and registration of models of type B and C machines.

1. The application for approval and entry in the General Register of Gambling of Type B and C machines must be accompanied by the following documentation:

(a) a form containing:

- 1°. Two clear, colour photographs of the outside of the machine.
- 2°. Trade name of the model.
- 3°. The name of the manufacturer, the number of the entry in the Manufacturers' Section of the General Register of Gambling of the Autonomous Community of Aragon, the details of the foreign manufacturer and the number and date of the import licence, except in the case of machinery from Member States of the European Union or the European Economic Area and Türkiye, in which case it will be sufficient to specify a person responsible for placing it on the market.
- 4°. Dimensions of the machine.
- 5°. Description of the manner of use and play for type B and C machines, including: the price of the game and the stakes that can be placed, the winnings plan, indicating the various prizes that can be awarded by the machine and specifying the maximum prize per game and the special prizes or jackpots that can be awarded, the return percentage in prizes, specifying the cycle over which it is calculated and any other mechanisms or devices that the machine has.

b) Plans of the machinery and its electrical system and certificate of compliance with the Low Voltage Electrotechnical Regulation and its additional technical instructions, if applicable, as well as the computer elements, if applicable, signed by a competent technician.

(c) EC declaration of conformity attesting that the product satisfies all the essential requirements of the various implementing directives, signed by a competent technician.

(d) a copy of the electronic memory in which the game program and its corresponding reader are stored.

(e) A description of the type of meters incorporating the model and a copy of the certificate of metrological compliance of the model.

(f) Certification attesting that the previous laboratory tests have been carried out.

(g) proof of payment of the fee for the provision of administrative and technical gambling services.

2. The marking shall specify the trade name of the model and the identification details of the manufacturer. Such entry shall be authentic only in respect of the content of the documents submitted.

Article 303. Application for approval and registration of game equipment.

The application for approval and entry in the General Register of Gambling Equipment must be accompanied by the following documentation:

(a) A fiche containing:

1°. A clear colour photograph of the material to be approved.

2°. Trade name of the material.

3°. The name of the manufacturer, the registration number in the Manufacturers' Section of the General Gaming Register, the details of the foreign manufacturer and the number and date of the import licence, except in the case of game materials from Member States of the European Union or the European Economic Area and Türkiye, where it will be sufficient to specify a person responsible for placing them on the market.

4°. Dimensions of the material applied for.

(b) Description of the manner of use, play or operation, including, where applicable, drawings of the electrical system and certificate of compliance with the Low Voltage Electrotechnical Regulation, as well as of the electrical and/or IT elements, where applicable, and EC declaration, in accordance with the relevant legislation in force, to be signed by a competent technician.

(c) Where applicable, the copy where the software or software of the subject of the request is stored.

(d) Certifying evidence of previous laboratory tests.

proof of payment of the fee for the provision of administrative and technical gambling services.

2. Equipment or platforms may also be approved if they contain, in addition to the furniture itself, all the electrical wiring and the rest of the hardware of the machine. Several sets may be incorporated, depending on the type of machine.



For the approval of the above elements, an explanatory sheet must be provided, accompanied by photos and dimensions of the furniture or platform, drawings of the electrical system and certificate of compliance with the Low Voltage Electrotechnical Regulation, as well as of the electrical and/or IT elements, where applicable, and a declaration from the EC in accordance with the relevant legislation in force, to be signed by a competent technician.

Article 304. Application for approval and registration of games for type B and C machines with video signal and for server-hosted games.

1. The application for approval and entry in the General Register of Gambling for type B and C machines with a video signal and for games hosted on a server must be submitted to the Directorate-General responsible for the administrative management of the game, accompanied by the following documentation:

(a) Description of the game.

(b) Copy of the electronic memory in which the game program and its corresponding reader are stored.

(c) Certifying evidence of previous laboratory tests.

proof of payment of the fee for the provision of administrative and technical gambling services.

Article 305. Game material and game validations.

1. The head of the department with competence in gambling matters is authorised to recognise the validation and approval of models, gaming equipment and games, approved in other Autonomous Communities and Autonomous Cities, subject to compliance with the following requirements:

(a) the competent department for the administrative management of gambling in the Autonomous Community has been notified in advance of the legislation or regulations setting out the technical requirements for their approval.

b) the validated technical requirements have been recognised by a laboratory or body authorised by the Government of Aragon.

2. In the light of the technical requirements laid down by the Administration of Origin, the competent management will assess the additional requirements that, in accordance with Aragon's gambling legislation, must be certified in advance by the laboratories or authorised entities provided for in the previous paragraph.

Article 306. Preliminary tests.

1. All models of type B and type C machines and, where applicable, the interconnection systems used, games on type B and type C machines with video signal and server-hosted games, as well as other game material and games must be tested by an approved body or laboratory before being approved and registered, without prejudice to paragraph 3 of this Article.

2. This approved body or laboratory must provide information on the operation of the model and, in particular, on whether the operation of the machine, the gaming programme and the distribution of prizes correspond to the technical specifications contained in the operating report and drawings of the machine provided by the manufacturer to the laboratory, as well as to the technical regulations applicable to it in each case.

3. The competent Directorate-General shall recognise the prior tests carried out by other Spanish public administrations and by other Member States of the European Union, the European Economic Area and Türkiye, provided that the results have been made available to them and guarantee a level of safety equivalent to that provided for in this Regulation.

Sub-section 2.a. Modification of models of machines and games, temporary registration and cancellation

Article 307. Modification of the models of machines and games in the type B and C with video signal and server-hosted games.

1. Manufacturers and importers may request the modification of those models or games that they have registered in the General Gambling Register.

2. Where the modification requested involves a substantial change to the registered model or set, a new approval procedure shall be required.

A substantial modification is a modification that directly affects the price of the item, the rate of return, the earnings plan, the speed of the item or the gaming programme.

The modification of the game program shall be considered as non-substantial when carried out for the purpose of correcting programming or operating errors and hardware adequacy.



By way of exception, if the amendment is necessary to resolve a technical problem in the model to the detriment of users or undertakings, the incident may be corrected immediately, especially in the case of gaming machines in operation, following a registered communication from the manufacturer to the competent body containing a declaration of responsibility for the problem to be corrected and the obligation to submit the appropriate supporting documentation and, where appropriate, initiate the corresponding amendment procedure.

3. The application for a substantial modification must contain a copy of the electronic memory in which the gaming programme and its corresponding reader are stored, certification of the tests carried out, in the event that the gaming programme is affected, and proof of payment of the administrative charge for the provision of administrative and technical gambling services.

In the case of a favourable decision on the application for a substantial change, the entry shall retain the same registration number followed by an additional letter.

4. The application for a non-substantial modification shall require the submission of a report from an approved laboratory stating and justifying that nature and proof of payment of the administrative charge for the provision of administrative and technical gambling services. In the event of a favourable decision on the application for a non-substantial amendment, the entry shall retain the same registration number.

5. If, in addition to the manufacturing company, there is a second one with the patent for the registered design, authorisation from both will be required in order to apply for the modification.

Article 308. Provisional registration of models, games and game equipment.

1. In order to verify the commercial viability of a particular model of machine or game, manufacturers or importers may apply for the provisional registration of models or sets of type B and C machines and game equipment.

Provisional registration entitles manufacturers or importers to operate up to 10 machines of the same model for a maximum period of three months.

2. The prototype of the machine model or assembly to be tested must meet the technical requirements and characteristics applicable to the type of machine in question.

3. If the prototype test is to be carried out in hospitality establishments, they must have the required authorisation to install machines and have vacant places to install amusement machines of the same type.

4. The application for authorisation to test prototypes of models must be submitted by the manufacturer to the directorate-general responsible for the administrative management of the game, accompanied by the following documentation:

- (a) Technical and operational report on the prototype of the machine model to be tested, including drawings and photographs of all external parameters of the model.
- (b) a declaration of responsibility by the company that manufactures the prototype, signed by its legal representative, stating that the company assumes all liability that may arise during the test and that it complies with each and every one of the conditions laid down in this Article.
- (c) Number of machines to be installed.
- (d) Indication of the operating company with which the test is to be carried out.
- (e) List of establishments where the test is to be carried out.
- (f) Start date and duration of the test.
- (g) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

5. Provisional registrations of games may be authorised on machines already installed, which, in addition to the documentation referred to in the fourth paragraph, must be accompanied by the express consent of the operator of the machine in which the game is to be incorporated, indicating the authorisation number for the operation of the game.

6. On expiry of the period laid down for provisional registration, the machines must be removed from the model or the set replaced by the existing one, without prejudice to the possibility of applying for approval.

Article 309. Cancellation of registration.

1. The entry of a model, game or game material in the General Register of Gambling may be cancelled at the request of its holder, provided that he provides clear evidence that no machine of the model, or copy of the corresponding model or game material, is in operation in the territory of the Autonomous Community of Aragon.



2. The head of the department responsible for the administrative management of games shall automatically cancel the registration, after conducting the corresponding procedure, after hearing the interested party, in the following cases:

(a) where it is found, after registration, that the characteristics of the model, the game or the game material do not faithfully conform to the documentation submitted for approval, or where modifications have been made to the technical elements which have the effect of altering the course of the game, the amount of the prizes, the meters or the security features of the model without the corresponding authorisation, the manufacturer being responsible for this.

(b) as a result of a final administrative penalty in the field of gambling.

(c) when justified by serious reasons in the public interest, in defence of the education of children and young people, in accordance with the rules on the care and protection of children and adolescents.

(d) Where the person holding the registration has been excluded from Section II, Manufacturing Companies, of Book 3, 'Machinery Gambling', of the General Register of Gambling.

3. The automatic cancellation of the registration shall entail the prohibition of the manufacture and placing on the market of machines of the model, set or game material concerned and, in the cases referred to in the second paragraph, shall lead to the automatic revocation of the authorisations to operate the machines corresponding to that model. The deadline for the removal of the machines from the revoked model shall be set in the cancellation decision, and shall never exceed three months, without prejudice to the responsibilities involved. Such machines may be exchanged within the prescribed three-month period.

4. The head of the department responsible for the administrative management of gaming shall issue and notify the relevant decision within a maximum period of six months from the date on which the cancellation procedure was initiated, except in cases where, in accordance with the applicable system of penalties in this area, the model is cancelled and the manufacturer is disqualified in the decision issued for this purpose in the corresponding penalty procedure.

5. In cases where the manufacturer of the model has requested the cancellation of the registration, the application shall be deemed to have been granted if, within a period of

one month from the submission of the application, the corresponding decision has not been issued and notified by the holder of the department responsible for the administrative management of games.

SECTION 3. GAMBLING: COMPONENTS, EQUIPMENT AND APPROVAL REGIME

Article 310. Elements and equipment of the betting game.

1. Technical elements necessary for the organisation and operation of sports, competition or other bets are the central betting server, betting terminals, the computer system used for the organisation and operation of bets and, where appropriate, the availability of the '.es' domain throughout the national territory and other technical, electronic and IT systems necessary for formalising bets by means of communication or computer, interactive or remote connection.

2. The systems, elements or technical instruments used for the organisation and operation of bets shall guarantee their authenticity and calculation, the identity of the persons involved, where applicable, confidentiality and security with regard to the personal data collected, the prohibition of participation by minors and persons registered in Section V, Prohibitions, of Book 4. Betting from the General Gambling Register, control of its proper functioning and, in general, compliance with the legislation in force on gambling and betting.

3. The technical system shall at least enable the analysis of risks and business continuity as well as the identification and remediation of their vulnerabilities. It must also have a traceability mechanism for recording betting transactions carried out, ensuring their integrity and their temporary association with reliable time sources, strong authentication mechanisms linked to the operation of the IT system, physical devices ensuring that access to the components of the IT system is controlled only to authorised staff and mechanisms ensuring confidentiality and integrity in communications with and between the components of the IT system.

Article 311. Central betting server.

1. The central betting server shall consist of a betting centre which shall process the data received from the betting terminals installed in the betting premises and betting



areas and, where appropriate, in the equipment connected by users to the server, ensuring, in any event, the proper functioning of the betting.

2. The central betting server must have the following characteristics:

- (a) Security measures to control restricted access to the system and equipment, recording all actions or operations performed therein, using employee authentication mechanisms.
- (b) Sufficient capacity to store data on the number of bets placed and prizes won cumulatively.
- (c) ability to verify at any time the betting operations carried out and their results and to reconstruct faithfully the transactions carried out, preventing any modification or alteration of the operations carried out.
- (d) Communication equipment and systems shall meet appropriate security and bandwidth requirements to support established response times and security needs.
- (e) To have the necessary back-up mechanisms to ensure the operation of the system 24 hours a day, 7 days a week, the undertaking holding the authorisation to organise and operate bets must have a replica of its central betting server as a reserve, ready to continue the development of bets under the same conditions and guarantees as the main server should the latter be left out of service for whatever reason.

3. The central betting server shall incorporate a secure IT connection compatible with the IT systems of the departments responsible for the administrative management of gambling and betting taxes in order to control and monitor in real time the development of the stakes placed, the stakes placed and the prizes awarded, as well as the return, where appropriate, of the stakes cancelled. The security measures of the connection shall ensure the authenticity, confidentiality and integrity of communications.

Article 312. Betting terminals.

1. Betting terminals may consist of computerised betting terminals or auxiliary betting machines, without prejudice to the possibility of authorising the undertaking holding the authorisation to organise and operate betting to use previously authorised computerised, interactive or distance communication means or systems.

2. For the purposes of this Regulation, computer terminals for the dispatch of bets shall include computer devices or equipment intended for the formalisation of bets by the authorised staff of the undertaking in betting premises or betting areas.

3. For the purposes of this Regulation, instruments which are installed in betting premises or betting areas and which allow the formalisation of bets directly by the user, using a system that makes it possible to validate them by the central betting server, shall be regarded as ancillary betting machines.

4. On the front of ancillary betting equipment, the betting undertaking must record the following information in an indelible and clearly legible manner:

(a) Registration number of the undertaking authorised to organise and operate bets in Section II of Book 4 of the General Gambling Register.

(b) Registration number of the model in Section I of Book 4 of the General Gambling Register.

(c) Series and corresponding production number of the betting machine. In addition, the department responsible for the administrative management of gaming may establish other trademarks to facilitate the identification of terminals by technological means, such as barcodes or similar, as well as, where appropriate, data on memories, microprocessors or components that determine the operation of the terminal.

5. Betting terminals must clearly and visibly display the same notices as those laid down by the Aragon Gambling Act for gaming machines.

6. Where the destruction of betting terminals is required, the identification elements described in this Regulation and enabling the lawful operation of the terminals must also be destroyed.

Article 313. Characteristics and requirements of betting terminals

1. Betting terminals shall comply with the following requirements:

(a) The minimum price for each bet shall be EUR 1 for each bet receipt.

(b) Payment to the user shall be made by any form of payment having the status of legal tender at no cost to the user, within the meaning of Article 261(h) of this Regulation.

(c) issue a receipt or printed form which shall serve as proof to the apostant that his bet has been formalised and, where applicable, that the prize has been won.

(d) it shall show clearly and before validating the stake the amount to be received in the event of success.



2. Betting terminals shall have the following security features:

- (a) connection available, depending on the needs of the system, and secure by means of a communication line, with the central betting server and the server of the departments responsible for the administrative management of gambling and betting taxes.
- (b) those which prevent access by the line of communication to the central betting server by means of a betting terminal not operated by the undertaking holding the authorisation for the organisation and operation of betting.
- (c) those justifying the value of the bet placed, so that it can be returned in the event of any interruption due to a lack of electrical fluid.
- (d) those that prevent their operation if the system does not enable their connection to the central server; (e) those that prevent tampering with the guard or notebook.
- (f) those preventing its operation in the event that the role of the guard or ticket printer has been exhausted.

Article 314. Smear of technical elements.

1. Prior to putting into operation the organisation and operation of bets, the undertaking holding the authorisation must obtain approval for the systems, components and equipment of the gambling and be entered in Section I, Models, components and equipment, of Book 4. Betting from the General Gambling Register.

2. The company concerned must provide certification from an external auditing company, with staff accredited for IT security audits, on the technical, electronic, IT and security soundness of the IT system provided for the organisation and operation of bets.

3. The holders of the licensed betting areas shall apply to the undertaking holding the licence for the operation and organisation of bets for the betting terminals and other systems and technical elements necessary for the formalisation of bets.

Article 315. Cancellation of registration

1. Entry in Section I. Models, elements and materials of Book 4. Betting from the General Gambling Register may be cancelled at the request of its holder.

2. The owner of the department responsible for the administrative management of games shall automatically cancel the registration of the technical elements, after hearing the owner, in the following cases:

(a) where it is found, after registration, that the characteristics of the technical elements do not faithfully conform to the documentation submitted for approval or where modifications have been made to them which have the effect of altering the conduct of bets, the amount of prizes, meters or security devices without the corresponding authorisation where this is attributable to the holder of the registration.

(b) as a result of three very serious administrative offences relating to gambling and betting.

3. The automatic cancellation of the registration will result in the technical elements being disqualified from exploitation.

Article 316. Boots or guards.

1. Tickets or guards shall be indelible to the water and shall have the following minimum content printed:

(a) The name of the undertaking holding the authorisation to organise and operate bets, its Tax Identification Code and its entry number in the General Gambling Register;

(b) the number of the betting terminal which issued it and identification of the means of formalising the bets used.

(c) The event or events on which the bet is placed, the characteristics and the combination of the bet.

(d) Time, day, month and year of the formalisation of bets.

(e) the prize or amount to be received in the event of success.

(f) the alphanumeric number or combination thereof, by which it can be identified on an exclusive and unique basis.

2. Tickets or receipts proving a successful stake shall be valid for collection for a period of three months from the date of issue.

3. Where bets are placed via remote connections or communications other than betting terminals, the undertaking holding the licence to authorise, organise and operate bets must submit for approval the system that guarantees the user the validation of the bet, in accordance with the terms of this Regulation.



4. In fixed-odds bets on horse races or greyhounds, the coefficient applied to the bet may be determined by reference to the final coefficient set by the racecourses and canodromes where the races covered by the bet are held. In such bets, where the conditions of a horse race or greyhounds are changed upon the withdrawal of a participant, immediately before its start and for unforeseen reasons beyond the control of the participants in the event, a deduction may be made from the prize, after deducting the amount of the bet, in proportion to the calculation of probabilities used to set the betting coefficient. The possibility of applying this deduction and its specific content must be included in the rules on the organisation and operation of bets and must be expressed clearly and precisely in the ticket, as well as in the information to be provided to users.

SECTION 4. TESTING LABORATORIES OR ENTITIES

Article 317. Testing laboratories or entities.

1. For the purposes of this Regulation, test laboratory means the control body authorised by the department responsible for the administrative management of the game, responsible for verifying, by means of the appropriate assessment procedure, approved for that purpose, the conformity of the prototype tested with the specifications, characteristics and technical requirements laid down for each type of machine.

These entities or laboratories may also apply to be designated as authorised entities to carry out technical inspections on the operation of the machinery on site.

2. In accordance with the applicable regulations on safety and industrial quality, laboratories or machinery testing bodies may be public or private, have their own legal personality and must have the material and human resources, technical and financial capacity and strict impartiality and independence to carry out the verification tasks described.

Article 318. Requirements and documentation.

1. In order to guarantee the strict impartiality and independence of the laboratories or testing bodies in their verification functions, they must provide with the application all documentation proving the following:

(a) Name of the entity or laboratory, including its legal status and registered office;

(b) in the case of commercial companies, the instrument of constitution and the articles of association, duly registered in the relevant commercial register or equivalent body in the case of a foreign company of a Member State of the European Union. In this case, it must be translated into Spanish by an official translator.

(c) Nominal list and personal data allowing identification of the staff providing services in the laboratory.

(d) a self-declaration signed by the legal representative of the entity attesting to the absence of any relationship or dependence with other companies, private entities or bodies interested in the results of the tests or verifications, as well as to the confidentiality with regard to those results.

(e) The operator of the laboratory must submit the conclusion and updating of a civil liability insurance contract.

2. Similarly, and in order to ensure technical capacity and solvency, in carrying out their testing and verification tasks, laboratories must provide the relevant documentation proving the following:

(a) Availability of suitably qualified staff and technical training to carry out the required tests and verifications.

b) Capability of the laboratory to carry out the tests and verifications in accordance with the specifications, characteristics and technical requirements laid down for each type of machine in the gambling regulations.

c) Availability of the laboratory for the resolution of enquiries made by the competent public authorities on issues relating to the testing of gaming equipment, attendance at working meetings with those authorities to coordinate criteria on the matter in question or for the provision of cooperation services in the inspection, where so requested by the judicial or administrative authority.

d) Possession of the accreditation or being in a position to obtain it, in Standard UNE EN-ISO/IEC 17025–A, or in subsequent ones that replace it, to carry out tests on gaming machines and in Standard UNE-EN ISO/IEC 17020, or subsequent ones that replace it in the event that their actions are an inspector.

(e) Any other administrative authorisation held as a testing laboratory.

Article 319. Authorisation procedure.

1. The application for authorisation as a laboratory or testing body shall be sent, together with the documentation provided for in the previous article, to the Directorate-



General responsible for the administrative management of gambling, which, after carrying out the checks and reports, shall take a decision and notify its granting or refusal within a maximum period of three months. The applicant may first request any additional information or documentation that it considers necessary in order to establish compliance with the provisions laid down in the previous article, and shall automatically enter it in the General Register of Gambling.

After three months without an express decision having been issued and served, it may be deemed to have been upheld.

2. The department responsible for the administrative management of gaming may make the terms of the authorisation as a laboratory or testing body for machines subject or limited, both to certain elements of gaming and to certain typologies or technical aspects of amusement and gaming machines.

The period of validity of the authorisation must be expressly stated in the decision and may not exceed 10 years.

3. The authorisation may be renewed for periods of five years where, three months before the expiry date of the authorisation, the holder applies for it and the Administration is satisfied that the specific conditions required by the applicable legislation in this area are maintained at the time of the application for renewal.

4. During the period of validity of the authorisation, the testing laboratories must adapt to the requirements and standards laid down both by the Administration of the Autonomous Community of Aragon and by any other Administration whose competences have an impact in this area.

Article 320. Suspension of authorisation.

1. After hearing the authorised entity or laboratory, the department responsible for the administrative management of gambling may decide to suspend the effects of the authorisation or, where applicable, the mutual recognition agreement for testing laboratories signed with other administrations, where one of the following circumstances applies:

(a) where one of the administrations or bodies signatory to the relevant agreement has decided, in the exercise of its powers, to suspend the authorisation of the laboratory or entity.

(b) Where the competent bodies in this area find that the model of gaming machine or game element approved and entered in the General Gambling Register did not comply, when the favourable certification was issued, with the technical requirements laid down in the applicable legislation.

(c) when the authorised testing laboratory no longer meets the requirements and conditions laid down both in this standard and in the other applicable EU or national legislation.

2. The decision suspending the authorisation as a laboratory or testing body may be adopted as part of the procedure to terminate the authorisation initiated for that purpose, after the interested party has been heard, where there are reasonable grounds for terminating the authorisation, as demonstrated by the actions carried out by the bodies of the Administration of the Autonomous Community of Aragon or other competent administrations or bodies.

Article 321. Termination of authorisation.

Without prejudice to the system of penalties laid down in the applicable legislation on industry, the authorisation of a laboratory or testing body shall cease for the following reasons:

(a) In view of the expiry of the authorisation, without having applied for its renewal.

b) Since, in the procedure conducted for that purpose, it has been established that one of the circumstances provided for in the preceding article exists and the competent department for the administrative management of gaming has declared that the situation has ceased to exist.

(c) by penalty of suspension or closure of the establishment, imposed in accordance with the applicable industry regulations in this area.



ANNEX I

Games exclusive to gambling casinos

HEADING 1. FRENCH ROULETTE

Article 1. Definition.

The French Rulet is a game of chance, known as a quid pro quo game, the essential feature of which is that the participants play against the organising establishment and where the chance of winning depends on the movement of a ball moving within a rotating horizontal wheel.

II. Elements of the game.

1. Cylinder or pan and rotating disc.

This material consists of a cylinder of a minimum diameter of 56 centimetres, inside which is a rotating disc supported by a metal axis. This disc, the upper part of which has an inclined surface, is divided into 37 radial boxes, separated by small partitions

also made of metal. These compartments, alternately red and black, are numbered 1 to 36, plus zero, which is usually white or green, but which may not be red or black. Never two consecutive numbers are neighbouring, and, on the other hand, numbers whose sum of numbers is even number are always black, as well as 10 and 29, and with the exception of 19. A device protruding from the axis, consisting of two cross-links in the very centre of the Rulet, allows the Rulet to be rotated in a horizontal plane.

2. Table, board and cloth.

The rulet is played on a long rectangular table at the centre or end of which is the roulette. On one side of this or both sides is the panel (s), on which are drawn the 36 numbers distributed in three columns of twelve, a space reserved for zero and others for the various combinations or bets in which the various terms or abbreviations indicating them will be printed in Spanish. Depending on whether there are one or two boards on the table, the roulette is called 'one panel' or 'two panels' respectively.

III. Staff.

1. Classes. The staff assigned to each Rulet comprises:

(a) For the so-called "double-panel": One desk head and one deputy desk head, to be positioned in front of and facing the cylinder; four 'croupiers', located in the centre of the table, to the right and left of the table respectively, and two 'table ends', located at the ends of the table.

In the case of opening a 'single cloth', the same personal items and the same advance as for opening a single cloth shall apply.

(b) For the so-called 'single piece': One desk officer, two 'croupiers' and 'one desk end'.

2. Powers.

(a) The head and deputy head shall be responsible for directing the consignment and for monitoring changes made during the course of the consignment. They shall be prohibited from handling money, plates or tokens in any way whatsoever.

(b) The croupiers must be responsible, successively and in an established order of rotation, for operating the cylinder and launching the ball, as well as for carrying out the other operations necessary for carrying out the game, the content of which is specified in the section relating to the rules of play. They may also put their positions on the table.



(c) The purpose of the 'table ends' is to place the positions in the area which they control at the request of the users of the games present on the table, and to exercise particular vigilance over them, in order to avoid errors, discussions and possible fraud.

(d) In the opinion of the game management, there may be one head of table for every four contiguous and homogeneous tables, provided that each table has an individual recording system.

IV. Rules of the game.

1. Possible combinations. Users of games may only use the following combinations:

Multiple possibilities or betting.

(a) Plenary or full number. It consists of placing the bet on any of the 37 numbers and gives the user 35 times their posture.

(b) Pareja or horse. The bet is straddled on the line separating 2 numbers and gives the person who wins 17 times their posture.

(c) Cross line. The 3 consecutive numbers constituting a row are played, with their bet placed in the middle of the longitudinal line separating the rows from the lateral spaces intended for simple sweats. If one of the three numbers comes out, the person obtains 11 times the amount he or she put up will also be paid eleven times, the sheets placed on the combinations '0, 1, 2' and '0, 2, 3' postures traditionally referred to as transverse of 0.

(d) Table. The bet is placed on 4 adjacent numbers forming a frame, the position being placed at the point of intersection of the lines separating those numbers. In the case of a gain, the above position is obtained 8 times.

(e) Seisena or double transverse row. The stake comprises 6 numbers and the possible gain 5 times the amount won.

(f) Column. It covers the bet on the 12 numbers that make up a column, with the possible gain amounting to 2 times the amount won.

(g) dozen. The stake covers numbers from 1 to 12 (first dozen), numbers from 13 to 24 (second dozen) or numbers from 25 to 36 (third dozen) and the possible gain amounts to twice the amount won.

(h) Two columns or horse column. 24 numbers are placed, corresponding to 2 adjacent columns, and the gain amounts to half of the stake.

(i) Two dozen or dozen horses. 24 numbers belonging to 2 contiguous dozens are bet and the gain amounts to half of the bet. In all these cases, the winner keeps their bet and can withdraw it.

Simple possibilities or betting.

(a) Possibilities. Gamblers can bet on even or odd numbers (even or odd numbers); on a red or black envelope (red or black numbers); or on “fault” (numbers 1 to 18) or “pass” (numbers 19 to 36).

In all these cases, the winner keeps their bet and can withdraw it. The gain is the value of the stake.

(b) Departure scenario from zero. In this case, two solutions are offered to the person who stuck on a simple game: First, to withdraw half of its stake, while the other half is lost in favour of ‘banking’; and second, to leave his entire bet in ‘prison’. If the next game does not go zero, the winning bets placed in ‘jail’ regain their freedom, all other bets being definitively lost.

If the zero leaves for the second, third, etc. time, the user has the same choice, taking into account that the initial value of their bet, and fifty percent of its value is lost at each exit from the zero. If it is below the table floor, the bet should be ‘imprisoned’ until it is released, if applicable.

When the zero leaves the last game in the session, the user is obliged to accept the reimbursement of half, one quarter, one eighth, etc. of his or her initial bet, depending on whether it is the first, second, third consecutive departure, etc. of the zero number.

2. Minimum and maximum stakes.

(A) General rules on such limits.

The minimum amount of bets on the Ruleta is determined by the authorisation granted by the department responsible for the administrative management of the game.

The maximum is fixed taking into account the following combinations of sets:

(a) In simple suits, the maximum is 180, 360 or 540 times the quantity fixed for at least the table posture.

(b) In the multiple suits, the maximum is represented: at the plenary or full number by 10, 20 or 30 times the minimum stake; for the pair or horse, by 20, 40 or 60 times; on the transverse row by 30, 60 or 90 times; in the table by 40, 80 or 120 times; in Sixena by 60, 120 or 180 times; in the column or dozen, 120, 240 or 360 times; and in the double column and double dozen, by 240, 480 or 720 times the minimum per posture.

(B) Special rules.

The manager of the casino may amend the minima for bets on specific tables, provided that the casino has been authorised under the provisions of this Regulation in all cases, subject to the following conditions:



(a) During the session and once a roulette table has been put into operation, the casino may vary the betting limit of the roulette table, always upwards and at the same session. This variation shall be announced in the last three balls at the opening minimum of the table.

(b) In any event, the casino must operate a table with at least the minimum amount of bets authorised for that game, unless otherwise provided for in the specific authorisation. This variation in the minimum amount of bets will affect the advance payment to be made to each table, the maximum amount of bets and the sum of money which the casino must have in the cash box as security for bets in the form laid down by this Regulation.

3. Development of the game. The successive stages of the procedure are as follows:

(a) The croupier responsible for manoeuvring the apparatus must each time actuate the cylinder in a direction opposite to the front and expel the ball in the reverse direction.

(b) Before this manoeuvre and while the centrifugal force keeps the ball in the gallery, users can place their bets, until the croupier, because the ball movement is slowing down and is about to fall within the disc and announces 'no longer'.

Since then, no position can be placed on the cloth, nor can all bets taken before the 'no longer go', and which could not be placed on the respective suertes, be withdrawn, provided that they have been advertised aloud by the croupier and repeated by the head of the table.

(c) When the ball comes to a definitive stop in one of the 37 boxes, the croupier advertises the number and the simple winning sounds aloud, touching the winning number with its rake in order to show it ostensibly to the public. The croupiers then collect the lost bets and pay the winners in the following order: Columns, dozens, double columns, double dozens, simple suertes (red, black, pairs, odd, passing and missing), cross and semi-cross rows, paintings and pairs, and finally full plenaries or numbers. On tables with a single piece of cloth, the croupiers will pay for the winning bets individually after withdrawing the lost bets.

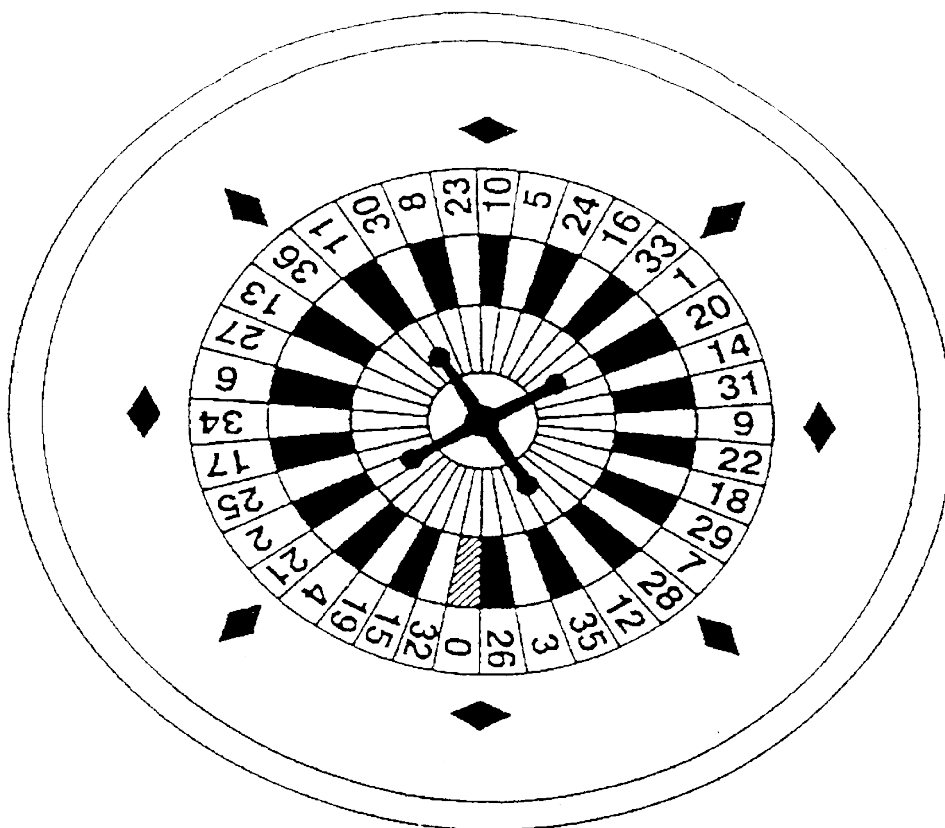
(d) If a fiche or any other object falls into the cylinder during ball rotation or if the ball jumps out of the cylinder, or in the case of a faulty release of the ball or if the ball, when the cylinder rotation is completely stopped, does not fall, the head of table must stop the game and immediately advertise 'zero ball' in high voice, receive the ball and deliver it to the 'croupier', so that it can be relaunched, putting it first on the number that fell on the previous game.

Unforeseen cases shall be dealt with by the bureau inspector.

(e) At the end of each session, the cylinder shall be closed with a lid fitted with a tap or seal.



RULETA FRANCESA



RULETA

PAÑO DE RULETA FRANCESA

PASA					FALTA			
		1	2	3				
		4	5	6				
		7	8	9				
		10	11	12				
PAR		13	14	15	IMPAR			
		16	17	18				
		19	20	21				
		22	23	24				
		25	26	27				
		28	29	30				
		31	32	33				
		34	35	36				
12 ^P	12 ^S	12 ^T				12 ^I	12 ^S	12 ^P

HEADING 2. AMERICAN ROULETTE.

The American Ruleta variety operates in accordance with the same principles as those governing the European or French Rulet. Therefore, this section only sets out those rules that are specific to the American Route and, consequently, for all that is not provided for, the provisions referring to the French Route contained in Section I above are considered applicable.

I. Elements of the game:

1. The game table is small, although the use of a double table may be authorised. Only a limited number of persons may participate. On two-piece roulettes, a cloth may be opened.

2. There are two differences compared to the European or French Rulet:

(a) The bets are placed on one of the two sides of the pole, the arrangement of which, in the case of bets on the left side, is that shown in the figure inserted in this game.

(b) A number of transparent boxes or compartments equal to the maximum number of existing colours shall be placed on the cylinder flange. Those boxes, which are clearly separated from each other, are intended to receive a token, without a specific value, on which is placed a marker indicating the value given to the tokens of that colour by the user. This value may range from the minimum to the maximum of the table bet on a whole number, accommodating the individual value of the tokens existing in the casino.

The markers of the value assigned to the tokens by the user may also be placed in the position close to the game table or placed on a pedestal attached to the outer arc of the cylinder so that its base is at the height of the flange of this cylinder.

II. Staff:

Each roulette table must have a croupier, which is the person who conducts the game, and the regularity of the game, of payments, of all transactions carried out on its table and of the control of markers, as well as, where appropriate, an auxiliary person responsible, inter alia, for assistance and for ordering the piles of tokens in the absence of a token sorting machine.

The game management shall be responsible for determining the need for the staff necessary for the proper control of each game sector through the heads of tables, provided that each of them has an individualised recording system.



The head of the table is responsible for the clarity of the game.

In the opinion of the game management, there may be one head of table for every four contiguous and homogeneous tables.

The head of the table is the person responsible for supervising the game and resolving problems and circumstances arising during the course of the game.

The game management shall be responsible for determining the need for the staff necessary for the proper control of the game tables by the heads of tables, provided that each of them has an individualised recording system.

III. Rules of the game:

1. Payments must always be made in the following order: 'double column', 'column', 'pass', 'odd', 'black', 'red', 'pair', 'missing', 'double dozen', 'dozen', 'half-dozen', 'cross row', 'frame', 'pair' or 'horse' and finally the 'full number'; but if a person has several winning combinations, they are all paid at the same time, even if the stakes are of different kinds. Payments are made using colour tokens of a certain value, specific to the winner, or value tokens and value plates, or both. Unforeseen cases shall be dealt with by the bureau inspector.

2. Minimum and maximum.

(a) The minimum stake is determined by the authorisation granted by the department responsible for the administrative management of the game. The user, at the time when a series and colour of tokens are attributed, sets the value he or she wishes to give to each of them, within the limits of the minimum and maximum, over a whole number. If that option is not exercised, each of its tokens represents the minimum stakes on the table.

(b) The maximum is fixed as follows: (a) In the case of single games, the maximum is 180, 360 or 540 times the fixed minimum amount of the postur. b) In the case of multiple games, the maximum is represented, in the plenary or full number, by 10, 20 or 30 times the minimum amount of the bet; for the pair or horse, by 20, 40 or 60 times; on the transverse row by 30, 60 or 90 times; in the table, by 40, 80 or 120 times; in semi-dry, 60, 120 or 180 times; in the column or dozen by 120, 240 or 360 times and in the double column and dozen by 240, 480 or 720 times the minimum posture.

3. Exit from the Zero.

In the case of suertes or simple bets, half of the stake is lost and the other half is recovered.

RULETA AMERICANA

		0		
1 - 18	1ª Docena	1	2	3
		4	5	6
		7	8	9
		10	11	12
PAR				
	2ª Docena	13	14	15
		16	17	18
		19	20	21
		22	23	24
				
IMPAR	3ª Docena	25	26	27
		28	29	30
		31	32	33
		34	35	36
19 - 36				
		1ª columna	2ª columna	3ª columna

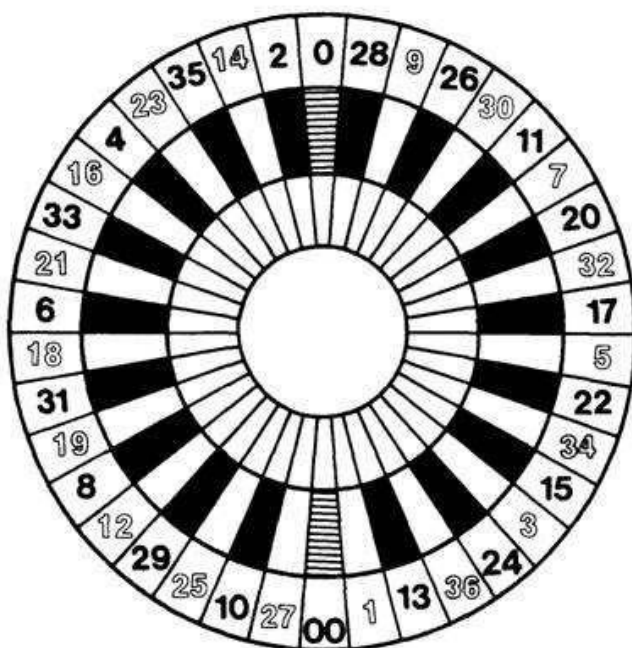


DOUBLE ZERO AMERICAN ROULETTE

It is a variety of the American Route that meets the same principles as those governing the American Route, with the following peculiarities:

- (a) The rotating roulette disc shall have an additional box, corresponding to double zero, placed opposite the box of zero and which, like the latter, shall not be red or black.
- (b) There shall be double zero space on the desktop, to the right of the zero space, and users shall also be able to place their stakes on double zero, as well as predetermined stakes.
- (c) Betting 0-00-1-2-3 is possible, it comprises five numbers, referred to as the 'special table', and the possible gain is six times the stake.
- d) An area for playing horse 0-00, situated between the second and third dozen, will be created for those users who do not reach the top of the cloth and the possible gain amounts to seventeen times the stake.

DOUBLE-ZERO CYLINDER AND ROULETTE CLOTH



			0	00	
1 TO 18	1ST 12		1	2	3
		4	5	6	
EVEN		7	8	9	
		10	11	12	
	2ND 12	13	14	15	
		16	17	18	
		19	20	21	
		22	23	24	
		25	26	27	
	3RD 12	28	29	30	
000		31	32	33	
19 TO 36		34	35	36	
		2 TO 1	2 TO 1	2 TO 1	

HEADING 3. BALL OR BOULE

I. Definition.

'Bola' or 'Boule' is a game of chance, known as a quid pro quo game, in which participants play against the organising establishment, and the chance of winning as on the Ruleta depends on the movement of a ball moving within a circular platform.

II. Elements of the game.

The Bola game is played on a table, according to the model shown, in the centre of which is a circular platform and, on the sides, two cloths intended to receive the bets. It may also include a single cloth.

1. Circular platform. It consists of a circular dish with a diameter of approximately 1.50 metres, inserted into a frame with a side of approximately 1.85 metres. In the centre there is a projection around which two rows are distributed, with 18 holes, numbered 1 to 9, in one of which the rubber ball or similar material will fall, thus indicating the winning number.

Of these, the holes numbered 1, 3, 6 and 8 are black, the holes numbered 2, 4, 7 and 9 are red and the number 5 must be yellow or of a different colour, but never red or black.



2. Gaming cloths. The playcloths are identical and are divided into a number of boxes, corresponding to the various possible combinations. The user can choose between multiple or simple games, which consist of taking the bet on a pair or odd (even or odd numbers), red or black (red or black numbers), 'passer-by' (numbers higher than 5) and 'missing' (numbers lower than 5). This number 5 does not appear in any of these combinations, occupies the central box of the panel and can be played like any other number, but it is neither red nor black and is excluded from the odd, pass or missing series.

III. Staff.

Each ball table must have a coupier, who will be responsible for managing it, launching the ball, following a rotation order established by the game management, and is responsible for carrying out the other necessary operations in accordance with the operating rules of the game. Cases not provided for shall be resolved by the head of the table or the management of the casino.

The game management shall be responsible for determining the need for the staff necessary for the proper control of the game tables by the heads of tables, provided that each of them has an individualised recording system.

IV. People who use the games.

An indeterminate number of participants may participate in each item.

V. Rules of the game.

1. Possible combinations.

Only two combinations may be used.

(a) First: Bet on an entire number, from 1 to 9, in which case the winner obtains seven times the value of his stake.

(b) Second: bet on a simple game (red or black, even or odd, passing or missing). In all these cases, the winner recovers his stake and receives equal value. However, when the number 5 comes to an end, all bets placed on these simple puzzles are lost.

2. Minimum and maximum stakes.

(a) The minimum amount of bets is laid down in the authorisation issued by the department responsible for the administrative management of the game. However, the manager responsible for the establishment may open the cloths with a minimum stake

equal to twice that authorised, provided that that minimum is kept in at least one cloth for as long as that establishment remains open.

(b) The maximum number of bets shall be fixed in the authorisation. In the case of bets on a whole number, the maximum may not be less than 40 times, or more than 100 times, the minimum permitted, and in the case of single games, it may not be less than 200 times, or more than 500 times, the number. That maximum applies, per table, to each user of the games considered in isolation. Consequently, the establishment cannot fix a maximum for all bets belonging to persons who use different games and placed on a whole number or on a single game.

3. Development of the game.

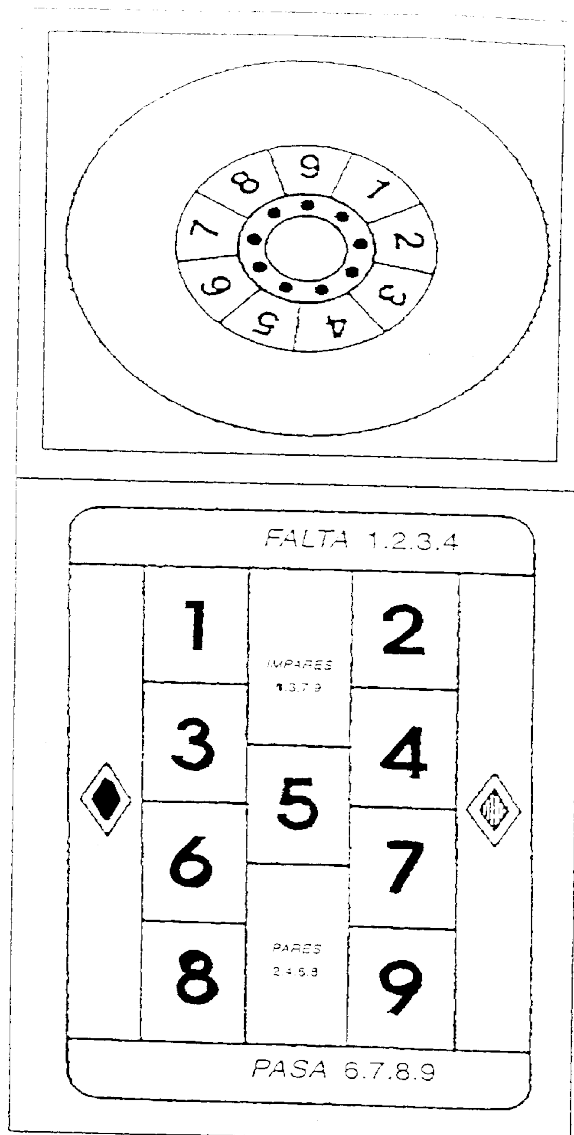
Users place bets from the moment the head of the consignment announces 'making their bets'.

They are placed, in the form of tokens, in one of the boxes of the cloth chosen by that person. The ball is then launched by the croupier along the outer edge of the circular plate, on which it will turn many times before approaching the hole area. This is the moment when the "croupier" asks "are the bets made?" He then announced "no more". Any bet placed after this notice has since been rejected and the croupier returns the tokens to the bearer late with his rake or racket.

Once the ball is immobilised in a hole, the ball launcher announces the result, saying loud the winning number and simple sounds. The 'croupier' then collects, with its rake, all the losing bets, leaving the winning bets on the table, to which he adds the winnings. The winning person recovers, in all cases, his bet and can remove it from the game.



BOLA O "BOULE"



HEADING 4. THIRTY FORTY

I. Definition.

The 'thirty-forty' game is a game of chance played with cards, known as 'quid pro quo' cards, in which the participants play against the establishment, with several winning combinations.

II. Elements of the game.

1. Cards or cards. Thirty-four are played with six bars, of the so-called French ones, of 52 cards each, all of the same colour, without indexes. The figures are worth 10 points, the one point and the other letters have their face value.

2. Game table. According to the figure, they shall have the shape of a shield, divided into four boxes, two of which are larger, corresponding to 'red' and 'black'; both are separated by a central band containing the "colour", with a triangular box below for the "reverse".

On the opposite side, the head of the table shall be placed on both sides of the table, the two croupiers being placed on both sides. In front and left of the cutting 'croupier' there must be a slot in which the used letters are deposited and in front of the two 'croupiers' the box containing the table 'bankers'.

III. Staff.

There must be two croupiers placed opposite each other. One of them, the 'croupier' he cuts, will have the task of distributing the cards and the other of paying for the winning bets and withdrawing the losing bets.

Each table must have two croupiers permanently assigned to its service, who will be responsible for the smooth running of the games.

The head of the table is the person responsible for supervising the game and resolving problems and circumstances arising during the course of the game.

The game management shall be responsible for determining the need for the staff necessary for the proper control of the game tables by the heads of tables, provided that each of them has an individualised recording system.

IV. People who use the games.

In each consignment they can bet on an indefinite number of users.

V. Rules of the game.

1. Possible combinations.

Two displaced rows of cards should be formed, one from the top, known as 'black', and the other from the bottom, known as 'red'. Letters are distributed until a score between 30 and 40 is obtained for each row. Users can use the following games, in which the winning bets are paid at par, i.e. they receive the equivalent of the amount of the bet.

(a) 'Red' or 'black': Win the row with cards with a value closer to 31.



(b) 'Colour' or 'reverse': There is colour if the winning row is the same colour as the first letter in the black row. Otherwise there is a reverse.

If two rows of cards form the same point, the game is null, except if this point is 31. In this case, the same provisions apply as for the zero roulette system. Bets of EUR 6 or more may be secured against the application of the above rule by the deposit of one hundred percent of the amount of the bet placed at the time of the bet; for this purpose, a sign or plaque shall be placed on the bet when the bet is placed.

2. Minimum and maximum stakes.

(a) The minimum amount of bets is determined by the authorisation granted by the department responsible for the administrative management of the game.

(b) The maximum shall be equal to 1000 times the minimum laid down.

3. Development of the game.

Once the sweeping operation has been carried out by the croupier, the person closest to the right of the croupier cuts the cards.

The croupier then places a 'red' card in front of the last five cards in the bunch. The appearance of this 'red' card leads to the cancellation of the game in progress, with the last five cards being placed on the table and at the bottom and counted. Once the cards have been inserted into the sabot, they are placed in an uncovered form on the table, which will necessarily begin with the black row. When the total reaches or exceeds 31 points, the placing of letters on the red row shall be initiated. The croupier then advertises aloud the score of each row and the winning subertes (for example: two 'black' and colour gain or black and reverse gain, and the same starting with red, i.e. two 'red' and colour gain or 'black' and reverse, the 'croupier' will also advertise the colour gain to colour lose). The winner bets will then be paid for, which will necessarily be lucky, always starting with colour or reverse and then 'black' and 'red' and for bets that are farthest from the 'croupier'. It is only after the lost stakes have been removed that payment can be made for the winning bets.

The cards must remain on the table for the entire duration of the withdrawal and payment of bets, so that users can verify the scores for the various games.

EPHYGRFE 5. TWENTY-ONE OR BLACK JACK.

I. Definition.

'Twenty-one' or 'Black Jack' is a game of chance played with 'counter' cards, in which the participants play against the establishment, the object of the game being to reach or approach 21 points without exceeding that limit.

II. Elements of the game.

1. Cards or cards. The 'Black Jack' is played with six bars of the so-called English 52 cards each, three of a different colour and three of a different colour. The figures are worth 10 points, one point or 11 as appropriate to the person playing, except in the case of 'Black Jack', which is always considered to be 11, and the other cards have their face value. Each casino may have its logo in the corners, which will be invisible in the 'sabot'.

2. Distributor or "sabot" (manual or automatic).

It is a container in which the cards are inserted, after appropriate consideration, in order to distribute them. Slide the cards into this container and appear in one. All distributors must be numbered in each establishment and kept in the chart cabinet or, if they are automatic, in such a way that they comply with equivalent security conditions. It is distributed to the different desks by the responsible manager or employee at the beginning of each session, taking care to avoid that the same distributors are routinely assigned to the same desks. It must be of an approved type.

Subject to approval, the use of a distributor or automatic sabot, containing electronic or IT elements or components and performing the chart sweeping function in an automatic manner, may be authorised.

3. Reversible tables. In gaming casinos, the use of tables with duly approved reversible cloths is permitted for Black Jack, Poker and Point and Banca games, so that any of these three games can be put into operation on the same table. If this possibility is used, each cloth will have its own number and book with specific accounts.

III. Staff:

Each black-jack table must have a croupier assigned to it. The croupier is the person who heads the consignment, sketches the cards, distributes them to users, pays winners and collects the lost bets. It is also responsible for monitoring the game and resolving any problems encountered during the game, without prejudice to the assistance of the head of table in such cases.



The head of the table is the person responsible for supervising the game and resolving problems and circumstances arising during the course of the game.

The game management shall be responsible for determining the need for the staff necessary for the proper control of the game tables by the heads of tables, provided that each of them has an individualised recording system.

IV. People who use the games.

1. Seated persons.

The number of persons allowed to participate in the game must match the number of bets placed in the pole, up to a maximum of 7. If some places are not filled, users can bet on the vacancies. They may also bet on the 'hand' of any other person with their consent and within the limits of the maximum stake. In any case, it is the person in the front line in front of each box who commands the box. The consignment may not be started or continued with less than two beaten hands. Each "hand" of a user shall be considered individually and shall follow the normal order of distribution and request of letters.

2. People standing up.

Standing persons may also take part in the game, betting on the 'hand' of another user, with the latter's consent and within the limits of the maximum stake for each place. However, they cannot give the user advice or instructions by accepting their initiatives. Where two or more customers play in a vacant box, priority shall be given to the highest stake, and where the positions are the same as those closest to the sabot. The maximum number of persons using the games who may bet per box shall be three.

V. Rules of the game.

1. Gambling opportunities.

(a) Simple game or Black Jack.

When all the bets have been placed, the croupier distributes a card to each 'hand', starting from the left, following the clockwise direction and giving another card himself. A second card is then distributed in the same order, to each 'hand' and then asks the users who have the 'hand' if they want additional cards.

Each person may refuse or ask for additional cards, one by one, until he/she deems it appropriate, but in no case may he/she ask for additional cards if he/she has already obtained a score of 21 or more.

When a 'hand' scores above 21, it loses, and the 'croupier' immediately picks up its bet and cards before moving to the 'next hand'.

When users have played, the croupier will give itself one or more cards, provided that it has a competitor. When it reaches 17 points, it must be planted and may not take additional playing cards. Otherwise, you should ask for additional cards until your total score reaches 17 or more. If you have one of your cards, you should count it as 11 points if this value reaches 17 or more and as long as it does not have more than 21 points, in which case the value of one point will be taken.

After announcing its score, the croupier collects the losing bets and pays the winners from right to left. It then collects the cards and places them with the faces downwards in a receptacle intended for that purpose, separating its own cards last and separately. If the banker has exceeded 21 points, he must pay all the bets still on the tapete.

If it does not reach the 21 points, it collects bets from 'hands' scoring lower than yours and pays for bets scoring higher than yours. The 'hands' that have scored the same as the 'banker's' will be null and void, and their holders will be able to withdraw their bets once they have collected their cards.

Payments are made at par, that is to say, for the same amount of the bet, but if a person makes a 'Black Jack', which consists of reaching 21 points with only the first two cards, he is always paid three points for two.

Black Jack always wins the 21-point mark obtained with more than two cards.

No letter can be requested with 21 points or "Black Jack".

When 21 is obtained with three 7, the stake will be paid twice as long as the 'bank' does not earn or match that score in the same way.

(b) Insurance.

When the first croupier is a card, users can insure themselves against the possible 'Black Jack' of 'banking'. The croupier proposes this insurance to all users before giving the third letter to the first user to request it. No one can be sure from now on.

The insured person deposits a sum not exceeding half of his original stake on the 'safe' line in front of his position. If the croupier then draws a 10, that is to say, if he runs a Black Jack, he collects the stakes which he loses and pays for insurance twice for one. If you do not take a Black Jack, collect insurance and collect or pay for other bets as in the case of simple gambling.

The minimum of the insurance is half the minimum of the table, up to a maximum of half of the original bet.



In case the user had Black Jack and croupier a as, they may choose to receive the payment at par.

(c) Peers.

When a person receives the first two cards of equal value, they can play 'in two hands'. If you use this option, you must place a stake equal to your original one on the other letter. Those two cards and those two bets will then be regarded as separate and independent 'hands', each having its own value and purpose. You can therefore form as many 'hands' as the number of letters of equal value you receive.

The user grows, asks for cards and plays under the same conditions as in the simple game, starting with the 'hand', which is located more to his right before moving to the next one. If you form a new pair, you will be able to separate it again and place another equal stake.

When a person separates a pair of pieces, he or she shall not be allowed to order more than a single set for each individual who has formed a new 'hand'.

If a person separates a pair of aces or a pair of cards worth 10 points each and with the next one totals 21 points, this game will not be considered as Black Jack, and will only be paid once their bet is placed.

(d) Two-fold adjustment.

When the person gets 9, 10 or 11 points with the first two cards, they can double their bet. In this case, you are entitled to only one supplementary card. Double betting shall be permitted for all 'hands' including pairs, with the exception of the pair of steps.

(e) playing the jackpot.

The casino may place an additional bet called 'jackpot' on some or all of the tables of Black Jack, the purpose of which is to obtain a special prize, depending solely on the game obtained by the user.

In order to play the jackpot, a specified quantity must be deposited in the appropriate box, or in the space between the boxes and the insurance line, but in no case may it exceed half of the minimum number of the table.

In case of one of the proposed combinations, the user will get the corresponding special prize.

The list of prizes must be displayed on a visible site on the table, matching the combinations to be achieved with the prizes to be won.

The possible winning combinations are:

- If the first letter is any 7, at least 2 to 1 will be paid for the stake in the jackpot.

- If the first two cards are two 7 cards of different sizes, at least 10 to 1 will be paid for the stake in the jackpot.
- If the first two cards are 7 of the same stick, at least 50 to 1 will be paid for the stake in the jackpot.
- If the first three cards are three 7 cards of different sizes, at least 200 to 1 will be paid for the stake in the jackpot.
- If the first three letters are three 7 of the same stick, the total value of the jackpot shall be paid, but in no case less than 5.000 times the stake value of the jackpot.

It is understood that only the highest prize is paid.

The gaming casino may apply to the department responsible for the administrative management of the game for the possibility of practising Black Jack by means of progressive jackpot and carousels between different tables.

It is forbidden to engage in such gambling without the prior express authorisation of the department responsible for the administrative management of gambling, and to reduce the proportions described.

2. Minimum and maximum stakes.

Bets on users, represented exclusively by tokens, must be placed, within the minimum and maximum limits, before the cards are distributed.

(a) The minimum is fixed by the authorisation granted by the department responsible for the administrative management of the game. The Ruleta rules concerning the possibility of modifying the minimum and maximum number of bets apply to this game.

(b) The maximum number of bets is fixed per table in the licence in 50, 100 or 200 times the minimum posture. The maximum is understood as 'hand' and may be exceeded in the case of a seated user, who has several 'hands' of other users.

3. Development of the game.

There are several operations that are prior to the beginning of each item:

(a) The playing cards are removed from the tank, unpackaged and mixed and weighed in accordance with the rules laid down in Chapter III. Casinos covered by this Regulation.



(b) at the end of the previous operations, each of the heaps is mixed and cut separately, at least three times. The six games are then brought together and cut, and finally half a dozen are presented to a user for a new and final cut. Care shall be taken to ensure that this cut is at least one slab. After that, the croupier places a sample separator or a blocking separator in order to reserve a number of cards equivalent to at least one set. Letters will then be placed with the distributor or “sabot”.

(c) Before distributing the letters, the croupier removes the first five letters from the distributor and then starts the consignment. Letters are always distributed with the faces upwards. When the separator appears, the croupier must teach the public and announce that the game she is playing is the last in size. If a letter appears with the face upwards on the distributor, it is removed. In other cases, the head of the bureau shall decide.

HEADING 6. SPOT AND BANKING

I. Definition.

The ‘Point and banking’ is a set of so-called ‘quid pro quo’ cards, which confronts several people who use the games with each other, the rest of them being able to bet both in favour of ‘banking’ and against it. In any event, the exercise of ‘banking’ is the responsibility of the establishment.

II. Elements of the game.

1. Cards or cards.

Six 52 letter bars will be used, one half of one colour and the other half of the other. The playing cards may be used several times, provided that they are in perfect condition. Each casino may have a specific back with the anagrams at the corners so that the anagrams are not visible when the playing cards are inside the sabot.

2. Distributor or “sabot”. Paragraph II (2) of the previous section shall apply.

3. Game table.

Oval in shape, with two cuts or pieces placed opposite each other on the top sides of the table, intended to accommodate the head of table and the two ‘croupiers’ respectively. The table must have a number of separate departments numbered from the right-hand side of the head of the table, which bears the number 1. The numbering must be sequential, but the number 13 may be deleted. Each department can

accommodate one seated user. There are also an equal number of boxes intended to receive bets placed in favour of 'banking'. Their numbering shall correspond to that of the user departments.

The central surface at the table must contain the following openings: one to receive used letters, called basket; one or two others for tips given to employed persons; and another for inserting banknotes that are exchanged for tokens or plates.

In accordance with point II (2) of the previous section, the use of reversible tables may be authorised.

III. Staff.

Game table house must have two or three croupiers.

They are responsible for bets on their respective sides of the table, as well as for collecting lost bets and paying for winning bets. It is also up to them to sweep the cards and put them in the sabot and basket once used. They also include the deduction to be made for the benefit of the establishment, receive the tips and place them in the slot intended for that purpose, they must announce the start of each game and the winning hand, and they must also inform users of the rules to be followed in each case. They must also pass the sabot, collect the cards at the end of each game and check the condition of the cards. They shall also draw up a list setting out the order of priority for filling any vacant posts.

The head of the table is the person responsible for supervising the game and resolving problems and circumstances arising during the course of the game.

The game management shall be responsible for determining the need for the staff necessary for the proper control of the game tables by the heads of tables, provided that each of them has an individualised recording system.

IV. People who use the games.

Participation in the game is open to users sitting in front of the numbered departments, and, at the option of the casino management, to users standing up.

The distribution of letters by users is optional. A rotating shift is established from the rotating shift in front of its department number 1. If a user does not want to make the distribution, the sabot goes to the one on its right.

The person distributing the letters plays "the hand" of "bankers", and is obliged to bet; the user's 'hand' corresponds to the person who placed the highest stake; if there is no bet in favour of the user's 'hand', the cards will have the 'croupier'. The right to



distribute the cards will be lost when the “banker” loses the game, passing the “sabot” to the corresponding person, according to the established shift.

V. “Banking”.

The establishment is established under ‘banking’ and is responsible for the collection and payment of bets. In the event that the ‘banking’ hand is successful, a deduction of 5 % of the winning stakes will be made for the benefit of the establishment.

The minimum number of bets may be different for each table and may under no circumstances be lower than the minimum authorised by the department responsible for the administrative management of the game.

The maximum number of bets is fixed for each table at 50 to 100 times the minimum, and the management of the casino may determine that the bets are multiples of the minimum number of bets on the table.

VI. Rules of the game.

1. Operation of the game.

Each person initially receives two letters. The value of the game depends on the points awarded to each card, which are those marked with the exception of 10 and figures, which have no numerical value, and the figure, which is worth one point. In the sum of the dozen points, the dozens are disregarded and only the number of units is of value for the purposes of the game. He/she wins the one scoring nine or closer to that figure.

Users will also be able to bet on the tie, which will be paid for between 8 and 1. The maximum stake on the tie will be one eighth of the maximum on the table.

Once the first two letters have been received by the user’s ‘hand’ and the ‘hand’ of the ‘bank’, if the score for any of them is 8 or 9, the game is closed and the other ‘hand’ cannot request a third letter.

2. Rules of the third letter.

(a) For the ‘hand’ of the user.

— When your score is 0, 1, 2, 3, 4 or 5, you have to ask for a letter.

— If your score is 6 or 7, you have to plant it.

(b) For “banking” “hand”, the game shall be in accordance with the table.

3. Development of the game. Once the bunch has been counted, mixed and cut, a blocking card or stopper card of a colour that makes it possible to distinguish it from the

others is placed inside, ensuring that seven cards remain underneath it. The appearance of the detention letter will determine the end of the consignment and no other game can be played, except for the one being carried out at that time.

The croupier then draws a first letter and discovers it. The value of the card determines the number of cards that are deactivated and inserted into the basket. For this particular case, the value of the figures and dieces is 10 points.

The order of the 'croupier', 'no more' and then 'letters', is addressed to the person who has the 'sabot' so that the sabot can deliver two letters, down the bottom, to each hand. The first and third letters corresponding to the user's hand are transferred to the 'croupier', with the second and fourth letters corresponding to 'banking' remaining under the right front corner of the 'sabot'. The letters from the user's 'hand' will then be transferred, handed over to the person who placed the greatest stake in favour of that hand, who will show them and then return them to the 'croupier' who will announce their total score and place them on their right. The person distributing the letters also discovers them and passes them on to the croupier. He announces the full point for the two letters and places them on his left.

When according to the established rules the user has to plant, the croupier announces: "the user is set up (...) (total point). If this is not the case, you will say loud: "letter for the user". The same rules apply to the 'hand' of 'banking'.

At the end of the game, the 'croupier' advertises the 'hand' with the highest score, and it is the hand that wins, then withdrawing the lost bets, paying for the winning bets and deducting any profits from the establishment.

4. "Mini Punto y Banca".

It shall be played on a semi-circular table with a maximum capacity of 7 users. The rules of the game are the same as for the normal "dot and banker" and the necessary staff will be a croupier and a desk manager.

The table must be identical in size and shape to that of a 'Black Jack'.

In front of each box there shall be a place marked by a circle where five per cent shall be deposited. The maximum number of seated users shall be 7 and the game manager may optionally allow standing users.

5. 'Midi Punto y Banca'.



It shall be played on a semi-circular table with a maximum capacity of nine users. The rules of the game are the same as for the normal “dot and banker” and the necessary staff will be a “croupier” and a desk manager.

The table shall be of the type approved for this game. The maximum number of seated users shall be nine and the game manager may optionally allow standing users.

PUNTO Y BANCA

		Tercera carga de la mano del jugador											
		0	1	2	3	4	5	6	7	8	9	10	11
Puntuaciones dos primeras cartas de la banca	0	T	T	T	T	T	T	T	T	T	T	T	T
	1	T	T	T	T	T	T	T	T	T	T	T	T
	2	T	T	T	T	T	T	T	T	T	T	T	T
	3	T	T	T	T	T	T	T	T	T	T	T	T
	4	T	T	T	T	T	T	T	T	P	T	T	T
	5	T	T	T	T	T	T	T	T	P	P	T	T
	6	T	T	T	T	T	T	T	T	P	P	P	T
	7	T	T	T	T	T	T	T	P	P	P	P	T

T Significa pedir tercera carta
P: Significa plantarse

HEADING 7. 'RAIL', 'BACARA' OR 'RES CHEMIN'

I. Definition.

The 'Rail' or 'Bad', also known as 'Chemin de Fer', is a set of so-called circle cards, which confronts several users with each other. One of the users has 'banking' and can battle against it by all users who are seated and those behind them standing.

II. Elements of the game.

1. Cards or cards.

Six 52-letter bars of so-called French letters are used, without indexes, half of them of one colour and the other half of them of a different colour.

Playing cards can be used several times and should not be replaced by others, as long as they are in perfect condition. As regards the characteristics of the cards and the shape to be considered and handled during the game, the provisions of Chapter III shall apply. Casinos covered by this Regulation.

Each casino may have a specific back with the anagrams in the corners so that they are not visible when the playing cards are inside the sabot.

2. Distributor or “sabot”. The provisions of point 5 (II) (2) above shall apply.

3. Game table. It shall be oval in shape, with a slight cut or split on one of its largest sides, indicating the position of the croupier.

The table must have a number of separate departments numbered from the right side of the croupier. Each department can host only one person who uses the games.

The central surface of the table must contain the following openings or grooves: one in the centre, where used cards will be inserted, also called basket; one to the right of the croupier for deductions for the benefit of the house, known as a well or cagnotte, and one or two for tips, as the case may be.

The amount constituted by ‘banking’ is situated in front of the ‘croupier’, on its left, and to its right are the winnings of the ‘banker’ which do not constitute ‘banking’ (those which the ‘croupier’ has not put into play), that is to say, the ‘garage’.

III. Staff.

Each game table must have permanently at its service an inspector, a croupier, and a changer (change worker). In addition, auxiliary servers may be optional.

1. Inspector.

Is the person responsible for the proper conduct of the game. He acts as a delegate of the management of the casino and is responsible for resolving any disputes raised at the game table. It shall list the users who intend to fill the posts that may become vacant.

2. ‘Croupier’.

Without prejudice to the tasks assigned to it under this heading, the croupier is entrusted with the following tasks: recounting, mixing and inserting the cards into the sabot; convey letters to users through their shoes; advertise loudly the different stages of the game and the actions of the users; calculate and pay the amount corresponding to the well in the corresponding slot, and enter the letters used and tips in the slots intended for that purpose.

It is also responsible for the safekeeping and control of the sum constituting ‘banking’ and the payment of winnings to users. It is also for the Commission to provide users, at their request, with guidance on the rules applicable in each case.

3. Changer.



Standing in front of or behind the croupier, you must exchange the money for tokens to users who request it, as well as to the croupier.

In addition, there may be auxiliary servers, no more than one per four tables or fraction thereof. They cannot intervene in everything related to the conduct of the game, cards or tokens.

IV. People who use the games.

In front of each department of the table, one user can sit. The area of the departments can be used to deposit the sheets and handle any letters. Participants will also be able to take part in the game if they so wish, standing around the table and behind those who are seated.

To all intents and purposes, the following order of priority is established among users: seated users, ahead of standing users; among the former is the sequential numbering of the departments from which it is located to the right of the 'banker'. Among those standing, it follows the same order of priority as among those sitting. A seated person who changes place during a length is obliged to leave the 'hand' ('salute'); moreover, he cannot exercise his right of priority to acquire 'the past hand', that is to say, to take 'banking' or to become a bank until he has 'greeted'. The same applies where a person occupies a vacant post during the distribution of a sabot.

If the change of seats or the arrival of a new user takes place at the end of the size, the order of priority shall remain intact.

Under no circumstances may a person occupy a seating position on several gaming tables simultaneously.

Vacant posts shall be filled as follows: during the length, priority shall be given to users on the waiting list held by the inspector. Once the size is over, priority will be given to seated persons who have applied for a change of place.

A person who refuses to take the "hand" for two consecutive times shall leave his place at the game table.

Standing users are forbidden from moving around to follow the "hand". The person who does so is the first to be charged or the last to be paid, as the case may be.

A user who is absent from the table when he or she is required to take the 'hand' shall lose his or her place to the benefit of the first person on the waiting list.

Under no circumstances may a temporarily empty seating position be occupied.

V. "Banking".

'Banking' is initially awarded to the person on the right side of the 'croupier' (sitting in front of department number 1), and will be rotating and follow the numbering order of the departments.

Any user, whether seated or standing, can on any pass from the 'bank', join the 'banker', if the banker accepts it, and make a certain amount available to them. The associate cannot intervene in the game at any time and wins or loses under the same conditions as the banker.

'Banking' may be retained by the user for as long as he or she earns, but if he or she loses it, he or she must transfer it to the person on his or her right. The same applies when 'banking' is voluntarily abandoned. If any of the users wishes to take 'banking', it will continue to rotate in the established order. In any event, the person who takes the 'bank' must do so for at least the same amount as the person who left voluntarily.

If no seated person wants to buy the 'bank', it is offered to those who are standing, and if nobody acquires it, the person who has transferred the 'bank' or who has passed the 'hand' can buy it again for the same amount. The past 'hand' acquired by a single person takes precedence over that acquired in partnership. The 'banker' who has passed the 'hand' cannot be associated with the person who has subsequently acquired it.

If 'banking' has not been acquired in the rotating shift, it is auctioned and awarded to the highest bidder among sitting and standing users, with the exception of the banker. Seated persons shall have priority over standing persons only in the case of equal bids.

If a standing person acquires 'banking' (takes the 'hand') and passes it again, banking is offered to the first person seated to the right of the last seated person who has had the 'banking'. When the person acquiring the 'bank' is seated while passing it, the 'bank' will first be offered to the person seated to his or her right.

Once 'banking' has been awarded, the total that the form can be increased by the user in relation to the amount offered, but never decreased.

If the awarded "banker" is higher than the previous "banker", the person who had done "banker" before passing his "hand" has the right to take the cards, even if his bet is lower than that of other persons, but only for one game.

The "banker" who passes the "hand", as well as his associate, will not be able to participate in the auction of the "hand" they have just passed, but they will be able to do so when the new "banker" passes the "hand", and so on.



If no person acquired the 'bank', it returns to the person on the right of the 'banker' who passed the 'hand', who must accept it for the minimum set at the table. If they fail to do so, they will give up their place.

When the person who acquired a past 'hand' loses, the 'sabot' returns to the person seated to the right of the 'banker' who spent the 'hand'. The person acquiring the "bank" is obliged to give letters at least once. If it is refused, the 'bank' will be auctioned, but neither this person nor the previous 'banker' will be able to bid for it if they have passed the 'hand'. If, in this first game, there is equality of points, the 'bank' may be transferred in accordance with the general rules.

The minimum of the point or minimum of the postures, i.e. the minimum amount to be able to play as a point against "banking", will not necessarily be the same for the different tables, nor may it under any circumstances be lower than the minimum authorised by the competent department, which must be clearly indicated on the table.

The maximum point or amount that a person can expose is the amount equivalent to the amount in 'banking' in each game. When a person reaches that maximum amount, they are said to 'do banking'.

The maximum of 'banking' must be 100 times the minimum allowed for the item and the minimum of 'banking' must not be less than the minimum allowed for the item. At the request of the casinos, the 'bank' may be authorised to play without limit.

The deduction for the establishment shall be set at 5 % of the quantities earned by the banker in each game.

'Garage' is the quantity or set of quantities that the banker excludes from play, when the following cases or circumstances occur:

(a) voluntary 'Garage'. The banker may voluntarily exclude the following amounts from the game:

Half of 'banking' in all passes from the second. When 'banking' has not been fully covered, the 'banker' may ask the 'croupier' to double the amount that he entered 'banking' in that game, with the remainder becoming part of the garage. It may also withdraw half of the resulting 'banking', if applicable in accordance with the preceding paragraph. Before the start of the next game, the croupier will ask the banker whether or not he wishes to form a garage.

(b) mandatory 'Garage'. This is the amount that the banker must exclude from the game in so far as the amount of 'banking' exceeds the sum of the values of the points.

(c) inappropriate 'Garage'. It is that part of the 'banking' that the 'banker' cannot put into play, because it exceeds the maximum amount allowed for it, that is to say, 100 times the minimum of the point.

(d) exclusion from garage. In the event that "bankers" play without any limit, the "banker" may renounce the "garage" by announcing "everything goes".

VI. Rules of the game.

The value of the game depends on the points awarded to each card, which are those marked, with the exception of 10 and figures that have no numerical value and those worth a point. The scores for the letters are added together, the dozens are disregarded and only the number of units is taken into account.

Win the game that scores nine or the one closest to this figure. In the event of a tie, the game is considered null and void.

Initially and alternatively, the banker distributes two capped cards to the person facing him, and gives himself two capped cards. If you receive the first two letters, the score is 8 or 9, they will be discovered and the game will be opened. On the contrary, you must also show your game.

In the other cases, the person facing 'banking' may request a third letter or consider himself served, which he will announce using the terms 'letter' and 'no' respectively. Its action must take account of the following rules:

- When you have 0, 1, 2, 3 or 4, you have to ask for a letter.
- When you have 5, you can choose.
- When it has 6 or 7, it must be planted.

In the event that the user makes a 'bank', these rules do not apply to him/her and he/she is free to ask for a letter or to be served, provided that this is authorised by the game manager before starting the game. The "banker" can then choose whether or not to ask for a letter, except when he has zero ("bacará"), where it is mandatory to ask for a third letter. Unlike the previous letters, the third letter is always discovered. The game ends with the announcement of the score of each user, the discovery of the cards and the payment or withdrawal of the bets, if any.

Any user may ask the croupier for clarification of the rules of the game and the croupier is obliged to provide such clarification. If the user has a score of 5 and requests advice from the croupier, the croupier must have the croupier planted.

The banker may, if he so wishes, request from the croupier the table of 'banking' games, in which case he must comply with that table.



Once the 'bank' has been covered, the 'banker' and any seated or standing user may pay (bet in favour of the 'bank') a certain sum, which they will give to the 'croupier' when the latter mentions the phrase: "credit the difference", but only in this case.

Partnership subscription is not allowed. The fertilisers will be affected only in the game in which they are produced, without obtaining priority or causing any obligation in relation to the next and subsequent game. The minimum and maximum number of subscriptions shall be set by the game manager, but always within the minimum and maximum authorised for the initial departure from 'banking'. The number of fertilisers allowed shall be up to a maximum of three.

Unforeseen cases shall be dealt with by the bureau inspector.

VII. Development of the game.

For the game to start, there must be at least four users on the table, a figure that must be maintained throughout the game.

At the beginning of each game, the 'croupier', after playing cards, offers them to users by saying: "ladies and gentlemen, the cards pass". Cards can be chewed by any user and will have to be mixed up for the last time by the croupier when they are returned to them. Having done so, he offers the cards to the person on his left and so on until one of them cuts the card.

A blocking card, or stopper card, is then placed before the final seven cards in the pack in a colour that distinguishes it from the others. The appearance of this letter determines the end of the consignment, and no other game can be played, except for the one being carried out at the time.

Once the 'bank' has been awarded, the 'banker' announces the amount put into play, which will be delivered on tokens to the 'croupier', who places them on the table, on its left. The croupier then announces the sum and indicates to users what is the maximum figure they can play: to that end, it uses the expression 'there are (...) euros in "banking"'.

If there are several users who want to do 'banking', the order of priority set out in section IV shall be followed.

A 'bank' made by a single user, even if standing, has a preference over partnership-based banking.

If no person sits or stands, is willing to make a bank, "partial bank" can be advertised, with the expression "bank-to-table", for which the amount of the bet should be half of the "bank-to-bank". Next, the 'croupier' invites the other users to supplement the sum in

'banking' with their bets, until the 'no more bets' voice means that the betting time has come to an end.

The person who has advertised 'banking' with the table' has the right to take the cards, even if standing, except when someone says the phrase 'with the table and last full', the completion of the other half being the one that gives priority. "Banking with the table" is seen as an isolated act and does not give priority to the next game, unless it has been done alone.

When nobody does "banking", or "banking with the table", the cards are given to the seated person with the highest stake. In the event of equality of bets, the general order of priority among users shall apply. It is forbidden for a person to sit on a bet with other users, whether standing or sitting.

The bank request has no preference when the letters have been distributed, except when the person repeats the bank, 'followed bank', in which case he or she can do so even after the letters have been distributed, provided that another person does not already have them in his or her hand. You have the right to ask for "banquet follower" the person who made the bank and has lost.

If, in the case of 'banquet steer', the croupier mistakenly gives letters to another person, those letters may be reclaimed if they have not yet been heard (the letter is considered to be viewed when the tapestry has been lifted).

If the request for "banquet steer" occurs after the letters are distributed and delivered to another person, the latter has a preference if they have taken letters and seen them.

Once 'banquet steer' has been correctly advertised, a person takes the letters before the 'croupier' gives them to the person who has advertised 'banquet steer', the letters will be withdrawn from him or her, even if they have been viewed, and handed over to the person to whom they relate.

Any abandoned 'banker followed' can be recovered in case of equal score between the 'banker' and another user (s).

When nobody does banking and only one person behaves against "banking", he will be entitled to "bank-in-the-loop".

Once the bets have been placed and after the 'croupier' voice 'no more bets are placed', the 'banker' extracts the cards from the 'sabot' and distributes them alternately from one in one, starting with the opposite person.

The croupier conveys the cards to this person via the shovel. It is formally forbidden for the banker to distribute the cards before the croupier has announced 'no more bets'; it may, however, ask the croupier to withdraw bets placed after that sentence.



After examining the letters and, if necessary, requesting a third one, they discover the respective games by paying the winner the 'croupier'. If the triumph corresponds to the 'banker', the 'croupier' will make the deduction corresponding to the well or 'cagnotte' and the amount will be entered in the slot for that purpose. The winnings of the banker become part of 'banking', unless the banker decides to exclude them from the game, in accordance with Section V, in which case the croupier places them on the table to its right.

When the cards of a sabot have been completed, the croupier carries out the corresponding operations of sweeping, cutting and inserting the pack into the sabot. The 'banker' who wins the last game of a size is entitled to continue as a 'banker' in the next game, if he offers an amount equal to what was then the 'bank'. At the request of a user, letters shall be checked at the end of the length.

VIII. Errors and infringements in the game.

1. General rules.

It is forbidden to extract letters from the sabot before the end of the betting period. The letters taken cannot under any circumstances be returned to the sabot, and the person who took them unlawfully is obliged to follow the game. If in an exceptional case the inspector considers that this rule should not be applied in its entirety, the extracted letter (s) must be rejected and cannot be used by the person taking the past "hand".

Any letter discovered when taken out of the sabot is considered unusable and removed, without any possibility for users to diminish or withdraw their bets.

If, in the course of distribution, two or more cards are attached to each other, the game is cancelled.

When a card falls into the ground, it can only be picked up by the croupier or any other person employed by the establishment, and retains its value, and the game then resumes.

2. Croupier errors.

If the croupier accidentally discovers any cards during distribution, users must comply with the rules of the banker game and the point. In case the two letters in the "point" are discovered, the "banker" should take into account the provisions of the "banking" game table, and should ask for a letter in the optional cases. Any other fault committed by the croupier during the distribution of letters cancels the game, provided that it cannot be rectified without prejudice to the banker and the user.

In case the “croupier” erroneously announces “letter” when the point has said “no”, the game is reset according to the table. If the banker has 0, 1, 2, 3, 4 or 5 and if he has taken a letter, the letter is awarded to him; if you have taken two letters, the first one is awarded to you and the second one is discarded; if you have 6 or 7, any letter taken is discarded.

3. Banker errors.

If the banker draws a fifth letter after having given two to the ‘point’ and having given two himself, he is obliged to accept it if the ‘point’ does not request a third letter.

If the banker, in the initial distribution, is given more than two letters, it is considered to have a score of zero (bactar), while retaining its right to ask for another letter.

If, by giving the third letter, the banker mistakenly gives two letters to the opposite person, he is awarded the one of the two letters with the highest score. The opposite will be the case when the banker gives himself two cards instead of one.

If, during the distribution of the first two letters of the ‘point’, the ‘banker’ drops any of them into the basket, the ‘point’ is considered to open with the 9. When this happens with the third letter of the ‘point’, your score will be considered to be 9. The banker will then be entitled to a third letter, unless he has 7.

If during the delivery the “banker” discovers the first or the third letter, if both are addressed to the “point”, “the banker” should discover their respective letter. When the banker mistakenly discovers the two cards sent to the contrary, in addition to discovering their two cards, he must adjust his game to the table of ‘banking’ games.

The “banker” must always speak after the “dot”. If they open before the court has given its ruling, users may withdraw their bets. When the banker, if he has 8 or 9, gives or offers letters, he loses his right to shoot.

The introduction by the banker of a letter in the basket before it has been seen unequivocally by the rest of the users will lead to the loss of the game for the banker.

No claim can be made against the banker when the game has ended and the bets have been collected or paid.

4. Errors by the users of the games.

It is formally forbidden to see letters received slowly and keep them in hand for too long. Anyone who spends too much time advertising their game cannot continue to have the cards.



With the exception of croupier, nobody can give advice to users. If this rule is not complied with, the table of games shall be complied with.

If by mistake the “item” reads “letter” instead of “no”, or vice versa, the “banker” has the right to give or refuse it a letter, unless the banker has “bactar”. In any case, the banker has to give his opinion before he draws up the letter.

In the event that the point forgets to shoot in due course, it loses this right, if it has asked for a letter, the decision is taken by the banker. The point that 9 forgets to shoot loses the game if the banker shoes with 8.

Any other error in the announcement of the game by the point shall be rectified and, where appropriate, the cards set aside as a result of that error shall be discarded. This rule shall not apply to a person who makes a bank, in which case he or she will have to bear the consequences of his or her error, unless he or she has zero (‘bacará’) with his or her first two letters, in which case he or she may always request a third letter.

If the user displays the cards in the basket before they have been viewed, the game will be considered lost.

Stakes at points must be placed uncovered on the table and must be monitored by the stakes themselves. No complaint can be accepted if this rule has not been complied with. If bets are placed on the skate, they play half; any other advertisement by the user obliges the croupier to proceed with the immediate change, without the user being able to object. Cases not provided for under this heading of this Catalogue of Games and Places shall be submitted for assessment to the table inspector, who shall take a decision.

FERROCARRIL, BACARÁ O "CHEMIN DE FER"

		Tercera carta de la mano del jugador											
		0	1	2	3	4	5	6	7	8	9	P	
Puntuación total dos primeras cartas de la banca	0	T	T	T	T	T	T	T	T	T	T	T	
	1	T	T	T	T	T	T	T	T	T	T	T	
	2	T	T	T	T	T	T	T	T	T	T	T	
	3	T	T	T	T	T	T	T	T	P	O	T	
	4	P	P	T	T	T	T	T	T	P	P	T	
	5	P	P	P	P	O	T	T	T	P	P	T	
	6	P	P	P	P	P	P	T	T	P	P	P	
	7	P	P	P	P	P	P	P	P	P	P	P	

T Significa pedir tercera carta

P Significa plantarse

O Significa que se puede optar

HEADING 8. TWO-PANEL FASTENER

I. Definition.

'Bactar a dos paños' is a card game of so-called circles, which confronts a person who is the 'banker' with the other users, and can be tapped against it by both users sitting around the game table and those standing behind them. It is also referred to as 'banking' or 'French banking' and can take two forms: 'limited banking' and 'free or open banking'. In the first case, the 'banker' is liable only for the quantity which, on the table, constitutes the 'bank' at any given time. In 'free banking' or 'open banking', the holder is liable for all unlimited bets.

In 'limited banking', there is a limit or maximum figure for setting up 'banking', regardless of whether the 'banker' exceeds that maximum allotment amount with his profits during the course of the game.



II. Elements of the game.

1. Cards or cards.

52 cards from so-called French cards will be used, without indexes, and it is mandatory that they are always cheap to be released. Six bars, three of a different colour and three of a different colour will be required for both “free banking” and “limited banking”.

2. Distributor or “sabot”.

The provisions of point 3 (II) (2) of this Annex shall apply.

3. Game table.

It shall be oval, with a slight cut or split on one of its largest sides, indicating the position of the croupier. Opposite it is the ‘banker’, who has the first cloth on his right, made up of a series of departments and numbered from the nearest to the ‘banker’, which will bear the number 1; to the left is the second panel, with the same number of departments and sequential numbering, opened with the number following the last of the first panel, in the department closest to the ‘banker’.

In addition, each cloth has a delimited surface intended to collect the postures to be made on the other cloth. The bets placed on the stripe separating that surface from the rest of the cloth play equally on the two cloths.

On the free side of the table there will be a first slot for used cards, called basket; a second slot, to the right of the ‘croupier’, for deductions for the benefit of the house on the profits of the ‘banker’, which is called a well or ‘cagnotte’; and a third slot, which can be two, to collect tips.

III. Staff.

The minimum staff required is an inspector, a croupier, a changer and, optionally, an assistant.

1. Inspector.

Is the person responsible for the proper conduct of the game. He acts as a delegate of the management of the casino and is responsible for resolving any disputes raised at the game table. It shall list the users who intend to fill the posts that may become vacant.

2. ‘Croupier’.

Without prejudice to the tasks assigned to it under this heading, the croupier is entrusted with the following tasks: recounting, mixing and inserting the cards into the

sabot; convey letters to users through their shoes; advertise loudly the different stages of the game and the actions of the users; calculate and pay the amount corresponding to the well in the corresponding slot, and enter the letters used and tips in the slots intended for that purpose.

It is also responsible for the safekeeping and control of the sum constituting 'banking' and the payment of winnings to users. It is also for the Commission to provide users, at their request, with guidance on the rules applicable in each case.

3. Changer.

Standing in front of or behind the croupier, you must exchange the money for tokens to users who request it, as well as to the croupier.

IV. People who use the games.

Also known as 'points', each may occupy one of the departments numbered on the table. In addition, more users may sit down, who should be placed behind the former in the different departments.

Bets may also be placed on the various storerooms by those users who are standing behind those who are seated.

The order of priority, for betting purposes, among users is as follows: within the same cloth, users sitting in the numbered departments closest to the banker; then the rest of the users, in the same order as the seated ones.

In the event that 'banking' is advertised on both panels, a draw is made to determine the priority of the panels. Letters may only be handled by users who are seated in numbered departments, with a rotating shift established in accordance with the numbering order of each panel.

Letters must be handed over by the user in accordance with the timescale established in the event of a 'banking' triumph. An exception to this rule is a person who makes a bench and is standing or seated to handle the cards.

Persons who wish to occupy a seated position must be entered on the waiting list kept by the inspector at each table.

V. Banking: 1. At the time of opening, the inspector announces the name of the banker and the amount of the amount of the bank. If there is no 'banker', the inspector auctions the 'bank' and awards it to the highest bidder, all users being able to bid for it.



In the event of equal bids, the award is made by drawing lots.

The award may be made to one or more sizes and, in the opinion of the game manager, for one or more days. The amount of the 'bank' must be deposited, before the start of the consignment, with the casino's cashier, in cash or in cheques drawn by the bank.

The 'banker' can leave the 'bank' after the first game has taken place, announcing the amount he withdraws. If the banker wins and withdraws, during the same sabot, he cannot become a banker again.

It is understood that "banking" jumps when there are no funds left in it. In this case, the banker has the right to continue, by making a new deposit equal to or greater than the initial deposit, or to leave the 'bank'. If you continue with "banking", you can change from "sabot".

In either case, if the "banker" leaves the "bank", the inspector offers it again to another, for the same initial amount. If nobody accepts it, it will be auctioned or, as the case may be, it will be stopped again, and a new 'sabot' will then be launched. If no bidder is presented, the consignment is closed.

The minimum and maximum stakes shall be those authorised by the casino. Thresholds may vary for different game tables.

The amount of 'banking' will necessarily be limited in the form of limited 'banking'. The authorisation shall set the maximum and minimum of "banking".

2. In 'free banking' there is no maximum limit for 'banking', and the establishment cannot set a maximum for the bets of gambling users. Any user may be a 'banker', in the form of 'free banking', if he proves the existence of a deposit, considered sufficient, on the establishment's own fund or on that of a credit institution previously admitted by the management of the establishment, in such a way that he can pay all bets without the establishment's liability being compromised at any time.

'Baccarat' with 'free banking' may be practised only at a table for each establishment and for a maximum of two sessions separated from each other by the time of dinner. Two sizes are played in each session.

3. The deduction in favour of the establishment is fixed for 'limited banking' at 2 per 100 on the amounts earned in each game by the 'banker', and at 1,25 per 100 for 'free banking'.

VI. Rules of the game:

1. Operation of the game.

The rules contained in paragraph VI of heading 7 of that annex are generally applicable. Without prejudice to this, the following adaptations are set out below.

Two users, one for each cloth, are brought against the banker, following the rotation set out in Section IV, paragraph 5 of this section.

If the score for the first two letters is 0, 1, 2, 3 and 4, users have to ask for a third letter; if this score is 5, they are free to ask for a letter or be served, and finally, if it is 8 or 9, they have to discover their letters. This rule does not apply to persons who at the beginning of the consignment are 'bankers'.

The banker may ask for a letter or plant, unless he asks the croupier for the table of 'banking' games, in which case he must follow it as long as the same is indicated for the 'two panels'. The table of games for 'banking' is set out in Section VI of Section 7 of this Annex.

A 8 with the first two letters always wins a 8 or 9 obtained by using a third letter.

You can ask for "banking" by any sitting or standing user, for one time and at the beginning of each departure. 'Banking' includes both cloths, but the game takes place in exactly the same way as if they were two users, so that the cards of the second cloth cannot be seen by the user until they have played on the first cloth. In case the game is null, the game can be repeated up to twice more. The game is considered null and void when there has been no loss or gain on the part of either user.

Points are forbidden from playing in partnership.

2. Development of the game.

It is a prerequisite for the game to start with a minimum of two users per cloth, a figure that has to be maintained throughout the game.

Having carried out the re-counting, sweeping and cutting operations, a block card or stopper card of a colour that makes it possible to distinguish it from the others is placed inside, ensuring that 10 cards remain underneath it. The appearance of that card determines the end of the game and no other game can be played, except for the game being played. Once the 'bank' has been awarded, in accordance with Section V, the 'banker' hands over to the 'croupier' the quantity put up, on tokens, for safekeeping. Bets are then placed on both storerooms, in accordance with the order of priority laid down in Section IV, paragraph 3, until the croupier announces with the voice 'no longer' the end of the betting time. Bets cannot be placed immediately to the right or left of the banker and the croupier.



Bets placed on the stripe separating the area of the user from the betting area play half, in the same way as bets placed on the stripe separating the betting area from one cloth from the area of another cloth play on the 'two cloths'. In this case, when half of a horse bet represents an odd number of betting units, the strongest fraction is considered to play the first cloth.

The banker then extracts the cards from the sabot and divides them one by one in the following order: first cloth, second cloth and 'banking'. The 'croupier' transfers letters to the users by means of a pala and opposes the 'banking' (the users) to which they are entitled, in accordance with the shift set out in paragraph 5 of Section IV. B. The person who has the 'hand', after having seen their score, whether hitting or not, should leave the cards on the table. After examining the cards, the persons who are 'hand' in each cloth will have to pronounce themselves in their respective order and before the 'banker'. After the game, the croupier separates the cards and announces the item.

The "banker" will have to show his "dot" on the "two panels".

The 'croupier' then pays the winning bets and removes the losing ones if the 'banker' wins in the 'two cloths', or if his gain in one is greater than the loss in the other, the 'croupier' pays the amount corresponding to the well or 'cagnotte' in the slot intended for that purpose. The "banker's" profits become part of "banking". At the request of a user, letters shall be checked at the end of the length.

VII. Errors and infringements in the game:

1. It is forbidden to extract letters from the sabot before the end of the betting period. The charters taken out cannot under any circumstances be returned to the sabot and the person who loots them unlawfully is obliged to follow the game. If, in an exceptional case, the director responsible for the establishment considers that this rule should not be applied, the letter (s) taken out must be discarded and cannot be used by the person taking 'the hand'.

Any letter discovered when taken out of the sabot is considered unusable and is withdrawn, without users being able to reduce or withdraw their bets.

If two or more cards are glued together during distribution, the game is null and void.

When a card falls into the ground, it can only be picked up by the croupier or any other person employed by the establishment and retains its value, and the game then resumes.

If letters are given or taken by mistake by a user other than the one who has the 'hand', if the user has already spoken, the game will be held and the letters will be passed on in the next game to the person to whom they belong.

In all cases of irregular distribution, the game is rectified, if this can be clearly done; otherwise, it is annulled.

If the banker cards 'a cloth' that he has said 'no' or does not card a cloth that he requested, the game is restored according to the user error rules.

If the two 'one cloth' cards are discovered during distribution, the game is carried out in accordance with the third subparagraph of point 3 of this section, and no bet may be increased, reduced or withdrawn.

If, during distribution, some cards fall into the basket without being seen, the game is cancelled for the cloth that loses the cards or for the 'two cloths', if they correspond to the 'banker'. In the case of one of the third-party bets, if it has been viewed, it is recovered by the croupier and the continuous game.

3. Actions of the banker on restored games.

When a panel abates the banker, it is obliged to follow the table of 'banking' games in relation to the other panel, asking for a third letter in the two optional scenarios.

When the 'banking' game table indicates the same for the 'two panels', the 'banker' must follow it.

When the table indicates asking for a letter in one cloth and planting in another, the 'banker' is free to plant or order, if the error was made by a user or by the 'croupier'; if the error was made by the banker, he must ask for a letter, if he is 5 or less, and apply if he is not. Giving a letter to a cloth that has not requested it or giving a cloth the letter to the other one does not constitute a fault of the "banker", who does not lose his right to request a third letter.

4. User errors.

If the first panel reads 'no' and is less than 5, and the second panel receives a letter, the latter is returned to the first panel; the second panel then receives the following letter, whether or not it has been picked up by the banker, who acts in accordance with point 3 of this section.

If the first panel asks for a letter, having 6 or more, the letter received goes to the second panel, if it asked for a letter, or to the "banker", in accordance with the rules contained in this paragraph, point 3.

If the first sheet reads 'letter' and then 'no' or vice versa, the 'croupier' must make the user specify what he wishes and verify his score, if it is 5, the first word is considered



correct; if you have another point, the game is restored according to the rules of the previous paragraphs.

A person who says 'no' with 8 or 9 loses their right to shoot; if you ask for a card, the game is restored, in accordance with the previous paragraphs.

The same rules apply between the second panel and the banker in case of error of that panel.

5. Prohibitions. It is formally forbidden to see letters received slowly and keep them in hand for too long. Anyone who takes a long time to advertise their game cannot continue to have the cards.

With the exception of croupier, nobody can give advice to users. Where this rule is breached, the provisions of the play table apply.

The banker announcing an item other than his own can request a third letter, as long as the other users have not shown their points. Otherwise, the provisions of paragraph 3 (3) of this paragraph apply.

No claim may be made after the relevant game has ended and the bets have been paid or collected.

Cases not covered by this heading shall be dealt with by the desktop inspector.

HEADING 9. DICE OR 'CRAPS'

I. Definition.

The dice game is a game of chance, known as a quid pro quo game, in which the participants play against the establishment, with several winning combinations.

II. Elements of the game.

Given.

The dice set is played with two dice, of the same colour, made of transparent material, with polished surfaces of 20 to 25 mm side. They must have well-defined edges (sharp edges), alive angles and points marked at the turn. Therefore, bevelled edges, rounded corners or concave points are not allowed.

On one side is the serial number of the manufacturer and the initials of the establishment, without this impairing its equilibrium.

At each session, six perfectly completed dishes, different from those used at the previous session, are made available to each table dedicated to the dice game.

Two dice are used in the heading and the other four are kept in reserve, in a cavity provided for that purpose on the gaming tables, if the former have to be replaced.

III. Staff.

A head of table, two croupiers and one stickman are employed at each county table. 1. The head of the table is responsible for the clarity and regularity of the game, collaborating with the croupiers in the handling of tokens and depositing the money in cash.

2. The croupiers are responsible for collecting lost bets, placing bets, where appropriate, on the cash box, indicating the point, and paying for the winning bets and for changes to tickets and tokens requested by users.

3. The stickman is responsible for checking the condition of the dice, handing them over to the users and issuing the warnings necessary for the game to take place.

IV. Rules of the game.

1. Possible combinations.

Personasuaries may use only the following types of suerte:

(A) simple sounds, paid at par:

(a) 'Win' is played at the first print run. Earn with 7 or 11, lose with 2, 3 or 12. If there is another figure, the result is suspended and the number which has left is the point, which is indicated by the "croupier" by means of a plate affixed to the box corresponding to this number. Betting on 'Win' wins if the dot is repeated, loses if it leaves 7, and is repeated if another figure emerges. Dice change hands when they leave 7, which causes them to lose.

(b) 'Don't Win'. It is played at the first print run. It wins with 2 or 3, loses with 7 or 11 and gives no result in 12. If there is another figure, the result is put on hold and the one that has left is the point.

Betting on 'Don't Win' wins if it leaves 7 and loses if the dot is repeated.

(c) 'Come'. It is played at any time after the first print run. This luck wins if it leaves 7 or 11 in the next print run and loses if it leaves 2, 3 or 12. If it leaves any other figure, the bet is placed on the box bearing the number that left, starting from the next print run, wins if it leaves the number and loses with 7, leaving the result pending if any other number leaves.



(d) 'Don't Come'. It is played at any time after the first print run. It wins if it leaves on 2 or 3, loses on 7 or 11 and becomes null on 12. If any other figure emerges, the bet is placed in the corresponding box, starting with the next game, wins if it emerges on 7 and loses if the point on which the bet is placed leaves.

Bets on 'Win' may not be removed and must be played until they have been won or lost.

(e) 'Field'; It is played at any time during the consignment, each print-run being decisive. Win if you leave 2, 3, 9, 10, 11 or 12 and lose the remaining results. Double pay is paid if you leave on 2 or 12 and at par for the other scores.

(f) 'Big 6'; Go together at any time of departure. She wins if she gets a score of 6 trained in any way and loses if she gets a score of 7. As long as one score or the other does not emerge, the bet continues, although it may be withdrawn by the user.

(g) 'Big 8'; It is played at any time during the consignment. She wins if she gets a score of 8 trained in any way and loses if she gets a score of 7. As long as one score or the other does not emerge, the bet continues, but may be withdrawn by the bet holder.

(h) 'Under 7'; It is played at any time during the consignment. It wins if the total number of points formed by the dice is less than 7 and loses if it is equal to or greater than 7.

(l) 'Over 7'; It is played at any time during the consignment. It wins when the score formed by the dice is greater than 7 and loses when it is less than or equal to 7.

(B) multiple sweaters, which can be played at any time during the consignment:

(a) 'Hard Ways'; It is played on the totals of 4, 6, 8 or 10 made up of double stakes, and the stakes may be withdrawn after each non-decisive print run. It wins if the 'double choice' comes out and loses with 7 or if the total number does not consist of double choices. Twice as many as 2 and twice as many as 5 are paid seven times the stake; twice as many as 3 and twice as many as 4, nine times the stake.

(b) '7 Game'. The bet is paid four times. Wins if you leave on 7; it loses if any other result comes to fruition.

(c) '11 Game'. The stake is paid 15 times. Wins if you leave on 11; it loses if any other result comes to fruition.

(d) 'Any craps'; The Gana bet is paid seven times if it leaves 2, 3 or 12; it loses if any other result comes to fruition.

(e) 'Craps 2'; The stake is paid thirty times. Wins if you leave on 2; you lose with any other result.

(f) 'Craps 3'; The stake is paid 15 times. Wins if you leave on 3; you lose with any other result.

(g) 'Craps 12'; The stake is paid thirty times. Wins if you leave on 12; you lose with any other result.

(h) 'Horm'; The bet is paid four times. This fate, which associates 'Craps' with the game of 11, wins if 2, 3, 12 or 11 come out; you lose with any other result.

(C) associated luck, which can be played only when the corresponding simple bet, the point of which is known, has already been bet and follows its fate, although it may be removed following a game which is not decisive.

(a) The bet associated with the 'Win', the bet on which is placed close to and outside the corresponding simple bet, wins with the point, loses with the 7 and gives no result with any other total. The bet is paid 2 per 1 if the point is 4 or 10; 3 by 2 if point is 5 or 9; 6 by 5 if point is 6 or 8.

(b) The bet associated with 'Don't Win', the bet on which is placed on the main bet of the corresponding simple luck, wins with 7, loses with the point and gives zero result with any other total. The bet is paid 1 per 2 if the point is 4 or 10; 2 by 3 if the point is 5 or 9, and 5 by 6 if the point is 6 or 8.

(c) the associated bet of the 'Come', the bet on which is placed on the main bet of the simple fate corresponding to or close to it. This luck wins, loses or gives no result under the same conditions as the 'Come' and is paid as the associated luck of the 'Win'.

d) The bet associated with the 'Don't Come', the bet on which is placed on the main bet of the corresponding simple fate. This luck wins, loses or gives zero result under the same conditions as the Don't Come and is paid as the luck associated with the Don't Win.

(D) 'Las Place bets,' which may be played at any time in the consignment on numbers 4, 5, 6, 9 or 10 and which may be removed from non-decisive print runs.

(a) 'the Right Bet', where the bet is placed according to the position of the user, straddling the line, in front of or behind the chosen number. This fate wins if the point leaves before 7; loses with 7 or gives no result. The bet is paid 7 per 6 if the point is 6 or 8; 7 by 5, if the point is 5 or 9, and 9 by 5, if the point is 4 or 10.

(b) 'La Wrong Bet', where the bet is placed in the back box of the chosen number and indicated by the 'croupier', with the help of a counter-brand with the indication 'Wrong Bet'. Wins if 7 leaves before the point; loses if the dot goes out or turns out to be null. The bet is paid 4 per 5 if the point is 6 or 8; 5 by 8 if the point is 5 or 9 and 5 by 11 if the point is 4 or 10.

2. Betting



The minimum and maximum stakes are laid down in the casino's licence.

In simple groceries, the maximum stake may not be less than 50 times or more than 200 times the minimum of the table, and the management of the casino may be determined to mean that the stakes are multiples of the minimum of the table.

In the case of multiple bets, the maximum stake is calculated in such a way that the possible gain is at least equal to, and at most equal to three times, that allowed by the maximum over simple puzzles.

In the associated bets of 'Win and Come', the maximum stake is determined by the amount of the bets actually placed on the corresponding simple suertes.

In the associated songs of 'Don't Win' and 'Don't Come', the maximum amount of the bet is set on the basis of the point played, that is to say, for 4 and 10, 200 % of the amount of the bet placed on the corresponding simple luck; for 5 and 9, 150 % of that amount, and for 100 or 6.8 % of that amount.

In the Right Bet, the maximum stake depends on the point played and is equal to the maximum stake in simple suertes for 4, 5, 9 and 10 or 120 per 100 of this maximum for 6 and 8.

In the case of 'Wrong Bet', the maximum stake depends on the point played, and is equal to 125 % 100 % of the maximum stake on simple suertes for 6 and 8, 160 % 100 % of this maximum for 5 and 9 and 220 % 100 for 4 and 10.

3. Development of the game.

The number of users that can occupy each dice table is not limited.

The dice are offered to users starting, at the beginning of the consignment, with the person on the left of the croupiers and then following the clockwise direction. If a person refuses the dice they pass to the next person, in the order provided. Stickman passes the dice to the user by means of a stick, avoiding touching them, rather than having to examine them, or pick them up when they fall on the ground.

The person who throws the dice must do so immediately after the announcement of "no longer goes" and must not rub them or keep them in hand.

The shooter can ask for the dice to be changed before launching, but cannot do so during the series of launches required to reach the number designated as a point, except in the case where a given person jumps out of the table, falling on the floor, in which case he is offered a choice between the remaining four dice on the table, in order to finish the game. If the lost item is not found at the end of the game, the table is provided with a new set of dice, removing the previous ones.

The dice are launched along the table so that they stop inside the table; if one of the dishes touches the opposite end of the table, provided that both dishes remain at the middle of the table furthest from the launcher, the print-run is valid.

Dice must be rolled and not slipped, so that the game is valid.

If the dice break, overlap, fall from the table or above the edge of the table, or on the tokens, or on the basket of the reserve dice, or if the launch has not been successful, the stickman will announce 'null run'.

Cases not provided for are resolved by the stickman.

The head of the desk may deprive the user of his or her right to throw the dice if he or she repeatedly fails to comply with the rules of the launch.

After a certain number of runs, the head of the desk may agree to change the dice. The stickman then announces 'change of dice' and places in front of the user, with the stick, the six dice at the table. The user will take two to launch them and the remaining four are returned, in the eyes of the users, to the box provided for that purpose.

Bets cannot be placed after the "no longer is there". The person who throws the dice must bet on the 'Win' or on the 'Don't Win' before launching them, and may also play on all other possible dirts.

HEADING 10. THE POKER AND ITS MODALITIES

1. The poker game is an exclusive card game of gambling casinos, where depending on the modality of the winning combinations they are different and the participants face each other or against the establishment of the game.

2. The poker game is played in the following ways:

a) The counterpart poker (10.1.), which in turn includes variants:

- Poker Without Discarte (10.1.A.).
- 'Trijoker' poker (10.1.B.).
- PAI Gow Poker or Chinese Poker (10.1.C.).
- Three-letter poker (10.1.D.).
- Counterpart Texas Hold´em (10.1.E.).
- Texas Hold´em Bonus Poker (10.1.F.).

b) The circle poker (10.2.) comprising the following variants:

- Five discarded cards covered poker (10.2.A.).



- Poker discovered, which in turn can be:
 - o “Stop Stud Poker” (10.2.B.a)).
 - o ‘Omaha’ (10.2.B.b)).
 - o “HOLD ‘em” (10.2.B.c)).
 - o “Five Stud Poker” (10.2.B.d)).
 - o ‘Synthetic poker’ (10.2.B.e)).

10.1. A. counterpart poker in the undiscarded poker variety.

I. Definition

The undiscarded poker is a so-called quid pro quo game of chance, played with cards, in which the participants, by using five cards, play against the casino.

The purpose of the game is to achieve a higher value card combination than the ‘banking’, with the winning combinations indicated in section V. Gambling rules of this heading 10.1.A.

II. Game elements:

1. Cards or cards.

The undiscarded poker is played with a box of the so-called ‘French’ cards, with 52 cards. The values, sorted from highest to lowest, are: As, Rey (K), Dama (Q), Jota (J), 10, 9, 8, 7, 6, 5, 4, 3 and 2.

However, in ‘Escaleras’, As can be used as a smaller letter below 2 or as a larger letter behind the King.

2. Distributor, sweeper or sabot.

Automatic card mixing mechanisms may be used, in which case the sabot must be approved in advance by the department responsible for the administrative management of the game.

With the sabot, two bars are used, which are played alternately on each game. Automatic sabot distribution should be carried out on five cards.

Letters may also be distributed manually by the croupier.

3. Game table.

The table on which the game is played shall have the same measures and characteristics as those used for the game of the twenty-first or Black Jack, with seven boxes of bets divided into two spaces, one for the initial bet and one for the

second bet, and, optionally, may have seven other boxes that are clearly differentiated to play the bet of the

“insurance” as referred to in VII (1). The rules of the game under this heading and, where appropriate, the slots with a counter to play the stakes for the ‘progressive’ betting referred to in point VII (2). Rules of play under this heading, as well as the opening for inserting tips.

The alternative and reversible use of tables for playing matching cards is permitted.

III. Staff:

1. ‘Croupier’.

It is the person who has the ‘banking’ and directs the game, entrusted with the tasks of mixing the cards from the pack and distributing them to users, withdrawing the lost bets and paying for the winning ones. It will also advertise all stages of the game and exchange cash for tokens to users.

2. Head of Bureau.

It is the person responsible for supervising the game and resolving problems and circumstances arising during the game. The game management shall be responsible for determining the need for the staff necessary for the proper control of the game tables by the heads of tables, provided that each of them has an individualised recording system.

IV. Persons using the games:

The number of seated persons who may take part in the game must not exceed the number of boxes ticked at the game table, up to a maximum of seven, without standing persons being allowed to take part.

Optionally, the game manager may authorise sitting persons to take up to three bets in each pigeonhole, provided that they do not exceed the maximum stake per box.

If a seated person plays in free boxes, he or she will do so by beating ‘blind’. You will only be able to view and touch the cards corresponding to your checkbox, the rest of the cards will be discovered by the croupier.

In all cases the person seated in front of each box will not be able to make their letters known to the other bettors for advice.

Under no circumstances may comments be made on the course of the consignment.



V. Gambling rules:

1. Possible combinations.

The possible combinations of the game, ordered from highest to lowest, are as follows:

- a) 'Colour real ladder'. Is the combination formed by the five highest correlative letters of the same stick, in this order (example: As, Rey, Dama, Jota and 10, clover). The stake is paid 100 times.
- b) 'Colour ladder'. This is a combination of five correlative cards on the same stick, not matching the highest cards (example: 4, 5, 6, 7 and 8, clover).
- c) If this combination is formed with As, it must necessarily be placed at the beginning or at the end of the combination. The stake is paid 25 times.
- d) Poker. This is a combination of four cards of the same value (example: 4 King and 7 King). The stake is paid 20 times.
- e) "Full". This is a combination of three letters of equal value and two different letters of equal value (Example: three 7 and two 8). The stake is paid 7 times.
- f) "Colour": This is a combination of five uncorrelated cards of the same stick (example: As, 4, 7, 8 and Dama, clover). The stake is paid 5 times.
- g) 'Staircase'. It is made up of five correlative letters that are not of the same stick (example: 7, 8, 9, 10 and Jota, clover). The stake is paid 4 times.
- h) 'Trio'. It is the combination of five cards containing two cards of the same value and the remaining two do not form a pair (example: 3 Damas, 7 and 2). The bet is paid three times.
- i) 'Dual partner'. This is a combination of five cards containing two pairs of cards of the same value between each other, but different between each pair (example: 2 queens, 2 piles and one As). The stake is paid 2 times.
- j) "Couple". It is the combination of two letters of equal value and three different letters (example: 2 Damas, one 6, one 9 and one As). It is paid once the bet has been placed.
- (j) 'minimal play' (or As and Rey). It is the combination of an As and a King and the other three different charters. In this game, it will be necessary to determine which of the 'hands' is higher, whether that of the user or that of the 'bank', by comparing the three remaining cards and winning the 'hand' with the largest card (example: 1 as, 1 King, one 6, one 2 and one Dama).
- (K) 'Largest letters'; It is the determinant of tie-break in an equal combination. The tie-break will be marked by the most valuable card, either of the already defined cards or of the cards outside the combination, if they are equal, the following will be dealt with, and so on.

The payment rules of all winning combinations will be displayed at each game table. In any event, the user of the games will win the bet only when his or her combination is greater than that of the croupier, losing otherwise and retaining his or her bet, but without winning any prize in the event of a tie.

2. Ties.

When the croupier and the user have the same game, they will win the bet with the highest value card combination, in accordance with the following rules:

- a) When both have poker, you will win the highest value cards (example: 1 poker from Reyes exceeds one from Damas).
- b) When both have 'Full', it will be won by whoever has the three highest value equal cards.
- c) When both have 'Escalera', of any kind, the person with the highest value letter will win.
- d) When both have "Colour", it will be won by those with the highest value letter, as described for the "bigger letters".
- e) When both have a 'trio', anyone with the combination of cards with the highest value will win, as will the combination of poker.
- f) When both have a 'double partner', the partner with the highest value letters will win. If this is the case, the second partner and, in the latter case, the remaining letter of the highest value will be retained.
- g) When both have 'Pareja', the one with the highest value will win and, if they match, the letter with the highest value will be taken into account, according to the concept of 'Largest letters'.

3. Maximum and minimum stakes.

Bets on users, represented exclusively by gaming casino files, must be placed within the maximum and minimum limits laid down at each table, in accordance with the fluctuation bands authorised by the casino, by the department responsible for the administrative management of the game.

4. Fluctuation bands for the initial bet.

The upper limit of the fluctuation bands for the initial bet shall be 10, 20, 25 or 30 times the lower limit established in the authorised fluctuation bands, in accordance with the provisions of the preceding paragraph.



The authorised fluctuation bands must be displayed at the tables where the game takes place.

VI. Game development:

1. Extraction and distribution of playing cards.

The cards are extracted from the deposit, unpacked and considered, in accordance with the rules laid down in the legislation applicable to casinos in Aragon.

The remainder of the operations shall be determined by the head of the table, in accordance with the instructions of the game management, and may not contravene the laws and regulations. As part of these operations, the security control system for the playing cards must be put in place.

If no person wants to 'cut', the 'croupier' itself will do so.

Prior to the distribution of cards, users must place their initial bets, within the maximum and minimum limits of each game table. The 'croupier' will then close the bets with the 'no more' and start distributing the cards on the reverse side, one at the front and one at the bottom, to each user, starting from the left and following the clockwise direction, until it gathers five cards giving letters for the 'banking' that is discovered only this first, for each user and for the 'banking'.

Where automatic sabot is used, the cards shall be distributed in batches of five cards for each of the hands at stake.

2. Betting process.

After the cards are distributed and the players are always seen by the 'croupier', they look at their cards and have the option to continue the game ('go') by saying 'go' or withdraw the game ('pass'), saying 'step'.

Those who choose to 'go' must double the original bet, adding a double amount to it in the box for the second bet.

Those who choose to 'pass' will lose the initial bet, which the 'croupier' will remove at the time, leaving users with their cards upside down on the game table so that the "croupier" check the number of letters and collect them.

3. Outcome of the consignment.

Once users have decided whether to 'go' or 'pass', the 'croupier' discovers the four covered 'banker' cards, from which point users will no longer be able to touch their cards again, or discover 'pass' cases.

"Banking" only plays if there is at least one As and one King (K) or a higher

combination between their cards. If that is not the case, the 'bank' will pay each person who remains at stake at par, that is to say, an amount identical to the initial stake.

If the 'bank' plays, i.e. if it has at least As and Rey or a higher combination, the 'croupier' will compare its cards with those of the users and pay for the higher combinations than its own, in accordance with Section V. Gaming Rules for the second bet, paying at par (1 per 1) the initial bet.

Persons whose combination is less than that of the croupier will lose their bets, which will be removed entirely by the croupier.

In the event of a tie, the provisions of item 2 shall apply. Parachutes, of Section V, Gambling Rules, of this subsection 10.2.

Any error in the distribution of letters, either in the number of letters or in the undue appearance of an uncovered letter, will lead to the cancellation of the entire game.

It is forbidden for users to exchange information about their letters by any means or to discover them sooner; any breach of this prohibition shall result in the total loss of the stake.

Once the losing bets have been removed and the winners have been paid out, the game is closed and a new game is launched.

At the end of the day, the croupier must announce the last five games.

VII. Carrousel:

Irrespective of the game taking place on the table, and at the request of the casino and with the authorisation of the department responsible for the administrative management of the game, users may take part in a 'coachwork' consisting of all the tables between all the tables dedicated to poker without discarding, whereby users who wish to do so may insert tokens or coins on a slide intended for that purpose and placed in front of their betting box.

The totality of the sums accumulated on the tables shall constitute the carousel and shall be delivered to the person of any one of them who obtains a 'real staircase', distributed equally, if more than one person obtains it. In the case of a "colour ladder", ten per cent of the aggregate shall be paid.

VIII. Additional game options:

Optionally, the casino may offer the following gaming possibilities:

1. "Insurance".



The user shall deposit in the box provided for that purpose and, before starting to distribute the letters, a stipulated lump sum which shall not exceed the minimum half of the table.

In accordance with the operating rules of the poker without discarding and in case of one of the combinations below, the user will have the option to the following payment table, regardless of whether the “banca” gets minimal or not played or whether the “banca” play is higher.

- a) “Full”: 100 times the stipulated lump sum.
- b) Poker: 300 times the stipulated lump sum.
- c) ‘Colour ladder’: 1.000 times the stipulated lump sum.
- d) ‘Staircase’: 2.000 times the stipulated lump sum.

2. ‘progressive.’

There is a separate additional stake for users called ‘progressive’, the aim of which is to obtain a special prize that depends solely on the game that the user obtains with his first five cards and on the amount accumulated by the progressive one at the time, after the deduction authorised in favour of the establishment.

In order to play progressively, each user must deposit a stipulated amount in the slot with a meter intended for that purpose. There may also be a ‘progressive’ common to several tables.

The development of this type of game will be displayed at a visible place on the table and must indicate the combinations involving prizes and their amount.

The combinations that make it possible to obtain ‘progressive’ are ‘real ladder’, which gives the aggregate of all the tables, and ‘colour ladder’, which gives 10 % of the aggregate.

The amount of the ‘progressive’ bet may not exceed half of the minimum bet on the table.

3. Buy an additional letter.

It is a form of gambling whereby a person who wishes to discard himself from a single card can do so by buying that card from the ‘bank’ for the amount of the initial bet. To that end, when the game shift falls to the person concerned, he or she shall deposit the discarded card together with the same amount of his or her initial bet that will entitle him or her to receive an additional letter.

10.1 B. counterpart poker for the Trijóker poker variety.

I. Definition

‘Trijóker’ is a game of chance played with cards, referred to as the sole counterpart of the gaming casinos, in which the participants play against the organising establishment, and may win in the event of winning combinations of specified cards, ordered from greater to lesser value in Section V. Gambling rules of this heading 10.1.B.

The minimum game to win in a Jota (J) couple is established.

II. Game elements:

1. Cards or cards.

Al Trijóker is played with a pack of so-called ‘French’ cards of 52 cards. The value of these, ranked from highest to lowest, is: As, Rey (K), Dama (Q), Jota (J), 10, 9, 8, 7, 6, 5, 4, 3 and 2.

2. Distributor or “sabot”.

Automatic chart mixing mechanisms may be used. In the case of automatic sweepers, the distribution shall be carried out as specified in the mechanism used and duly approved by the department responsible for the administrative management of the game.

3. Game table.

The game table is similar in size to the one used in the Black Jack game, with seven separate spaces for users. Each space has three boxes for taking bets, of which at least two are numbered with references 1 and 2. It also has two separate boxes for placing the two cards common to all users and an opening for inserting tips.

The alternative and reversible use of tables for playing counter cards is permitted, subject to prior authorisation from the department responsible for the administrative management of the game.

III. Staff:

1. Head of Bureau.

It is the person responsible for supervising the game and resolving any problems that may arise during the game. There may be one head of table for each counterpart playing sector.

Each sector may have up to four contiguous and homogeneous tables.



2. 'Croupier'.

He is the person who has the banking and leads the game. In addition, it is responsible for banning cards, distributing them to users, withdrawing lost bets and paying winners. It also announces the various stages of the game and switches cash into tokens to users.

IV. Persons using the games:

A maximum of seven persons using the games may take part, and each person may only play in one box. It is forbidden to show their cards to other users of the games or to comment on their game, for the duration of the 'hand'.

The participation of users of games standing around the table is not permitted.

V. Gambling rules:

The winning game combinations, ranked from highest to lowest value, are the following:

- (a) 'Royal colour ladder'; It consists of the five highest value cards of the same stick in the following sequential order: As, K, Q, J and 10.
- (b) 'Colour ladder'. It is made up of five cards of the same stick, in sequential order, which does not coincide with the most valuable cards.
- (c) 'poker'. It is the combination of five letters containing four letters of the same value.
- (d) 'Full'; It is the combination of five letters containing three letters of the same value and two letters of the same and different value.
- (e) 'Colour'; It is the combination of five uncorrelated cards of the same stick.
- (f) 'Single ladder'; It is the combination of five cards, in sequential order and of different sticks.
- (g) 'Trio'; It is the combination of three cards of the same value and the other two non-couple cards.
- (h) 'Double partner'. This is the combination of five letters containing two letters of equal value and two letters of equal value, but different from the previous letters.
- (I) 'Pareja'; This is the combination of five cards containing two cards of equal value that have to be at least Jota (J).

The table of payments, in ascending order, is as follows:

- (a) 'Pareja of J or greater': 1 to 1.
- (b) 'Double partner': 2 to 1.
- (c) 'Trio': 3 to 1.

- (d) 'Single ladder': 5 to 1.
- (e) 'Colour': 8 to 1.
- (f) 'Full': 11 to 1.
- (g) 'poker' means: 50 to 1.
- (h) 'Colour ladder': 200 to 1.
- (l) 'Royal colour ladder': 500 to 1.

Only the maximum amount played shall be paid.

VII. Maximum and minimum stakes:

1. General rules.

Bets on users, represented exclusively by gaming casino cards, must be placed within the maximum and minimum limits laid down for each table.

It is understood that the maximum and minimum is for each of the three boxes of each user.

The gaming manager of the casino may set the maximum and minimum betting limits, according to the fluctuation band authorised by the department responsible for the administrative management of the game.

2. Fluctuation bands.

The fluctuation bands for the initial bet shall be capped at 10, 20 or 30 times the minimum established in the bands set out in the corresponding operating authorisations.

The authorised fluctuation band must be displayed at the tables where the game takes place.

3. Advances.

The advance which each Trijóker table will receive from the casino's central cashier at the beginning of each consignment shall be at least equal to 5.000 times the amount of the minimum bet on the table. The advance shall consist exclusively of sheets and plates.

4. Game accounting documentation.

The provisions of the legislation applicable to casinos in Aragon shall apply.

VIII. Game development:

1. Extraction and distribution of playing cards.



The removal of the crates from the tank, the unpacking and the mixing of the crates shall comply with the rules laid down in Chapter III of Title II. Casinos covered by this Regulation.

2. Betting intervals or shifts.

After mixing the playing cards, the croupier will offer users their bets. Each person must place three equal bets, one in each of the three boxes in his department. Where bets are placed and the

“croupier” has announced the “no more go”, the latter will start distributing the cards on the reverse side, one by one, alternately to the users and starting from their left side.

The croupier shall then place a card on the reverse side in the box opposite it to its left. He will then distribute a second card on the reverse side to each person and place another covered card in the box on the right. It will then distribute a third covered card to each person. If one of the user cards is mistakenly discovered, the “hand” will normally continue.

If one of the two cards common to all users and placed in front of the croupier is discovered, the game will normally continue, unless it is a Jote or older, in which case the full “hand” will be cancelled.

After each person has seen his or her cards and as he or she gets his or her turn, he or she has the option of withdrawing the bet number 1 or leaving it at stake.

When all users have decided on the destination of their bet number 1, the croupier will discover the letter in the left-hand box. This charter is common to all users and is part of each user’s ‘hand’.

After knowing the value of the first common card, each person can either withdraw their stake number 2 or leave it at stake, regardless of the destination of the first bet. The croupier then discovers the second letter in the box on its right.

This charter is also common to all users and is part of their respective combinations. Until now, users must have one, two or three bets at stake, depending on their previous decisions.

3. Outcome of the game and payments for the winning combinations.

According to the table of payments displayed on each of the tables, the croupier will pay each of the winning bets in the specified proportion and collect the losers, starting from the right.

A person who still has three bets at stake and wins the game or ‘hand’ will charge the

proportion set out in each of his three bets. If your game is not a winner, you will lose the stakes at stake.

At the end, the croupier will withdraw the letters and check them.

At the end of the day, the head of the table will announce 'the last three gadgets'.

IX. Common rules:

1. Errors.

Any error occurring during the distribution of letters, either in the number of letters or in the undue appearance of an uncovered letter, shall lead to the cancellation of the entire game, except as specified in point 2. Betting process, Section VIII. Development of the Gambling, under this heading 10.1.B.

The cards must remain on the table at all times.

2. Prohibitions

It shall be prohibited for users to exchange information about the cards, to discover them in advance or to seek advice about the games.

10.1. C. counterpart poker for the 'Pai Gow Poker' variety or Chinese poker.

I. Definition

It is a set of so-called 'quid pro quo' cards, exclusive to gambling casinos, in which the participants face the establishment. Each user sitting at the table will be provided with seven cards, which should be divided into two "hands": a two-letter "hand" (small or low "hand") and a five-letter "hand" (large or high "hand"), your high "hand" should be more valuable than the low "hand".

The purpose of the game is for the user's two 'hands' to exceed the two 'hands' of the 'bank'. Both "hands" of the user must be greater than the respective "hands" of "banking".

If a user's 'hand' gets the same score as 'banking', it will be considered equal and 'banking' wins all the equalities.

If a user wins one 'hand' but loses the other, he or she will be treated as a tie and the bets will remain as they were, and the user may redeem them.

The largest possible "hand" of two letters to be obtained will be two Ases and the highest of five letters will be five Ases.

The winning 'hands' will be paid at par, minus the percentage of commission



determined – do. The losers will have their stakes removed.

II. Game elements:

1. Cards or cards.

'Pai Gow Poker' is played with a traditional pack of 52 cards, plus a joker, which can only be used as an As, to supplement a 'ladder', a 'colour' or a 'coloured ladder'.

2. Game table.

It will be similar in size and characteristics to those used in the game of Twenty or Black Jack, but will have a specific cup of the game in which you will have ticked up to a maximum of 6 boxes in order to accommodate the bets, and so many places divided into two boxes, one for placing the large hand and the other for small hand.

In addition, the game table will have a tray such as the Twenty-first or Black Jack tray to change cards and deduct the amount corresponding to the commission.

3. Cube and dice.

Three dice of the same colour with polished surfaces of 20 to 25 mm side shall be used and placed inside a cupola or container to be shaken before being pulled.

4. Distributor or "sabot".

It shall have the same characteristics and meet the same requirements as those used in the Black Jack.

III. Staff.

1. Head of Bureau.

It is the person responsible for supervising and directing the game at all stages, without prejudice to any other task that may be entrusted to him or her. It shall also keep a list identifying the order of priority for filling vacant posts.

These functions will be carried out on each of the tables, although the game management may agree on a head of table for each sector of matching card games, provided that they are in the same sector and each of them has an individual recording system, but the total number of tables for which they are responsible may not exceed four.

2. 'Croupier'.

It is the person responsible for mixing and distributing the cards, collecting the lost

stakes and paying the winners, as well as collecting and checking the cards, once the game and the game have been completed. It shall announce all stages of the game, exchange the cash to the users and, where appropriate, deduct the fee for the benefit of the stable game.

Each game table will be operated by a “croupier”.

IV. Persons using the games:

A maximum of six seated users may take part in the game, corresponding to the number of designated places marked on the laptop.

Each user's “hand” shall be considered individually and shall follow the normal order of distribution and request for letters. The person in front of each box shall handle it and shall not be able to show his cards to other bettors.

V. Gambling rules:

1. Winning combinations.

The possible combinations of the game, ordered from highest to lowest, are as follows:

- (a) ‘Five Ases’; It is made up of five Ases (example: four Ases plus the Joker).
- (b) ‘Royal colour ladder’. It consists of the five highest correlative letters on the same stick (As, Rey (K), Dama (Q), Jota (J) and 10). The second highest ladder is the combination formed by As, 2, 3, 4 and 5.
- (c) ‘Color ladder’. It is made up of five correlative letters of the same stick, which does not coincide with the highest letters (example: 8, 9, 10, jewellery and Dama).
- (d) ‘poker’. It is the combination of five letters containing four letters of the same value (example: four (2)).
- (e) ‘Full’; It is the combination of five letters containing three letters of the same value and two letters of the same value, but different from the previous one.
- (f) ‘Colour’; It consists of five uncorrelated cards of the same stick (example: 8, 9, 10, dama and As de tréboles).
- (g) ‘Scale’; It is made up of five correlative letters from different sticks.
- (h) ‘Trio’; It is the combination of five cards containing three cards of the same value and the remaining two non-partners.
- (i) ‘Doble Pareja’; This is a combination of five cards containing two pairs of cards of different value.
- (j) ‘Pareja’; It is the combination of five cards containing two cards of the same value.
- (K) ‘highest letter’; When a game does not have any of the above combinations, the



the player with the highest card.

2. Maximum and minimum stakes.

Bets on users must be represented exclusively by tokens and must be placed within the limits laid down for each gaming table.

The gaming casino shall fix for each table the amount of the bets, in accordance with the fluctuation band authorised by the department responsible for the administrative management of the game.

The establishment shall, at its discretion, announce to users before the start of the game the percentage of commission, which may not exceed 5 per 100 of the winning bets.

3. Meanings:

(a) Profit: the stake is paid at par with a percentage deduction of commission for the casino.

(b) Loss: stakes are lost.

(c) null item: the customer recovers the bet in full.

VI. Game development:

The removal of playing cards from the tank, their unpacking and mixing shall comply with the rules laid down in Chapter III of Title II. Casinos covered by this Regulation.

The 'croupier' will pass the sleeve to a customer for the 'cut'. Subsequently, and before distributing the cards, users shall place the initial bets in the boxes indicated for that purpose, within the maximum and minimum limits of each gaming table. Then, on

"croupier" will close the bets with the "no more go", take a cubilete, containing the three dice, shake it, discarding the dice on the table, and finally announce the sum of the dice, to determine who receives the first "hand".

The position of the banker for seven positions and six users shall always be 1, 8 or 15. The croupier shall be counted from the position of the banker. Once this operation has been carried out, the

"croupier" shall place the letters in front of each user (including himself), clockwise, from the starting point indicated by the dice.

The "croupier" will mix the cards and make as many "hands" of seven cards on the bottom as there are users standing in front of the tray containing the advance, then

check the excess cards and place them in the container of the used cards.

'Banking' may include both the 'croupier' and any person using the games. To this end, 'banking' will be offered to each person who will be able to accept it or pass it, in the latter case it will be offered to the next user. The 'croupier' must accept 'banking' when the shift arrives. Once their turn has been exhausted, they will be offered again to users and so on. The holder of 'banking' shall be identified with a white circle.

Each user shall consist of two "hands": the low or small "hand" of two cards, and the high or large "hand" of five letters.

The high "hand" must be of greater value than the low "hand".

The "croupier" will not be able to see their cards until all users, including the "banker", have set their "hands" in the boxes for this purpose, with the cards on the bottom.

The croupier will then turn his cards around and make the two hands in front of the card tray with the cards on the top.

The "hands" of the "banker" will first be compared with those of the "croupier".

The comparative table with the different possibilities is as follows:

CASE	HIGH HAND	LOW HAND	RESULT	PAGOS-COBROS
1	Superior	Superior	Gain	At par minus 5 per 100
2	Superior	Lower	Item None	Total recovery of bet
2a	Lower	Superior	Item None	Total recovery of bet
3	Superior	Equality	Item None	Total recovery of bet
3a	Equality	Superior	Item None	Total recovery of bet
4	Lower	Equality	Loss	Total loss of stake
4a	Equality	Lower	Loss	Total loss of stake
5	Equality	Equality	Loss	Total loss of stake
6	Lower	Lower	Loss	Total loss of stake



Case 1: if the customer's two 'hands' win the two 'hands' of the croupier, there is a gain.

Case 2 and 2a: if the customer wins on one of the two 'hands' of the croupier, while losing the other, there is no departure.

Case 3 and 3a: if the customer wins on one 'hand', but has equality in the other, there is no departure.

Case 4 and 4a: if the customer loses one 'hand' and has equality in the other, he loses.

Case 5: if the customer has equality in both 'hands', he loses.

Case 6: if the customer loses his or her hands, he or she loses them.

When the croupier has resolved the case of client number 1, it will move to number 2 and so on. In each shift, unused cards will be collected in the container of used cards. The winning hands will be left, in the mouth, under the betting circle. The losers will have their bet removed by the croupier and the cards will be placed in the container for that purpose.

VII. Remarks:

1. Once the 'bank' has displayed their cards, other users will not be able to touch their cards.
2. Users are not allowed to show their cards or ready-made 'hands' to other users, or to talk to them before the 'hands' have been exposed.
3. Any improperly made 'hand' will always be considered as lost.

10.1. D. counterpart poker for the 'Tres Cartas' variety of poker.

I. Definition

The three cards poker is a so-called quid pro quo game of chance, played with cards, in which the participants play against the establishment.

II. Game elements:

1. Cards or cards.

It is played with a set of 52 cards. The values, sorted from highest to lowest, are: As, Rey (K), Dama (Q), Jota (J), 10, 9, 8, 7, 6, 5, 4, 3 and 2. The As may be the highest or lowest value in the series.

2. Game table.

The table is of the same size as the 'Black Jack' table, with boxes divided into three spaces, one for the 'ante' bet, one for the second bet and a third for the 'pair plus' bet.

III. Staff.

1. Head of Bureau.

It is your responsibility to control the game and solve any problems you encounter during the game.

The game management may agree on a head of table for each sector of matching playing cards, provided that they are in the same sector and each of them has an individual recording system, but the total number of tables for which they are responsible may not exceed four.

2. 'Croupier'.

It is the person who directs the consignment, with the task of mixing the letters, distributing them to the users, paying the winners and withdrawing the losing positions.

IV. Persons using the games:

The number of users allowed to take part in the game must be the same as the number of bets placed in the tapete, the maximum number of which is seven.

Each user may play in only one box, and it is forbidden to show his or her cards to others or to comment on his or her game.

Optionally, gambling casinos that expressly state so may allow up to three persons to participate by betting on the 'hand' of a user with their consent and within the limits of the maximum stake.

V. Gambling Rules:

1. Winning combinations.

The possible winning combinations of the game, ranked from highest to lowest, are as follows:

- a) "Staircase". It is the combination formed by the three top cards of the same stick.
- (b) 'Colour ladder'. It is the combination of three correlative cards of one motto.
- (c) 'Trio'; It is the combination of three cards of the same value.
- (d) 'Scheldt'; It is the combination of three correlative letters, not all of them being of the same stick.



- (e) 'Colour'; It is the combination of three uncorrelated cards of the same stick.
- (f) 'Pareja'; This is the combination of two cards of equal value.
- (g) 'Largest letters'; Below a pair, it is the combination of highest ranking cards.

2. Maximum and minimum stakes.

Bets on users, represented exclusively by tokens, must be placed within the maximum and minimum limits laid down for each table.

The manager of casino games may set the minimum and maximum tables, in accordance with the fluctuation band authorised by the casino.

The maximum number of bets is fixed by each table in the licence at 10, 20, 25 or 50 times the minimum.

3. Couple Plus.

There is a variant game of 'poker de Tres Cartas' called 'Pareja Plus', the purpose of which is to obtain a special prize, depending solely on the game obtained by the user of the games.

To play 'Pareja Plus', before starting to distribute the cards, a bet must be placed in the dedicated box.

If you are awarded one of the proposed combinations, you will receive a special prize.

The maximum of the 'Pareja Plus' bet is set at 10 times the minimum of the 'Pareja Plus' bet.

"before". Similarly, the minimum for 'Pareja Plus' betting may be half that set for the minimum for 'ante' betting.

The list of special prizes and payments for 'Pareja Plus' must be governed by one of the following three tables, which, once the management of the gaming casino chooses for whatever purpose, must be advertised in advance and visibly on the gaming table.

A) REAL STAIRCASE.....	50 to 1
COLOUR LADDER.....	40 to 1
TRIO.....	30 to 1
LADDER.....	6 to 1
COLOUR.....	3 to 1
PARTNER.....	1 to 1
B) COLOUR LADDER.....	40 to 1
TRIO.....	30 to 1

LADDER.....	6 to 1
COLOUR.....	4 to 1
PARTNER.....	1 to 1
C) COLOUR LADDER.....	35 to 1
TRIO.....	33 to 1
LADDER.....	6 to 1
COLOUR.....	4 to 1
PARTNER.....	1 to 1

It is understood that, in all three cases, only the highest prize will be paid.

The 'Pareja Plus' bet automatically loses if the person does not have at least one partner.

VII. Game development:

Prior to the distribution of cards, users must place their initial bets on them within the minimum and maximum limits of each gaming table.

The 'croupier' will then begin distributing the cards from one in one, down, to each 'hand', starting from the left and following the clockwise direction, and will also give a letter for 'banking' until the distribution of the three letters for each 'hand' and for 'banking' is completed.

After seeing their cards, users have two options: 'IR' or 'Withdrawn'.

People who do not wish to continue playing will indicate this to the croupier and leave their cards upside down. The croupier will then take the bets from these people and collect their cards.

Persons wishing to continue playing the game shall place their cards in the 'second bet' box and above them they shall place tokens of the same value as their initial bet. After users have decided to 'go' or 'withdraw', the 'croupier' will discover their cards.

"Bankers" only play if there is at least one Dama (Q) or a higher combination among their cards; if this is not the case, it will pay each person an amount identical to that stuck in the 'to' box (1 out of 1).

If "bankers" play, the "croupier" will compare their cards with those of the users and pay for combinations higher than yours as follows:

The 'ante' bet and the second 'par' bet (1 per 1).

VIII. Combinations "Bonus":



If the game user obtains a combination of 'staircase' or higher, he/she will receive an additional 'Bonus' proportionate to his/her 'ante' bet.

LADDER..... 1 to 1

TRIO..... 4 to 1

COLOR SCALER..... 5 to 1

This 'Bonus' will be paid for, even if the 'croupier' has not obtained the Dama combination or higher.

If the combination of 'banking' were to exceed that of the user, the latter would lose the 'front' and the second bet. However, you will not lose the 'Bonus' that is always charged and is not affected by the combination obtained by the 'croupier'.

When the croupier and the user have the same game, they will win the bet that has the combination of higher-value cards, in accordance with the following rules:

- a) When both have a 'trio', the one with the highest will win.
- b) When both have 'Escalera' of any kind, the one with the highest value letter will win.
- c) When both have a "Colour", the one with the highest value letter will win.
- d) When both have a 'Pareja', the one with the highest value letter pair will win, if it coincides, it will be on the remaining highest value letter.
- e) If a person has all the letters equal to those of the croupier, he/she will be treated as a tie.

3. Errors or infringements in the game.

Any error in the distribution of letters, either in the number of letters or in the appearance of an uncovered letter, will lead to the cancellation of the entire game.

10.1.e. counterpart poker on the counterpart Poker Texas Hold´em variety.

I. Definition

The matching Poker Texas Hold´em is a game of chance played with cards, in which the participants play against the establishment, with several winning combinations.

The aim of the game is to achieve the best possible combination of any of the seven cards available in each game.

II. Game elements:

1. Cards or cards.

Al Poker Texas Hold´em in exchange is played with a set of so-called French cards

of 52 letters. The values, sorted from highest to lowest, are: As, Rey (K), dama (Q), Jota (J), 10, 9, 8, 7, 6, 5, 4, 3, 2. The As can be used as the smallest card in front of 2 or as a As behind K.

2. Distributor or “sabot”.

Cards may be distributed manually, or by automatic sweepers, approved in advance by the department responsible for the administrative management of the game.

3. Game table.

It will be of the same measures and characteristics as Black Jack, with seven separate areas for users. Each space must have four boxes for taking bets (‘ante’, ‘flop’, ‘turn’ and ‘river’).

The game table will have five boxes to place the five common cards (three for the “FLOP”, one for the “turn” and one for the “river”), as well as two boxes for the cards of the “banking”.

The department responsible for the administrative management of the game may, at the request of the gaming casino, authorise the installation of gaming tables with reversible cloths, in such a way that different games may be operated on the same table.

By way of derogation from the previous paragraph, on the same day, once a table with one type of game has been put into operation, it may be varied during the same day only once and provided that the previous game has been closed and the new game subsequently opened, with its new advance payment, in accordance with the regulatory provisions. In any case, each panel shall have its own specific number and ledger.

III. Staff:

1. Head of Bureau.

It is the person who has to control the game and solve any problems that arise during the game. These tasks shall be carried out on each of the gaming tables, although, in the opinion of the gaming management, there may be one head of table for each sector of matching card games, provided that they are in the same sector and each of them has an individual recording system, but the total number of tables for which they are responsible may not exceed four.



2. 'Croupier'.

It is the person who directs the consignment, mixes the cards, distributes them to the users, removes the losing bets and pays the winners.

IV. Persons using the games:

A maximum of seven users may participate in this poker.

Each person may play in only one box and is forbidden from teaching their cards to other users or commenting on their game, for as long as the 'hand' lasts.

Users standing around the table are not allowed to participate.

V. Rules of the game:

The winning combinations of the game, ranked from highest to lowest value, are as follows:

- (a) 'Royal colour ladder'; It consists of the five highest value cards of the same stick in the following sequential order: As, Rey, Dama, Jota and 10
- (b) 'Colour ladder'. It is made up of five cards of the same stick, in sequential order, which does not coincide with the most valuable cards.
- (c) 'poker'. It is the combination of four cards of the same value.
- (d) 'Full'; This is a combination of three letters of the same value and two letters of the same and different value.
- (f) 'Colour'; It is the combination of five uncorrelated cards of the same stick.
- (g) 'Scale'; It is the combination of five cards, in sequential order and of different sticks.
- (h) 'Trio'; It is the combination of three cards of the same value.
- (l) 'Doble Pareja'; This is a combination of two cards of the same value and two cards of the same value, but different from the above.
- (j) 'Pareja'; It is the combination of two cards of the same value.
- (K) 'Largest letter'; When a game does not have any of the above combinations, it wins the hand with the highest card.

VI. Maximum and minimum stakes:

1. General rules.

Bets on users, represented exclusively by gaming casino files, must be placed within the maximum and minimum limits laid down for each gaming table, in accordance with the fluctuation bands authorised by the casino.

The Ruleta rules on the possibility of modifying betting limits apply to this game.

The gaming manager of the casino may set the maximum and minimum betting limits, in accordance with the fluctuation band authorised by the department responsible for the administrative management of the game.

2. Fluctuation bands.

The fluctuation bands for the initial bet shall be capped at 10, 20 or 30 times the minimum established in the bands set out in the corresponding operating authorisations.

VII. Game development:

1. Extraction and distribution of playing cards.

Unpacking, extraction of cards from the reservoir and mixing of the same shall be governed by the rules laid down in the legislation applicable to casinos in Aragon.

2. Betting process.

After mixing the playing cards, the croupier will offer users their bets. Each user must place the first bet called 'ante', in the box marked 'ante'. Where bets are placed and the 'croupier' has advertised the 'no longer goes', the croupier begins to distribute the cards on the reverse side, one by one, alternately to the users and starting from the left.

The croupier shall then place a card on the reverse side in the box opposite it to its left. It will then distribute a second card on the reverse side to each user, and place another capped card in the box on the right. After each person has seen his or her cards and as he or she gets his or her turn, he or she has the option of making a 'flop' bet, which will be twice the value of the 'ante' bet, or withdrawing it, losing the 'ante' bet. Once all users have made a decision on whether to place a 'flop' bet or withdraw, the 'croupier' will burn the following chart from the bowl, distribute the three common cards and put them in the top mouth in the area marked for the 'flop'.

The croupier will then ask each user with a 'flop' bet whether they want to 'pass' or 'bet' before discovering the fourth 'turn' card. If the user chooses to bet, he or she then has to place a bet equal to the amount of the bet 'ante' in the area designated for that purpose and marked as 'turn'.

If the user decides to 'pass', he or she will remain in the game without taking the turn bet. Once all users have decided whether to 'pass' or bet, the croupier will burn the



following letter from the hanging harness, distribute the following common letter upwards and place it in the area called 'turn'.

The croupier will then ask each participant with a 'flop' bet if they want to 'pass' or bet before discovering the fifth card ('river'). If the user decides to bet, he or she must place a bet equal to the amount of the bet 'ante' in the area marked as 'river'. If the user decides to 'pass', he or she will continue to play the game, but without making a 'river' bet. Once all users have made a decision, the 'croupier' will burn the next card from the bowl, distribute the last common card upwards and place it in the area called 'river'.

Once all the cards are distributed, the croupier will show his two cards and tell the best "hand" of five poker cards, using the two croupier cards and the five common ones, according to the possible winning combinations.

In turn, the croupier will show each person's cards and see what is best "hand" of five poker cards in accordance with the provisions of section V. Gaming rules of this heading.

3. Outcome of the game and payments for the winning combinations.

The croupier shall state the ranking from highest to lowest of the users' 'hands'.

If the poker 'hand' of the croupier is higher than that of the user, the latter will lose all his bets.

If the poker 'hand' of the user is the same as that of the croupier, the user's 'hand' and the bets will be returned to the user of the games.

If the user's 'hand' is greater than that of the croupier, the user's bets on the games are paid for from 1 to 1, with the exception of the bet 'ante', which will only be paid for from 1 to 1 if the user's combination is staircase or higher. If your combination is less than 'staircase', your 'front' will not be paid and will be returned to the game user.

If the 'hand' of the user who wins the croupier is 'staircase' or better, their 'front' will win and be paid 1-1. However, if the 'hand' is less than the 'ladder', its 'front' will not be paid for.

Once the losing bets have been removed and the winnings paid out to the winning bets, the game will be terminated and a new game will be launched.

4. Irregularities.

(a) If any of the distributed letters are displayed before all users have thrown their cards or placed a 'flop', 'turn' or 'river' bet, the 'hand' shall be cancelled.

(b) If a letter is placed upside down in the basket during delivery, it shall not be used in

that 'hand' and shall be placed in the downloader. If more than one borehole card appears in the basket during delivery, the "hand" shall be cancelled and all cards shall be re-barred.

(c) If a letter is extracted by mistake without being viewed, it will be used as if it were the next letter in the pack.

(d) If a person receives an incorrect number of letters, that person's 'hand' shall be cancelled and reset.

(e) If a number of incorrect letters is distributed, the 'hand' will be cancelled, unless the 'croupier' can distribute the correct number of charts without altering the sequence of charts, as long as those charts have not already been flown.

10.1.F. counterpart poker in the Texas Hold´em Bonus Poker variety.

I. Definition

The Texas Hold´em Bonus Poker game is a game of chance played with cards, in which the participants play against the establishment, with several winning combinations.

The purpose of the game is to achieve, with the two cards of its own and the five common cards, a combination of cards of higher value than that of 'banking'.

II. Game elements:

1. Cards or cards.

The poker is played with a set of so-called French cards, with 52 cards. The values, sorted from highest to lowest, are: As Rey (K), Dama (Q), Jota (J), 10, 9, 8, 7, 6, 5, 4, 3, 2. The As can be used as the smallest chart in front of 2 or as a As behind K.

2. Distributor or "sabot".

Cards may be distributed manually or by means of automatic scanners approved in advance by the department responsible for the administrative management of the game.

3. Game table.

The game table shall have the same dimensions and characteristics as Black Jack, with seven separate spaces for users.

Each space must have four boxes for taking bets ('ante', 'flop', 'turn' and 'river') and



one for an additional bet called 'Bonus'.

The game table will have five boxes to place the five common cards (three for the "flop", one for the "turn" and one for the "river") as well as two boxes for the "banker" cards.

The department responsible for the administrative management of the game may, at the request of the gaming casino, authorise the installation of tables with reversible cloths in such a way that different games can be operated on the same table.

By way of derogation from the previous paragraph, on the same day, and once a table with one type of game has been put into operation, it may be varied during the same day only once and provided that the previous game has been closed and the new game subsequently opened, with its new advance payment, in accordance with the regulatory provisions. In any case, each panel shall have its own specific number and ledger.

III. Staff:

1. Head of Bureau.

It is the person who is responsible for controlling the game and resolving problems that arise on the game table during the game.

The game management may agree on a head of table for each sector of matching playing cards, provided that they are in the same sector and each of them has an individual recording system, but the total number of tables for which they are responsible may not exceed four.

2. 'Croupier'.

It is the person who directs the consignment, mixes the cards, distributes them to the users, removes the losing bets and pays the users who have the winning bets.

IV. Persons using the games:

A maximum of seven users may participate in this poker.

Each person may play in only one box and is forbidden from teaching their cards to other users or commenting on their game, for as long as the 'hand' lasts.

Users standing around the table are not allowed to participate.

V. Rules of the game:

The possible combinations of the game, ranked from highest to lowest value, are as follows:

- (a) 'Royal colour ladder'; It is the combination formed by the five highest value cards of the same stick in the following sequential order (example: As, Rey, Dama, Jota and 10).
- (b) 'Colour ladder'. It is the combination made up of five cards of the same stick, in correlative order, which does not coincide with the highest value cards.
- (c) 'poker'. It is the combination of four cards of the same value.
- (d) 'Full'; This is a combination of three letters of the same value and two letters of the same and different value.
- (e) 'Colour'; It is the combination of five uncorrelated cards of the same stick.
- (f) 'Scale'; It is the combination of five cards in sequential order and of different sticks.
- (g) 'Trio'; It is the combination of three cards of the same value.
- (h) 'Doble Pareja'; This is a combination of two cards of the same value and two cards of the same value, but different from the above.
- (i) 'Pareja'; It is the combination of two cards of the same value.
- (j) 'Charter'; When a game does not have any of the above combinations, it wins the hand with the highest card.

VI. Maximum and minimum stakes:

1. General betting rules.

Bets on users shall be represented exclusively by gaming casino cards and must be placed within the minimum and maximum limits laid down for each table, in accordance with the fluctuation bands authorised by the casino.

The Ruleta rules on the possibility of modifying betting limits apply to this game.

The gaming manager of the casino may set the minimum and maximum betting limits in accordance with the fluctuation band authorised by the department responsible for the administrative management of the game.

2. Fluctuation bands.

The fluctuation bands for the initial bet shall be capped at 10, 20 or 30 times the minimum established in the bands set out in the corresponding operating authorisations.

The authorised fluctuation band must be displayed at the tables where the game takes place.

VII. Game development:



1. Extraction and distribution of playing cards.

Unpacking, removal of plates from the tank and mixing of these shall be governed by the provisions of Chapter III of Title II. Casinos covered by this Regulation.

2. Betting process.

After mixing the playing cards, the croupier will offer users their bets. Each person must place the first 'ante' bet in the box marked 'ante' and may also place a 'Bonus' bet in the box marked 'ante'.

The resolution of the 'Bonus' bet is not conditional on any of the other bets placed by the user and their cards will remain on the table pending the resolution of the 'Bonus' bet at the end of the hand.

Where bets are placed and the 'croupier' has advertised the 'no longer goes', the croupier begins to distribute the cards on the reverse side, one by one, alternately to the players and starting from the left.

The croupier shall then place a card on the reverse side in the box opposite it on its left. He will then distribute a second card on the back to each person and place another capped card in the box to his right.

After each person has seen his or her cards and as he or she gets his or her turn, he or she has the option of making a 'flop' bet, which will be twice the value of the 'ante' bet, or withdrawing it, losing the 'ante' bet. Once all users have made a decision on whether to place a 'flop' bet or withdraw, the 'croupier' will burn the following card from the bowl, distribute the three common cards and put them in the top mouth in the area marked for the 'flop'.

The croupier will then ask each user with a 'flop' bet whether they want to 'pass' or 'bet' before discovering the fourth 'turn' letter.

If the person chooses to bet, he or she then has to place a bet equal to the amount of the bet 'in front' in the area designated for that purpose and marked as 'turn'.

If the person decides to 'pass', he or she will remain in the game without taking the turn bet.

Once all users have decided whether to 'pass' or bet, the croupier will take the next letter from the lounge upside down, distribute the next common letter upwards and place it in the area called 'turn'.

The croupier will ask each participant with a 'flop' bet if they want to pass or bet before discovering the fifth card ('river'). If the person decides to bet, they must place a bet equal to the amount of the bet 'ante' in the area marked as 'river'. If the person decides to go through the game, he or she will continue to play the game, but without

making a 'river' bet.

Once all users have made a decision, the croupier will burn the next mouthwash chart, distribute the last common chart upwards and place it in the area called 'river'.

Once all the cards have been distributed, the croupier will show their two cards and tell the best "hand" of five poker cards, using the two croupier cards and the five common cards, according to the rule of winning combinations of the game.

In turn, the croupier will display the cards of each user and see what is the best hand of five poker cards, according to the rules of the winning combinations of the game.

The 'croupier' will state the ranking from highest to lowest of the users' 'hands', if the 'hand' of poker of the 'croupier' is higher than that of the user, the user will lose what they stuck in the 'ante', 'flop', and if they have stuck, the 'turn' and 'river'.

If the user's 'hand' is the same as the 'croupier', the 'hand' empata and the bet 'ante' and 'flop', and if they have stuck, the 'turn' and 'river' will be returned to the user.

If the user's 'hand' exceeds that of the croupier, the user's 'flop' bet, and if they have stuck, the 'turn' and 'river', they will win and be paid for 1-1.

If the hand of the person who wins the croupier is 'staircase' or better, their 'front' will win and be paid 1-1. However, if the 'hand' is less than the 'ladder', its 'front' will not be paid for.

3. Additional bet.

A person who has placed a 'Bonus' bet will win if the two cards alone form one of the following 'hands' and will be paid as follows:

a) As-As.....	At the same time as a As-As del croupier 1.000-1
b) As-As.....	30-1
c) As-Rey (Of the same stick).....	25-1
d) As-Dama or As-Jota (From the same stick).....	20-1
e) As-Rey (From different shoulder).....	15-1
f) Couple of Jotas, Damas or Reyes.....	10-1
g) As-Dama or As Jota (Of different shoulder).....	5-1
h) 2,3,4,5,6,7,8,9 or 10 pairs.....	3-1

If the two cards held by a person with a 'Bonus' bet do not form one of the hands mentioned above, he will lose the bet, which will go to 'banking'.

Once the losing bets have been removed and the winners have been paid out, the



game will be closed and a new game will be launched.

4. Irregularities.

- (a) If any of the distributed letters are displayed before all users have thrown their cards or placed a 'flop', 'turn' or 'river' bet, the hand shall be cancelled.
- (b) If a letter is placed upside down in the basket during delivery, it shall not be used in that 'hand', it shall be placed in the downloader. If more than one letter appears at the top of the pack during delivery, the "hand" shall be cancelled and all letters shall be re-barred.
- (c) If a letter is extracted by mistake without being viewed, it will be used as if it were the next letter in the pack.
- (d) If a person receives an incorrect number of letters, that person's hand shall be stripped of its hands and rescheduled.
- (e) If a number of incorrect letters is distributed, the 'hand' shall be cancelled, except if the 'croupier' can distribute the correct number of letters without altering the sequence of the letters, provided that those letters have not already been flown.

10. 2. Circle poker.

I. Definition

The circle poker is a set of so-called circle cards because it confronts several users with each other.

The aim of the game is to achieve the broadest possible combination with a series of cards, and there may be a number of winning combinations that are ordered from highest to lowest are those listed in Section VI. Rules of the game, in this heading 10.2.

II. Benefit:

The benefit of the gaming casino may be obtained by choosing one of the two options described below:

- a) A percentage of up to 5 per 100 of the money in each 'hand' and shall be entered in the 'well' or 'cagnotte', deducting it before making the payment to the winner of each 'hand'. That benefit shall be fixed, at the discretion of the establishment, within the limit referred to above, by announcing it to the users before the start of the consignment.

b) A percentage varying between 10 and 20 per 100 of the maximum number of the bureau or the rest per session, depending on the type of poker played. A session is defined as one hour of play plus the last two hands.

The duration of each game may be fixed in advance by the casino's game management, provided that it is made public to users. If the casino does not use this option, the duration of the game must be at least as long as is necessary to enable each user of the games who starts the game to have the 'hand' twice.

III. Game elements:

1. Cards or cards.

It is played with a set of so-called 'French' cards of 52 cards.

The value of the same ordinates from highest to lowest is: As, Rey (K), Dama (Q), Jota (J), 10, 9, 8, 7, 6, 5, 4, 3 and 2.

S can be used as the smallest card in front of the child playing – or as As behind the King (K).

2. Game table.

It is oval on one side and has a slight entrance on one of its largest sides intended to accommodate the 'croupier'.

The table has a number of spaces or departments separated and numbered from the left of the croupier bearing the number 1, with the exception of the synthetic poker and the poker covered with five discarded cards in which the number 1 is left to the right of the

'croupier'. Each department shall accommodate one seated user.

The tables must also have the following openings or grooves: one to the right of the croupier for deductions in favour of the gaming casino, called 'well' or 'cagnotte', one to the left, to introduce tips that are freely satisfied by users and one to introduce cash from the sale of tokens to customers.

IV. Staff:

Each game table will have a croupier permanently at its service. The area where the game takes place is controlled by a head of table or equivalent and, in addition, there may be a changeover for various tables.

1. Head of Bureau.

It is the person responsible for the proper conduct of the game. He acts as a delegate



of the management of the gaming casino, is responsible for resolving any disputes raised at the gaming tables and will have a list of users who wish to occupy the posts that may become vacant at the table.

2. 'Croupier'.

Is the person who counts exchange transactions; mixing and distributing letters to users; announces loud the different stages of the game and the actions of the users; calculates and pays the profit corresponding to the establishment by placing it in the slot available at the table for that purpose; insert the tips into the slot of the table intended for that purpose; controls the game and monitors that no user bets out of turn; safekeeping, controlling and paying for the boat; it resolves any doubts that users have about the rules to be applied at any time during departure and informs the head of the desk if they encounter problems with a user.

3. Changer.

The game management may, where it considers it necessary, agree that a person should serve the different tables with the main function of exchanging money for tokens.

V. Game users.

In front of each of the spaces or departments of the game table, only one user may sit. The area of spaces may be used to deposit sheets and maintain charts where appropriate.

The posts shall be drawn at the beginning of each item.

If the departure has already started, it is the head of the bureau who assigns the post to the table, if there is a vacant post.

At his or her own request, a user occupying a department on the table may rest for two gingers or 'hands', without losing his or her seat on the table.

VI. Rules of the game:

1. Possible combinations.

Game users may only make use of the combinations, ranked from highest to lowest, described below:

(a) 'Royal colour ladder'; It is the combination formed by the five highest correlative letters on the same stick (example: As, Rey (K), Dama (Q), Jota (J) and 10 clover).

(b) 'Colour ladder'. This is a combination of five correlative cards of the same stick,

not matching the highest cards (example: 6, 7, 8, 9 and 10 clover).

(c) 'poker'. It is the combination of five letters containing four letters of the same value (example: four Kings (K) and one 6).

(d) 'Full'; It is the combination of five cards containing three cards of the same value and two different cards of the same value (example: three 8 and two 7).

(e) 'Colour'; This is a combination of five uncorrelated cards of the same stick (example: 5, 7, 10, dama (Q) and clover wings). For poker variants that are played with less than 52 cards, "colour" is more important than "full".

(f) 'Scale'; It is the combination of five correlative cards of different sticks (example: 7, 8, 9, 10 and Jota (J)).

(g) 'Trio'; It is the combination of five cards containing three cards of the same value and the remaining two non-couple cards (example: Three 8, one 7 and one 2).

(h) 'Figures'; This is a combination of five cards that should be As, Rey (K), Dama (Q) or Jota (J). This combination is only used in the poker variety covered with five cards.

(i) 'Double partner'; Is the combination of five cards containing two pairs of cards of different value (example: two 6, two Jotas (J) and one as).

(j) 'Pareja'; It is the combination of five cards containing two cards of the same value (example: two 4, one 6, one 9 and one).

(K) 'Largest letter'; When a game does not have any of the above combinations, the person with the highest card wins.

2. Ties.

When two or more users have the same game, the person who has the combination of higher value cards wins according to the following rules:

(a) When two or more users have poker, the one with the highest value wins (example: A poker from Reyes (K) exceeds one from Damas (Q)).

(b) When two or more users have 'Full', the one who has the three highest value equal cards wins.

(c) Where two or more users have a 'ladder' of any kind, the person who completes it with the most valuable letter wins.

(d) When two or more users have 'Colour', the user who has the highest value letter wins.

(e) When two or more users have 'trio', the one with the highest value cards wins.

(f) When two or more users have 'Figures', the one with the highest partner wins and, if it matches, the highest value letter is considered.



(g) When two or more users have 'Doble Pareja', the person who has the 'Pareja' made up of the highest value cards wins; if it is the same, it is considered the second "couple" and, finally, the letter that is the highest value left.

(h) When two or more users have 'Pareja', it wins the one with the highest value and, if it matches, it is considered the highest value letter of the others.

3. Maximum and minimum stakes.

The bets of users, represented exclusively by tokens, must be placed within the maximum and minimum limits of the authorised fluctuation band for the gaming casino.

(a) General rules on these limits.

The maximum and minimum of the table depends on the type of poker played. The minimum may vary between 20 and 40 per 100 of the maximum and the "ante" (initial bet) shall be a maximum of 50 per 100 of the minimum of the table.

It can be played with three different limits:

1° 'Split limit': the maximum stake is limited by half of the boat.

2° "boat" with limit: the maximum stake is limited by the boat.

3° "boat" without limit: there is no limit to the maximum stake; the minimum must never be less than the authorised minimum, which must be clearly visible on the table.

(b) Special rules.

The director of the gaming casino, within the authorised limits, may vary the limit of the bet on a table, once it has been put into operation, by announcing it in advance to users.

VII. Game development:

For a game to start, a minimum of four users must be present at the game table and the number must be maintained throughout the game.

If the number of users falls below that figure, the development of the batches must be suspended until there are four users.

1. Delivery of letters and allocation of "hand".

At the beginning of each consignment, the 'croupier' clearly indicates with a round piece ('brand') who has the 'hand', placing it in front of the user. The "hand" shall rotate clockwise each time a new delivery of letters is made.

The croupier must check that all the cards making up the pack are present, consider them at least three times, so that they are not seen by the users, in the following

order: mix (Chemin de Fer type), group, drain.

Letters can also be screened by any user, but the last one screened, in the form provided for in the previous paragraph, is always done by the 'croupier', which then gives the cards to the person on the left side of the 'hand' for cutting or felling.

If, at the time of cutting, any letter in the bunch is discovered, it must be re-barbed.

When cutting, the following requirements must be met:

1° the bunch of dishes shall be cut with one hand.

2° the direction of cut-off shall be straight away from the body.

3.o the free hand may not touch the chafer until, after cutting, the stumps of cards are assembled again.

4.o the free hand must not obstruct the sight of users in such a way that they cannot see the cutting procedure.

Once the game has been cut, all or some of the users, depending on the type of poker in question, who participate in the game must first take a series of bets determined by the casino (initial bet), which may differ depending on their place in relation to the 'hand'. The 'croupier' then distributes the letters.

The croupier should be careful when giving letters that they are not seen by other users. That is why, when they are distributed, they cannot lift them, but slide them on the table.

2. Betting process (s).

Bets are then placed and the croupier indicates who is to bet, depending on the variant of the poker in question. All bets are brought together in a common place called a 'pot'.

When taking bets, users have the following options:

(a) 'Withdraw' and leave the game, for which purpose he must make his intention known, when it is his turn, by placing the cards on the table as far away as possible from those used in the game. In this case, the croupier withdraws his letters, which should not be seen by anyone.

When a person withdraws, he or she cannot participate in the pot, renounces all the bets he or she has placed and cannot express any opinion about the game or look at the cards of other users.

(b) 'Pasar'. A person who receives his or her bet may choose not to do so by saying 'step', provided that no previous person has placed a bet during that betting interval.

(c) 'Reserved'. Anyone who is taking part in the game may book until one of the users



decides to bet, in which case he or she has to cover the bet or raise it if he or she so wishes in order to continue participating in the game.

(d) 'Cutting the bet', by putting on the boat a sufficient number of tokens to ensure that the value represented by those tokens is equal to, but not greater than, that of any other user.

(e) 'Put the bet', by inserting into the pot the number of tokens it deems appropriate to cover the bet and including some additional tokens to overcome the bet, which will result in users, located on their right, performing any of the actions described above.

Depending on the type of circle poker and on each betting interval, the number of times a person can upload may be limited, but in the case of only two users there is no limit to the number of times.

At the end of the bets, all users in the 'pot', except if their rest does not reach the total value, then playing the proportional part.

If, at the end of the betting period, there is only one person who has placed a bet and all the others have gone, he automatically wins the 'hand' and takes the 'boat' without needing to show his cards.

Before the bet is placed, each person can collect his or her tokens within the area of the table for which he or she is responsible. A person aa who placed the bet is considered when he moves the tokens beyond the line delimiting his space or, in unclear situations, from the moment when the croupier enters the tokens into the 'pot' and there have been no objections from the person using the games.

A person cannot place a bet, see the reaction of other users and raise the bet. Bets must be placed clearly and immediately, without any doubt in respect of that game.

Users must have enough money on tokens to finish the "hand".

If they do not, they will play the proportional amount stuck.

Users who are playing the 'hand' should speak only as strictly necessary and, moreover, in each betting interval they cannot do so as if they had the greatest combination with the intention of confusing and deceiving other users. Should any of the users act in the manner described above, attention will be drawn to them by the croupier and, if they repeat the offence, the head of the bureau will take an irrevocable decision on their participation or continuation on departure.

The 'croupier' must keep letters removed and discards under control; no user is allowed to see them during the consignment. The other cards that the croupier has to distribute must be together and sorted throughout the game, except at the time of delivery.

The croupier must keep the sleeve as horizontal as possible, without travelling with it,

and the upper part of the sleeve must always be in the eyes of the users. If you do not have the pack in your hand, you should protect it by putting a card on the boat.

3. Outcome of the game and payments for the winning combinations.

Once the bets have been equalised, in the last betting interval, each person who has not previously been removed must display his or her cards so that the combination he or she has to establish the winning combination can be seen.

The user who made the last bet shall display the cards first and then and in turn the remaining users starting from the right of the person who first discovered them.

If the person responsible for teaching the cards renounces the 'boat' and throws his cards upside down, he shall not be obliged to teach them unless the users involved in the 'hand' or the head of table ask to see them.

It is not necessary for a person to say the combination they have when displaying the cards, nor will any account be taken of what they say, with the 'croupier' establishing the value of the combinations discovered and indicating who has the highest combination, correcting, if necessary, combinations that have been misadvertised by the users.

Once the croupier has found that all the usurpants have been able to see the letters from the winning 'hand' and that they have expressed their agreement with the winning combination, they will hand over the 'boat' to the winner and withdraw the cards from the table.

Where there are combinations of the same value, subject to regulatory deductions, the 'croupier' shall distribute the 'boat' among the different users having the same combination, in proportion to their respective leftovers.

No user can influence or criticise each other's game.

The cards given by the croupier during the "hand" will only be displayed when the croupier indicates it at the end of the game.

Only users can see their covered letters and are responsible for anyone else seeing them.

The duration of the game may be fixed in advance by the casino's game management, provided that it is made public to users. If the gaming casino does not use this option, the duration of the game must be at least as long as is necessary to enable each person who starts the game to have the 'hand' twice.

VIII. Errors and infringements in the game:



1. Errors in the distribution.

An error in delivery shall be deemed to have occurred, and all letters shall be collected by the croupier in order to start the 'hand' again, if, during the delivery of letters, one of the following situations occurs:

- (a) where users do not receive their cards in the order laid down by law for gambling.
- (b) where a person receives more or less letters than those due and the error cannot be corrected before placing the bets.
- (c) When a person starts his or her 'hand', he or she receives a letter which is not his or her own and it is known that he or she has seen it.
- (d) When there is more than one letter in front of the pack.
- (e) where one or more cards are found to be missing or defective in the pack.

2. Croupier errors.

If the croupier advertises a "hand" in a wrong way, the cards are considered to speak for themselves and the mix of cards on the table is taken into account.

If the 'croupier' in the distribution of the cards gives a letter to an absent person, this is not considered an error in the distribution. If the person does not arrive when he/she turns his/her turn, his/her 'hand' will be removed and he/she stops playing.

If the croupier, in distributing letters, sends letters to a user who is not going to play the 'hand' or to a site that is empty, this will not be considered an error in delivery, but the croupier will give the letters normally including that empty space, collecting those from the latter when it finishes distributing them.

3. Errors on the part of the user of the games.

(a) The user must make all his or her decisions immediately so as not to delay the development of the consignment, failing which he or she will be warned by the croupier.

If a user mixing cards with discards, believing that no more users have come to match their bet, loses the 'boat', unless the 'croupier' can unequivocally rebuild the 'hand'. As a general rule, attempts should always be made to rebuild the "hand" and therefore play the "boat".

(b) If, in order to cover a bet, a user puts an insufficient number of FFIs in the 'pot', he or she may only add those needed to match the bet, without having the right to withdraw them.

(c) Where a user places in the pot a token for an amount greater than necessary, without announcing the increase in the bet, he or she is deemed to cover only the bet

and is reimbursed the amount which he or she has placed in excess.

- (e) If a user by mistake discovers his or her cards, the game shall remain valid.
- (f) If a user places a bet outside his or her slot, he or she shall be considered valid, but when his or her slot arrives he or she shall not be able to raise it.
- (g) If one or more user (s), when distributing the letters, did not make the “ante” when distributing the letters, the hand shall be considered valid and they shall put the “ante” if they wish to participate in the “hand”. If it is not possible to identify the users who have not placed the initial bet, the ‘hand’ will be played with a reduced ‘boat’.
- (h) If a user voluntarily or involuntarily puts his or her letters in contact with those of another user, his or her ‘hand’, as well as that of the other user, shall be cancelled.
- (I) If a user takes the bet shift, he or she must inform the croupier immediately. The Head of Bureau shall analyse the situation and take the appropriate decision which shall be irrevocable.
- (j) In order to maintain the right to bet, a user must notify the croupier before two persons have acted after the croupier.
- (K) Each user is responsible for receiving the correct number of letters. If, after the action of two users, another person discovers that he or she does not have the correct number of letters, he or she loses the stakes and his or her hand is declared null and void.
- (L) If the ‘hand’ has already started or a letter to the user is discovered on discards for their cause, the letter shall be displayed to all users and the ‘hand’ shall be terminated without prejudice to other persons.
- (II) Users are responsible for their bets, if a user announces an action and is not aware of the correct amount, they must place the bet anyway. If the error was made by the croupier who reported an incorrect amount, the user may modify their bet.

IX. Prohibitions:

The following actions are not permitted:

- (a) Placing in pairs, even temporarily.
- (b) play the boat together.
- (c) distribute the boat voluntarily.
- (d) collusion between gaming users.
- (e) Buy or add tokens to the rest to increase it, once the game has started.
- (f) money is provided between persons using the games.
- (g) save the tokens for the rest.



(h) withdraw the cards from the table or remove them from the view of the croupier and other juggles.

(I) Feedback between customers about games played during the course of the game, as well as look at the cards of other users, even if they are not playing that 'hand'.

(j) interchange a user's position with another person or leave the gaming table by placing an order with another user so that the latter can place or match the other bets or order another user to do so.

(K) Influence or criticise one user for gambling carried out by another user.

(L) Non-game bystanders are not allowed to look at the course of the game, except for duly authorised gaming casino personnel.

X. Variations of circle poker:

1. The following are variants of a circle poker:

a) Five cards with discards covered poker.

(b) uncovered poker, in its five variants:

- Seven Poker Stud.
- Omaha.
- HOLD 'em.
- Five Poker Stud.
- Synthetic poker.

2. Each of the poker variants referred to in the previous paragraph is governed by the general rules set out in this section 10.2. Circling poker, without prejudice to the specific rules governing each type of circling poker, provided for in this heading 10.2, points (A) five-letter covered poker and (B) uncovered poker, in its five types.

10.2a circle poker on the five-carded poker variety.

I. Definition

The poker covered with five cards with discards is a variant of a circle poker between several users, in which, once all bets have been equalised, the remaining users can be discarded from one or more cards covered, saying aloud the number of cards they want to discard, starting with the first one that opened the 'poker'.

The purpose of the game is to achieve the widest possible combination with five cards, once a single discard of a maximum of four cards has been made. The user shall also have the option of not discarding any of them.

II. Game elements:

It is played with a set of 52 cards with similar characteristics to those used in the other types of poker. Depending on the number of users, 52, 48, 44, 40, 36 or 32 cards may be played.

III. Game development:

The persons participating in the game will perform the 'ante' or initial bet, after which they will receive five cards, all covered, and start the first betting interval. The "hand" and other users may act in the following ways:

(a) Opening the 'boat' with a bet provided that it has a Jota (J) couple or a larger combination.

(b) 'Pasar', that is to say, no bet at that point in time, but reserves the right to cover or raise the bet at a later stage. A user can "pass through" with or without a combination as good as a Jota (J) couple.

In the event that the user with the largest combination 'passes', the next user to whom he/she comes to speak may open the 'boat' or 'pass' and so on. Once any of the users involved in the consignment has stuck, the 'pot' is open and each user in their turn will then be able to withdraw, 'cover' or raise the bet.

If everyone who takes part in the game 'passes', what is called a 'blank hand' happens. In that case, the game continues, but another 'before' will have to be done and in this case at least one pair of Damas (Q) will be needed to open the 'boat'.

If that game is again a 'blank hand', at least one pair of Reyes (K) will be needed in the next one, if that consignment is again a 'blank hand', a pair of As will be needed for the next 'hand'. In case the "hand" was new – "hand blank", the "croupier" will continue to give cards until one of the people could open the game with at least one pair of As.

Once all bets are matched, the people who follow the game can be discarded, from one or more covered cards, saying loud the number of cards they want to discard; starting with the first one that opened the 'boat'. The croupier will take a number of equivalent letters from the top of the pack and hand them over to the user in a five-fold manner.

Each user in turn receives the number of letters requested before the next one is discarded.

If a user does not want to change his/her cards, he/she is said to be 'on duty' and



he/she should say it or strike on the table when he/she gets the turn to discard.

The user who opened the “boat” can be discarded from one or more cards that allowed him/her to make the combination to open. Their discard shall be placed upside down on the ‘can’ in such a way that at the end or completion of the game it can be verified that it had the minimum combination to open.

If the ‘croupier’, when giving the discard cards, notes when he gave the penultimate discard that he will not have enough to complete them, he must consider with the last card all those that have been previously discarded, ask the previous user to whom he has to receive the next card to cut and continue the distribution with the new pile.

Discards of the person who opened the “boat” and of the person who has to receive the cards are not included if they have been kept separate and can be identified.

At any time of discarding, and until the betting shift arrives, any user may request that each of the others state the number of cards from which they have discarded.

Once the delivery of letters has been completed, it will be up to the person who opened the boat to ‘pass through’ or bet. If that person has withdrawn, it is the person on his or her right who has the turn. Each of the other people on their turn can withdraw, cover or raise stakes until the stakes are equalised. At that time, the cards are displayed in turn and the highest combination wins the ‘boat’.

IV. Errors and infringements in the game:

1. Errors in the distribution.

If, during the distribution of letters, some of the following cases occur, the distribution shall be considered to have been mistaken and shall be carried out as follows:

- (a) In the event that a user receives too many letters or less than the required letters and before looking at them informs the croupier, the croupier shall collect the additional letters and place them on the sleeve or complete their number respectively.
- (b) If, in the previous case, the user has seen any of the letters, this is considered an error in the delivery, all the letters are collected by the croupier and the ‘hand’ is started again.
- (c) If the first letter received by a user is mouthed up, it is considered an error in the distribution and the game must be restarted.

2. Croupier errors.

The croupier who removes the pack before finalising the game, when more cards still have to be distributed to the users, should, if possible, pick up the top of the pack and distribute the missing cards. Otherwise, you should mix unused cards without

including discards. The 'hand' must proceed to the cutting again and the 'croupier' must delete the first letter before starting to distribute.

3. Errors on the part of the user of the games.

If the person opening the "boat" cannot prove that he/she had the necessary combination to open it, the game is considered to be fake.

If a game is fake, the person who committed it cannot win the 'boat'. If the last bet has been placed and has not been covered, the stakes for the next consignment remain in the 'pot'.

If there is any doubt, it is the head of the bureau who ultimately decides according to the situation.

10.2.B. a circle poker, in the discovered poker variety, in its five variants.

(a) Poker discovered in the 'Seven Stud Poker' variant.

I. Definition

The 'Seven Stud Poker' is a variant of a circle poker that clashes several players with each other and is played with a set of 52 cards.

The aim is to achieve the combination of letters of the highest possible value with the seven letters delivered by the croupier, bearing in mind that only five of them have value, as they are discovered by the user.

II. Rules of the game:

1. Maximum and minimum stakes.

The maximum limits for bets in each betting interval, run or round, depending on the pot, may be:

- a) "Split limit": the first two betting intervals are played with the lowest limit and the next three with the highest limit. In case the first two uncovered cards are a pair, the highest limit will be played.
- b) 'Limited dinghy': in the last two betting intervals the limit has the following values:
 - 1° equal to half of the "boat" which exists when the sixth letter is given.
 - 2° equal to the "boat" that exists when giving the seventh letter.



2. Betting interval.

In each betting interval, each user may raise his or her bet no more than three times and in accordance with the limits laid down for each interval.

III. Game development:

The croupier distributes three letters, one in one, to each of the users, the first two covers and the third one discovered.

The first betting interval, announced by the croupier to users by the phrase 'take their bets', then begins.

The person who has the lowest card among the flattened cards begins talking, cannot 'pass' or withdraw, and must, as a minimum, place the minimum bet on the table. In case of equality, you will speak the closest one from the right to the "hand".

At the end of the distribution of the fourth card, the second betting interval takes place and each person has two cards covered and two cards discovered. That second betting interval is opened by the person with the highest card combination or, failing that, with the highest card, who may pass but remain at stake ('check') or bet ('bet'). Under no circumstances can it be removed from the game.

Where, at the end of this second betting interval, there is only one person who has placed a bet and all the others have passed, the 'hand' will be automatically won and the 'pot' will be taken away. Persons who have not passed will receive an undiscovered card at the end of the second betting interval.

The third and fourth stakes are placed as the second.

The fifth betting interval is the last one and will be advertised by the croupier with the words 'last card' and will give each person remaining in the game a covered card. In case of equality, you will speak the closest one from the right to the "hand".

After the croupier distributes the first three letters and in each of the following three distributions, one letter will be separated, up to a total of four ("dead letters"), which should be separated from the discards.

These letters can only be used in the following cases:

- (a) When the croupier, when distributing the seventh card, warns that he does not have enough cards to end this interval, he will mix the 'dead cards' with those that had not yet been distributed, in order to complete the game.
- (b) When the croupier when giving the seventh letter jumps a person's turn, he or she is given the first 'dead letter', provided that the letters of the other persons have been seen. The person receives it when the croupier has finished giving the others to the

people, i.e. the last one to receive the letter. The purpose of this rule is to maintain the sequence of cards in the pack for other persons.

(c) Where there are insufficient cards to complete the seventh round, having taken into account both the discards made and the “dead cards”, the croupier will draw one of the remaining cards to be distributed, place it at the centre of the table and be the seventh card for all users (“common card”)

IV. Errors and infringements in the game:

1. Errors in the distribution.

when one of the first two ‘hole cards’ is discovered, there are two possible cases:

1°. One of them remains uncovered. In this case, that letter is discovered and the user receives the third letter that should be covered.

2°. That the first two letters remain uncovered, in which case the initial stake is returned to him.

(b) Where the seventh letter is wrongly distributed, the croupier will ask the user and, according to his reply, the following criteria will be applied:

1°. If despite the error you want to continue playing, the card is covered and the game normally follows.

2°. If you do not wish to continue playing, you will not take part in the last betting interval and will only play on bets placed up to that point. The other persons will continue to play and bet on the corresponding betting interval by forming a separate ‘side pot’, in which the person who did not wish to continue playing does not take part.

2. Croupier errors.

(a) If, in the distribution of the seventh letter, the croupier mistakenly discovered it and only two persons remained on the consignment, the bets could not be uploaded and would be discovered directly (showdown).

(b) If the croupier begins to distribute the cards without the betting having been completed, it must keep the card on the table until the betting has been completed and then withdraw it, together with as many cards as there are people at stake (burnt cards), putting the cards covered in a place separate from the discards.

3. Errors on the part of the user of the games.

(a) If a person by mistake discovers their hole cards, they must cover them again, as



the game remains valid and the next card will not be covered.

(b) If a person discovers his or her capped cards without equalising a past bet, he or she renounces the game and the 'hand' is cancelled.

(c) If a customer is not present at the table when his or her turn arrives, he or she loses his or her 'front' and his or her tied bet if he or she is entitled to do so.

(b) poker discovered in the 'Omaha' variant.

I. Definition

It is a variant of the circle poker, which confronts several people with each other and plays with 52 cards.

The purpose of the game is to achieve the widest possible combination by using two of the four cards that each user has in his or her 'hand' and three of the five cards that are common to all users and are on the table.

II. Rules of the game:

Once everyone who wants to take part in the game has put the 'before', the 'croupier' gives four covered cards to the users of one in one. The first betting interval then begins.

Once the betting interval has ended, it separates a card ('burnt card'), which is not mixed with the discards and is not seen by the two users and places three uncovered cards in the centre of the table, thus starting the second betting interval.

At the end of the betting interval, it withdraws a new card and places another uncovered card next to the previous ones on the table, thus starting the third betting interval.

When the bets are finished, a new card is withdrawn and a new uncovered card is placed on the table next to the last one, starting the fourth and final betting interval.

(c) poker discovered in the 'Hold' em' variant.

I. Definition

This game is a variant of the circle poker that confronts several people with each other and is played with 52 cards.

The purpose of the game is to achieve the widest possible combination, using five cards, any of the seven cards forming the two cards distributed by the croupier to each user and the five common cards.

II. Rules of the game.

The only difference with the Omaha poker variant is that instead of giving the 'croupier' the four cards at the start of the consignment, it only gives users two cards.

(d) poker discovered in the 'Five Stud Poker' variant.

I. Definition

The Five Stud Poker is a variant of the circle poker, which confronts several people with each other.

The purpose of the game is to achieve the widest possible combination of the five cards available to each user.

II. Game elements:

It is played with a set of 32 cards, instead of 52, with similar characteristics to those used in the other types of poker. Of these 52 cards, only the following are chosen: As, Rey (K), Dama (Q), Jota (J), 10, 9, 8 and 7.

III. Game development:

At the start of the session, the stands of the users of the games are scrapped.

All those wishing to receive letters will have to make their bet 'to'. After grounding, the croupier will distribute two playing cards, one to each of the users, one to be covered and the other to be discovered, in a clockwise fashion and always starting with the user closest to the left of the croupier. The order will be maintained throughout the distribution of letters, and the first betting interval will then begin.

In this variant, it is the person with the highest combination who initiates the bets.

At the end of the first betting interval, the croupier gives each person a third letter, in this case uncovered, thereby starting the second betting interval.

At the end of each betting interval, the croupier gives a fourth, equally discovered, to each person, thereby starting the third betting interval.

When the bets are ended, the croupier gives a fifth uncovered card, which starts the fourth and final betting interval.

The person who made the last increment will show the cards first and then and then, in turn, the other persons. Once the croupier has noticed that all people have been able to see the faces of the winning 'hand', it will hand the boat over to the winner and



collect the letters to start a new 'hand'.

IV. Rules of the game. Maximum and minimum.

The betting limits in each interval, run or run will depend on the choice made by the casino management between the three limits laid down in the general rules, with the only peculiarity of the limit.

The 'limit' will be the case if the first two letters discovered from any user are a couple, it will be possible to play with the highest limit, if any user exercises this right all the increments will be proportionate to that level.

In each betting interval, each user may raise his or her bet no more than three times and in accordance with the limits laid down for each interval.

V. Errors and infringements in gambling.

As regards errors and infringements in the game, in accordance with the general rules, the following peculiarities shall apply:

1. Distribution errors.

If the first two letters are discovered, the 'hand' is cancelled.

2. Croupier errors.

(a) If the croupier is mistaken in designating the person who must make the mandatory bet in the first round and that person acts before the error is detected, the bet will be deemed to be good and the action will continue.

(b) If the croupier "burns" two cards in one round or stops "burning" any, the letters will be rectified whenever possible, but do not cancel the "hand".

3. Errors by the game user

(a) If a person by mistake discovers his or her covered card, he or she must cover it again because the game is still valid.

(b) If a person discovers his or her capped card without equalising a past bet, he or she renounces the game and the 'hand' is cancelled.

(c) If a person is not present at the table when his turn arrives, he will lose his 'front' and his forced bet if he should.

(e) poker discovered in the synthetic poker variant.

I. Definition

The synthetic poker is a variant of a circle of poker, which confronts several people with each other.

The purpose of the game is to achieve the combination of cards of the highest possible value, by using five cards: two distributed by the croupier to each user and three out of the five aligned cards on the game table that are common to all people.

II. Game elements:

The synthetic poker is played with 28 cards, instead of the 52 cards that have a full English pack and only As, Rey (K), Dama (Q), Jota (J), 10, 9 and 8 of each stick are used, depending on their value and order of importance.

S can be used as the smallest letter in front of 8 or as the highest letter after King (K).

III. Rules of the game. Maximum and minimum stakes:

The gaming casino shall fix for each table the amount of the bets, in accordance with the fluctuation band authorised by the department responsible for the administrative management of the game.

The thresholds and thresholds set must be visible to the public.

IV. Game development:

At the start of the session, the stands of the users of the games are scrapped.

Before giving the cards, all those wishing to receive a tasting will have to make their bet "before".

The croupier shall place the "hand" in the first position on the right of the croupier, after which the croupier shall distribute two covered letters, one in each user, following the opposite clockwise direction and starting with the person holding the "hand".

At the end, you will discover the first letter of the five commons, putting it at the centre of the table.

From this moment on, the first betting slot starts with the person who has the 'hand'.

Once the bets have been placed, discover the second letter from the five pools.

The second betting slot begins, which is opened by the person making the highest bet, and so on until he discovers the fifth and final card and the last betting slot begins.

Once the bets have been completed, the cards are discovered starting with the person making the last highest bet, and the ticket is paid to the winner or distributed



among the winners if there are several games of the same value.

As a speciality of possible combinations of the general poker rules in this variety of game, 'Colour' prevails over 'Full'.

V. Errors and infringements in gambling:

In addition to those provided for in the general rules, the following shall apply to errors in the apportionment and to errors in the croupier:

1. Errors in the distribution.

If one of the following events occurs during the delivery of letters, all letters must be collected by the croupier, who must restart the delivery of letters:

- (a) If the persons do not receive the letters in the order established.
- (b) If a person receives more or less of the two letters to which they are entitled.
- (c) If a letter is discovered.
- (d) If, during the course of the delivery, the croupier sends a letter to a user outside the boundaries of the table, there shall be no 'hand'.

2. Croupier errors.

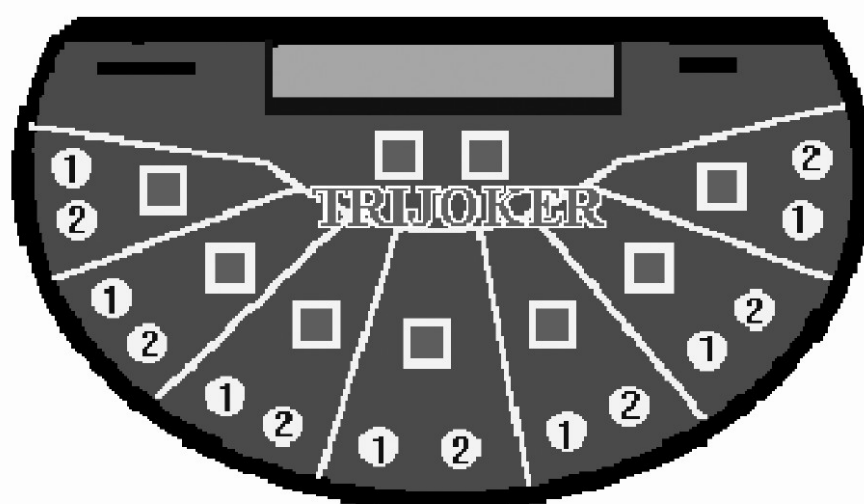
(a) If the croupier discovers more than one card of the common cards, in a betting interval, the first card is considered valid and the other card deviates, the croupier shall place the rest of the remaining cards of the common cards that are missing due to going upside down next to those already discovered and then make a 'Chemin de Fer' type mix of the detached card together with those that have not left in the lounge shall group them together without lifting them from the cloth and cut the card upside down in the appropriate place without altering the order.

(b) If any of the common cards were issued prematurely by the 'croupier', and the betting round is not closed, the 'croupier' will park it and place the remaining common cards that will be missing by going down next to the already discovered cards, and then make a 'Chemin de Fer' type mix of the detached card together with those that have not left in the lounge, group them together without lifting them from the cloth, cut them down and place the letter down in the appropriate place without altering the order.

POKER TABLE WITHOUT DISCARD



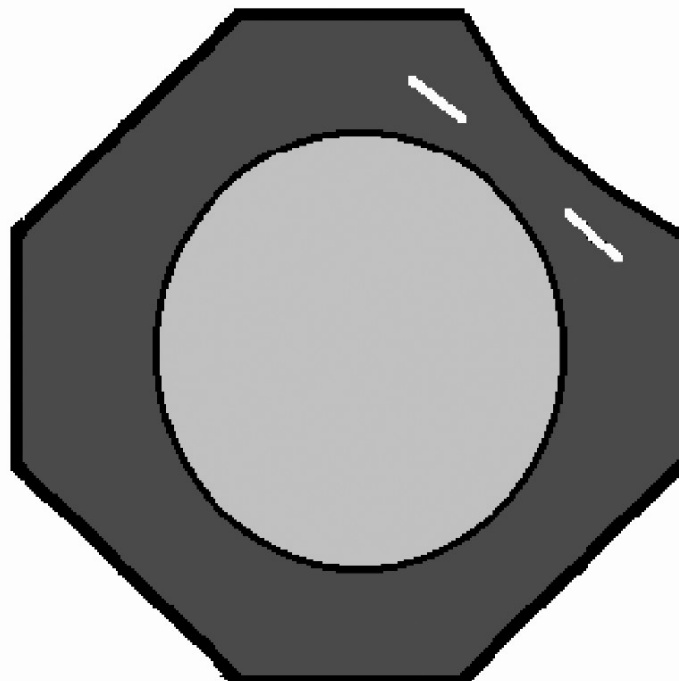
BUREAU OF TRIJÓKER



BUREAU OF PAI GOW POKER OR CHINESE POKER



ROUND POKER TABLE



HEADING 11. FORTUNE ROULETTE.

I. Definition.

'Ruleta Fortuna' is a casino's exclusive game of chance, known as a quid pro quo game, in which participants play against the organising establishment, and the chance of winning depends on the movement of a rotating wheel.

II. Elements of the game.

The wheel of the fortune is practised with a vertical disc or wheel and a betting table.

1. Rotating wheel.

The wheel, which, according to the figure, must have a central strikethrough, must have a diameter of at least 152 centimetres and must be mounted on a pole of at least 20 centimetres, which in turn is supported by a solid base. It will also have a fixed marker or tongue, which will be the element determining the corresponding prize.

The wheel shall be divided into 8 sectors and each sector into eight cells, with a total of 64 cells and with the following values and distribution:

- (a) Two cells, with a value of 40, each independent and placed in opposite and diametrical form;
- (b) Two cells, with a value of 20, placed in the same arrangement as the above and in different sectors.
- (c) Four Cells, of value 10, located in alternate sectors and with the same arrangement as above.
- (d) Ocho Celdillas, with a value of 5, located in each of the diametrically opposed sectors.
- (e) Six cells, with a value of 2, located two in each sector and in diametrical opposition.
- (f) Thirty and two cells, with a value of 1, located four in each sector and with the same layout as described for the rest of the securities. Under no circumstances may two cells of the same value be correlated. Symbols identifying each of the permitted series or bets may be included in each of the sectors.

2. Game table. The game table is equipped with a cash safe-box, a standard tip box, located on the right and left of the cloth respectively, and, in its central part, a box or



space for the location of tokens or 'bank'. The table must have a cup on which, to the right and left, the various series or combinations on which you can bet are printed.

III. Staff.

The staff concerned are as follows:

1. The head of the table is the head of the table and is responsible for rotating the wheel.
2. A croupier responsible for making payments and removing lost bets.

IV. People who use the games.

An indeterminate number of game users can participate in each game

V. Rules of the game.

1. Development of the game. People will be able to bet on the table on any of the six combinations that are marked on the cup, the prize probability index being the one fixed on the wheel itself with the distribution of the cells.

Bets are placed as soon as the 'croupier' advertises 'taking bets'. These are placed, in the form of tokens, in one of the boxes on the table chosen by the user, with no cash bets allowed.

The wheel is then turned by the head of the table, making numerous turns before stopping. When the wheel loses its steering force, the 'croupier' announces the 'no more'. Since then, any bet deposited following this notice has been rejected and the croupier returns the token to the late apostant. Once the wheel has stopped in a box, the desk officer announces the result by saying loud the winning combination.

The croupier then collects all the lost bets and leaves the winning bets on the table, to which he adds the winnings. The winner recovers, in all cases, his or her initial stake.

2. Minimum and maximum stakes.

The minimum amount of bets is determined by the authorisation granted by the department responsible for the administrative management of the game.

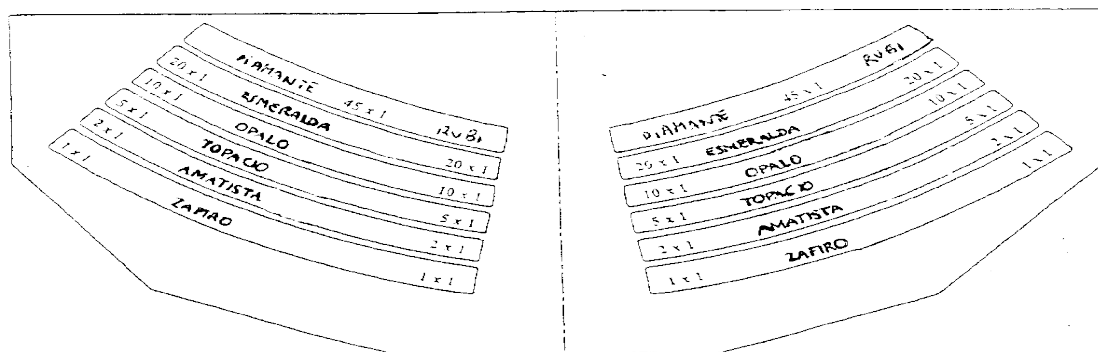
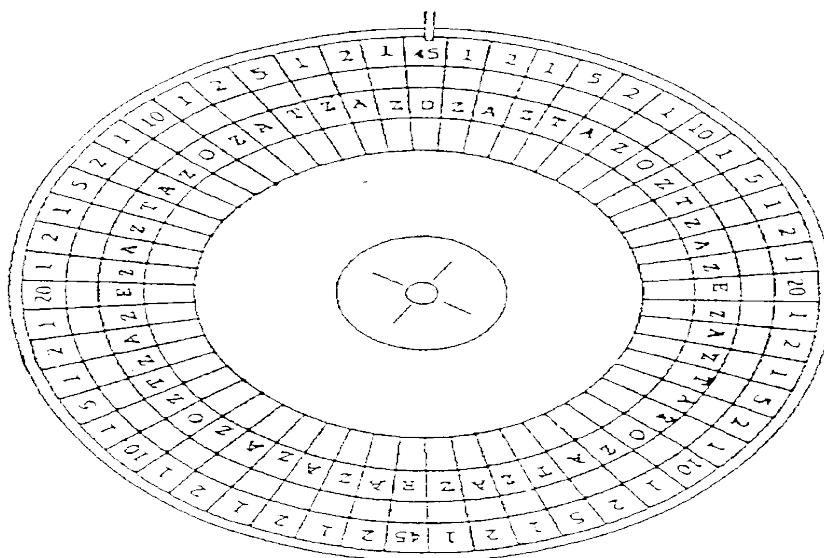
The maximum shall always be 20 times the minimum stake.

VI. Prizes.

The amount of the prizes is determined by the value of each cell, so that the winning luck or combination is paid as many times the amount of the bet as the number corresponding to the winning cell. Payments are made as follows:

- (a) Placing in combination 1, the user receives the same amount as the bet.
- (b) Placing in combination 2, the user receives 2 times the amount he or she has bet.
- (c) Placing in combination 5, the user receives 5 times the amount he or she has bet.
- (d) Placing in combination 10, the user receives 10 times the amount he/she has bet.
- (e) Placing in combination 20, the user receives 20 times the amount he or she has bet.
- (f) Placing in combination 40, the user receives 40 times the amount he/she has bet.

RULETA DE LA FORTUNA





ANNEX II

Distribution of prizes and the price of cards for the game of ordinary bingo and electronic room bingo

Article 1. *Percentages allocated to prizes in ordinary bingo halls.*

1. Sixty-eight per cent of the amounts played by all users of the games shall be allocated to prizes in each item.

2. The bingo halls will deduct the following percentages for the shaping of prizes:
forty-five per cent of the face value of all the cards sold in a consignment, for the bingo prize.

(b) Five per cent of the face value of all the cards sold in a consignment, for the line prize.

(c) eighteen percent of the face value of all the cards sold in a consignment, for the bingo premium prize.

3. The prize for the bingo premium shall consist of an amount determined by each room on the basis of the revenue it obtained in the immediately preceding month, calculated on the first day of each month, obtained by subtracting eighteen per cent of the total cartons sold by the room itself in the immediately preceding month. The prize shall be awarded on the basis of a maximum number of balls and shall be a fixed amount of multiples of 50, with a minimum of 50 and a maximum of 1000.

Article 2. *Price of bingo cards.*

The price of cards for the game of ordinary bingo and electronic room bingo shall be EUR 2, EUR 3 or EUR 6.



ANNEX III

Technical conditions for gaming machines

Article 1. Technical requirements for in-kind prize type A machines.

1. For the registration of Type A in-kind prize machines, the following requirements must be met:

(a) The maximum price for each item shall be EUR 1, and the value of any prize which the machine may deliver for each item shall not exceed 30 times that starting price. The value of prizes shall be determined on the basis of their purchase cost, as evidenced by an invoice.

(b) Where the machine delivers prizes in the form of tickets, tokens or the like, those prizes shall be redeemable and may be cumulative. In the establishment where the machine is installed, there must be a display of the prizes, stating clearly and visibly how many vouchers, vouchers or similar will be needed to obtain them. Under no circumstances may the value of prizes exceed EUR 30.

Likewise, the value of such prizes shall be determined by means of proof of an invoice determining their acquisition cost.

2. The products offered must meet the conditions and requirements laid down by the legislation governing their manufacture and that relating to the protection of consumers and users.

3. Models of this type of machine, whose skill or skill mechanisms may be modified or regulated by the operator itself, may not be entered in the General Register of Gambling.

Article 2. Technical requirements for machinery of type B1 and B2

1. For approval, machinery of type B1 and B2 shall meet the following requirements:

(a) They must have a blocking mechanism to prevent the introduction of the price of the item where the deposit reserving payments does not have sufficient money to pay any of the prizes scheduled, and a blocking mechanism to prevent the continuation of the game where it has not been possible to complete any payment.

(b) Prizes must consist of money which is legal tender and may never be given in the form of tokens, points or credits to the user of the games.

Notwithstanding the above, in amusement arcades and bingo halls, the payment of winnings from these machines may be executed by handing over cheques, bank

vouchers or legally admitted electronic payment methods to the holder's bank account, enabling the identity of the recipient to be established.

Similarly, in order to facilitate the use of coins in gaming establishments, the competent department may approve and authorise the exclusive issue to those establishments of payment systems, electronic payment and reimbursement media or cards, to be exchanged within the premises of those establishments.

(c) The front or video screen of machinery shall display graphically, visibly and in writing:

1°. The games that can be played.

2°. The rules of the game.

3°. The description of the winning combinations and the winnings plan, with an indication of the maximum winnings that can be obtained.

4°. An indication of the types of coin, token or card values it accepts.

5°. The amount of the prize for each item.

6°. An indication that the machine does not exchange coins and an indication that there is no obligation to return coins, in which case the money entering the machine shall be used to play it in a single item or in several successive items until the amount entered has been completed, unless the amount entered is insufficient, in which case the machine must offer the person using the games the opportunity to play that amount, without the need to introduce new coins for that purpose.

7°. Warning of the prohibition of their use by minors, as well as warning that gambling may create addiction.

8°. The description of how to display the supplementary information on the screen.

(d) The electronic memory or support of the machine which determines the set must be impossible to alter or manipulate.

(e) Machinery shall incorporate an autonomous power supply that preserves the memory in the event of disconnection or interruption of the electrical fluid and allows, if necessary, the reset of the programme in the same state.

(f) They shall incorporate meters that meet the following requirements:

1°. To enable them to be read independently by the administration.

2°. Identify the machine in which they are installed.

3°. Be serious and protected against tampering.

4°. Keep the data stored in memory, even with the machine disconnected, and prevent the use of the machine in the event of failure or disconnection of the meter.



5°. Store data on the number of entries made and prizes won, permanently and cumulatively since their first installation, making it possible to clearly identify each cycle, its end date and the percentage of prizes for each of the cycles or series.

Meters incorporated in this type of machine are subject to the metrological control of the State provided for in the relevant legislation in force. Compliance with this requirement shall be demonstrated by the appropriate declaration of conformity issued by the manufacturer or by the certification of the periodic verification or after repair or modification issued by the authorised bodies for that purpose, and certification of compliance with the equivalent specifications contained in their regulations is sufficient for the Member States of the European Union and the European Economic Area.

2. Machines whose games are hosted on a server may implement on that server an information system, approved by the authorised testing laboratory, which is connected to the machines or terminals of the establishments and records all the functionalities generally required by this Article.

Article 3. Additional requirements for the approval of machinery of type B1.

The approval of type B1 or amusement machines with prizes, in addition to those set out in the previous article, shall meet the following requirements:

the price of each item shall be that determined in the approval decision and may not exceed EUR 1.

(b) The prize that the B1 machine can deliver will be a maximum of EUR 500.

The gaming programme may not give rise to any kind of chain or sequence of prizes, the result of which is to obtain a sum of money in excess of the maximum prizes laid down.

(c) The rate of return of winnings to be scheduled shall not be less than 70 % of the value of the stakes placed, with 40 000 consecutive items to be complied with in any cycle.

(d) The average duration of the consignment must not be less than three seconds and not more than 600 consignments may be carried out within a period of 30 minutes. For duration, the realisation of more than one item simultaneously shall be accounted for as if it were a single item.

(e) Type B1 machines and other playthings installed in hospitality and similar establishments for as long as they are not in use by any person shall not emit sound, visual or light stimuli.

For these purposes, visual or light stimuli are those effects of a dynamic nature, such as flashes, flashes, flashes, intermittences or variations in lighting intensity, regardless of the support, technology or element by which they occur.

The display of dynamic content on the screen during downtime shall only be allowed for technical reasons of preservation and proper functioning of the device to prevent premature deterioration of the display panel due to prolonged exposure to static images. In order to avoid deterioration of the display panel due to prolonged exposure to static images, only the mandatory prohibition and responsible play messages listed in the following paragraph may be moved on the screen in addition to other images.

(f) Gambling machines, while not in use, must keep all coin and banknote input devices disabled so that the machine cannot accept money and must visibly display the following mandatory prohibition and responsible play messages:

Ban on playing for children under the age of 18.

Prohibition on playing for persons entered in the Prohibition Registers.

— Warning that excessive gaming can lead to gaming disorder.

In order to ensure compliance with this requirement, the machinery must ensure that, at least every 10 minutes during the period in which it remains inactive, these messages are displayed on at least 40 % of the screen surface.

(g) Before the start of the game session, with all coin and banknote input devices disabled, the machine will interact with the user and ask them questions regarding their age and responsibility for the game.

Depending on the model of the machine, the interaction may be accessed by means of a touch on the screen or by pressing any button. Both options do not have to be present.

The questions are as follows: “Are you an adult? Do you know that you have to play responsibly and are aware that excessive gambling can lead to gaming disorders?”

Only when the answers are completed in the affirmative will the terminal enable the entry devices for coins and banknotes and enable the game session to be started.

(h) Where the accumulated quantities on the machine are equal to zero and no activity is recorded for a period of 30 seconds, the machine must again display the prohibition and responsible play messages provided for in paragraph (f).

Article 4. Additional requirements for the approval of machinery of type B2.

For type B2 equipment to be approved, in addition to the requirements set out in Article 2 of this Annex, the following additional requirements shall be met:



- (a) The price of each item shall be that determined in the type approval decision, but may not exceed EUR 6.
- (b) The prize shall not exceed EUR 6.000. The gaming programme may not give rise to any kind of chain or sequence of prizes, the result of which is to obtain a sum of money in excess of the maximum prizes laid down.
- (c) The rate of return of winnings to be scheduled shall not be less than 70 % of the value of the stakes placed, with 120 000 consecutive entries to be completed throughout the cycle.
- (d) The average duration of the consignment must not be less than 3 seconds and not more than 600 consignments may be taken within any 30 minutes. For duration, the realisation of more than one item simultaneously shall be accounted for as if it were a single item.
- e) Type-B2 machines must incorporate a monitoring system that allows the administration to monitor and control all gaming operations, providing information on the amounts won and prizes won.

Article 5. Requirements for the approval of type B3 or bingo game based machines.

For type B3 or bingo machines to be approved, they must meet the following requirements:

- (a) The price of the item shall be that fixed in the approval decision, provided that the total value of the sum of the simultaneous bets available on one item for each user does not exceed EUR 6.
- (b) The average duration of each consignment shall not be less than 2.5 seconds.
- (c) Each machine must return a percentage of at least 80 % of the total stakes placed, in accordance with the statistic of items resulting from all possible combinations. Without prejudice to the above, the maximum prize that can be awarded by each machine is EUR 6.000.
- (d) The system architecture shall have at least the following elements and functionalities:
 - 1°. A central server that will archive all data relating to the bets placed and prizes won, and will be required to produce and produce statistics and reports on the number of consignments made, quantities won and combinations of winners granted, with an indication of the day and time, and may contain the games taking place on the machines.
 - 2°. A computerised cash box system, with a cash terminal, which loads into media suitable for collection and payment, or any other medium duly authorised by the

competent gaming department, the sums requested by the users of the games and indicates their final balance or credit for payment to them. To this end, it must have a control and management software for all economic transactions carried out.

3°. A verification system which, prior to the start of each session of the bingo room, checks the correct functioning of the whole system on a daily basis. If malfunctions or server failures are detected during the game day, the game shall be interrupted and the stakes returned to the users of the games. Before the system is restarted, the correct functioning of the system and of each and every machine shall be checked again.

If the breakdown occurs in a machine and the machine cannot be rectified on the spot, preventing its correct operation, it shall be immediately disconnected and a notice shall be placed on the machine indicating this.

4°. A device may be approved as an additional device if it makes it possible, by connecting machines installed in a room, to form prize pockets, by accumulating part of the stakes successively and without returning them, as provided for in paragraph (c) of this article.

5°. This device must electronically manage the accumulated prizes and send each machine the amount of the prizes, in accordance with the winnings plan of the machine's system.

6°. They must incorporate meters that fulfil the same functionalities as those provided for in Article 2 (1) (f) of this Annex. However, it may implement on the establishment's server an information system, approved by the approved testing laboratory, which is connected to the machines or terminals in the room and records all the functionalities generally required by Article 2 (1) (f) of this Annex.

(e) Betting and the collection of winnings obtained by gaming users shall be carried out by means of media containing random code numbers guaranteeing security of collection and payment, as well as by means of devices which admit cash by means of coins or banknotes.

New collection and payment systems may also be authorised as and when the games to be played are actually introduced, subject, in any event, to authorisation by the competent department.

(f) The game must necessarily be developed using screens controlled by video signal or similar system, and must necessarily consist of variations based on the bingo game, developed electronically and without intervention in its practice by room staff.



- (g) Under no circumstances may the machine issue cards or physical supports for the game developed on the machine for external use by the user of the games.
- (h) They may have a device that allows the 'extra ball' option, and the user of the games may risk the amount of credits on the machine at his will or introduce additional money for the purchase of the machine. The 'extra ball' option shall be allowed provided that the percentage of winnings of the machine is not altered, the prize of EUR 6.000 is not exceeded and the user of the games is duly informed of the cost of each 'extra ball'. No more than 15 "extra balls" may be purchased under each item.
- (l) The system must make it possible, by connecting the installed machines to a central server, to transmit data, in terms of invoicing, the percentage of winnings and the collection of each of them, in real time and continuously to the competent public administration, where appropriate.

Article 6. Approval requirements for type C equipment

In order to be approved, type C machinery shall meet the following requirements:

- (a) The price of the item shall be that fixed in the decision approving the model.
Multi-denomination machines may be approved, which are those in which the customer may choose the price of the consignment at his convenience.

The department responsible for the administrative management of gaming may also authorise the use of magnetic or electronic media or cards or any other approved means of payment and reimbursement exclusive to each establishment, in place of the legal tender or tokens to be exchanged by the user in the establishment's cash box.

- (b) The maximum prize or gain of greater value that type C machines may award in one item shall be that laid down for each model in the corresponding approval decision and shall be expressed in the profit plan of each machine, depending on the winning combination.

Type C machines may also be approved if they have, as an additional device, a mechanism that allows a percentage of the stakes to accumulate in order to constitute special bags or prizes.

- (c) The minimum duration of the consignment must be one and a half seconds.
- (d) The machine must be designed and operated in such a way that it returns to users of games in the form of prizes, in accordance with the statistical series of items resulting from all possible combinations, not less than 75 % of the quantities played.
If it is intended to accumulate a percentage of the amounts wagered to constitute special bags or prizes, this accumulation shall be additional to the percentage provided for in the previous paragraph.

Machines with mechanisms to increase the rate of return may be approved.

(e) They must have a mechanism for the automatic payment of prizes obtained, without the need for any action on the part of the user of the games.

(f) Prizes must be in the form of legal tender, unless there is express authorisation for the use of tokens or cards, as provided for in paragraph (a) above.

(g) Machines shall display graphically, visibly and in writing on the front or, where appropriate, on the video screen:

1°. The rules of the game.

2°. The description of the winning combinations.

3°. An indication of the types of coin, token or card values it accepts.

4°. The amount of the prize for each item.

5°. An indication that the machine does not return or change coins and does accumulate them for successive items, so that the money entered will be used to play it.

6°. A warning that gambling can create addiction.

7°. They must have the meters provided for in Article 2 (1) (f) of this Annex.

The installation of these meters is not mandatory if the establishment in which they are installed has a central computer system authorised in advance and connected to the machines in which at least the same operations are recorded as on the individual meters of the machines.

Article 7. Safety features of type B and C machinery.

1. For the purposes of ensuring safety and integrity, type B and C machines must have mechanisms to protect the memory of the game to prevent tampering with it and the metrological control requirements laid down by the State legislation in force.

2. Roller machines must also incorporate:

(a) a device enabling the machine to complete the complete rotation of the rollers and, where applicable, the cycle of payment of the prize obtained when the energy returns to the machine after its interruption.

(b) A device that disconnects the machine automatically if, for any reason, the rollers do not rotate freely.

(c) a device which, on a random basis, alters the rotational speeds of at least two rollers or drums and, necessarily, of the first, in order to avoid statistical repetitions in



the case of mechanical roller machines, where the latter themselves determine the final combination.

Article 8. Requirements for the approval of type B equipment interconnection systems

1. For the approval of the system of interconnection of type B machines between gaming premises, the undertaking providing the interconnection services must demonstrate, by means of a certificate issued by an entity authorised by the competent department, compliance with the following technical requirements:

(a) The system shall be equipped with all necessary security controls and shall ensure the inviolability of access to the system.

(b) The system of interconnection of the machines shall ensure their constant and real-time communication that ensures the relationship between any event in the conduct of the game and the control and management system below the minimum time laid down by law for a consignment.

(c) Machines interconnected to the system shall interact directly with the user of the games and may not incorporate any additional element which would make the development of the game exclusively dependent on them.

(d) Interconnection systems between gaming establishments must enable connections to be made

in line with the administrative authorities responsible for gambling to verify compliance with all the requirements laid down in the current Regulation and for the monitoring and control of all gambling operations, providing all information on the amounts won and prizes and amounts won in the systems.

2. The system of interconnection should also have the following functionalities:

(a) Possessing a server connected to a system and an associated database that stores all the information collected.

(b) Provide an interface element that is responsible for channelling and ensuring the exchange of information between the server and the gaming machines, which collects and transmits all data from the information-gathering devices to the associated database.

(c) access control to the security software and devices, both for the system and for each machine. Users with permission to access the databases shall be able to access the data contained therein but shall not be able to alter them. Specific external inspection access devices for control units and services shall be in place to ensure their proper functioning.

- (d) It shall have at its disposal elements which retain the information required in the event of loss of electrical energy and where that information cannot be communicated to the central unit, which retain that information until it is able to communicate with the central unit.
- (e) Incorporate the function of archiving all data relating to the games played and prizes won.
- (f) compile statistics and reports on the number of consignments made, quantities won and combinations of winners awarded, with an indication of the date and time.
- (g) Keep an internal clock that reflects the local time and the date that will be used to record all information.
- (h) Dispose of a warning system on each machine to inform users when the server fails, without prejudice to the possibility of continued operation of máquinas.
- (I) Determine the minimum information that must be stored by each machine in the central unit's database.

Article 9. Approval of gaming machines based on the use of servers.

All machine models offering games using servers and, where applicable, the interconnection systems used must be tested by an approved testing body or laboratory prior to approval.



ANNEX IV

Interconnection rules for gaming machines

Article 1. Interconnection systems.

1. Interconnection systems shall generate additional pockets or prizes which shall be formed by deducting the percentages of the interconnected machines.

At the start of the interconnection system the prize exchange shall not exceed EUR 2.000.

Once the additional prize has been awarded, the interconnection system may be restarted with a prize not exceeding EUR 2.000.

It shall be prohibited to provide interconnection systems with fixed amounts on delivery and periodically on accrual.

2. The cumulative prize may not lead to a reduction in the rate of return for each of the interconnected machines.

3. The amount of the prizes offered shall be determined by the sum of the prizes which may be awarded by each interconnected machine, subject to the limits laid down in Articles 4 to 6 of this Annex.

4. The payment of winnings shall be subject to the tax rules in force.

5. The same machine may be part only of a system of interconnection in gaming premises and of a system of interconnection between gaming premises.

6. The interconnection of machines between different types of gaming establishments may not be authorised.

7. Every interconnection must issue a monthly report on the prizes awarded, indicating each of the prizes and identifying the user of the games or persons using the games that have won it and the national identity card or equivalent, incidents relating to the interconnection system and the machines connected to it, signed by the undertaking's legal representative. This report must be communicated to the Directorate-General responsible for gambling.

8. In each system of interconnection in gaming premises, undertakings which own gaming arcades operating internal interconnection systems must provide the following guarantees to guarantee the amount of the prizes:

(a) Gambling companies operating between 1 and 5 gaming arcades:

Interconnection of B1 and B2 machines: EUR 5.000

Interconnection of B3 machines: EUR 7.000

(b) Gambling companies operating between 5 and 10 gaming arcades:

Interconnection of B1 and B2 machines: EUR 10.000

Interconnection of B3 machines: EUR 15.000

(c) Gambling companies operating more than 10 gaming arcades:

Interconnection of B1 and B2 machines: EUR 15.000

Interconnection of B3 machines: EUR 35.000

9. In each system of interconnection between gaming venues, a deposit must be provided which is responsible for the maximum amount that can be given in prizes. Such security shall be provided by the undertaking providing interconnection services in the case of interconnection between establishments.

10. For the interconnection of type B and C amusement machines with other machines installed in another Autonomous Community, it will be necessary to ensure, by means of certification issued by a laboratory authorised by the Autonomous Community of Aragon, compliance with all the requirements laid down in this Regulation and in the other provisions implementing it.

Article 2. Application for authorisation of the interconnection of machines B and C.

1. The application for authorisation of interconnection may be submitted by the operator of the establishment, with the approval of the undertaking providing interconnection services or by the latter, in this case with the approval of the operator of the establishment.

2. The application for authorisation of interconnection shall be accompanied by the following information and documentation:

(a) Place or gaming premises where the interconnection is to be carried out.

(b) List and model of machines to be interconnected.

(c) Operating authorisations for the machines to be interconnected.



- (d) Awards to be offered.
- (e) Identification of the technical system of interconnection.
- (f) Document justifying the deposit of the security provided for in the preceding Article.
- (g) proof of payment of the administrative charge for the provision of administrative and technical gambling services.

3. The competent gaming department shall take a decision within a maximum of three months. If it does not expressly notify the applicant, the application shall be deemed to have been accepted.

4. Any change in interconnections must be notified to the Directorate-General responsible for gaming by the operator of the establishment no later than one month after the change takes place.

5. The machines for which interconnection is requested must be up to date with payment of gambling taxes, which may be verified at any time by the Administration.

Article 3. Interconnection of type C machines or type C machine carousels

1. Type C machines may be interconnected in order to be able to award a special prize, “super bag” or “superjackpot”, consisting of the sum of the stock exchange or special prizes of the interconnected type C machines.

2. The amount of the prize shall be clearly indicated and may not be advertised outside the establishment, but may be displayed in areas or areas of casinos other than the type C machine gaming area. This shall also be visibly indicated on each interconnected machine.

3. Machines installed in different areas or rooms of the same casino may be interconnected.

Article 4. Interconnection in amusement arcades.

1. The prizes accumulated for the interconnection of B1 and B2 machines in a salon shall be awarded in accordance with Article 1 of this Annex, but may under no circumstances exceed EUR 6.000.

2. Amusement machines of types B1 and B2 may also be interconnected between amusement arcades, the amount of which in winnings shall be determined by the sum of the winnings to be paid out on each interconnected machine, but may not at any time exceed EUR 15.000.

3. Similarly, at the request of the operator of the gaming arcade, type B3 machines or the gaming stations of those machines may be interconnected using the device indicated in Article 5 (d) (4) of Annex III to this Regulation, in which case the amount of winnings from the aggregate stock exchange to be handed out may not exceed EUR 12.000.

4. Machines of type B3 may also be interconnected between gaming arcades, the maximum value of which may not exceed EUR 20.000.

Machines or gaming stations of machines which are interconnected may not form part of a second interconnection provided for in this paragraph, a prohibition which is extended to machines with any gaming station interconnected in accordance with paragraph 3.

5. The undertaking providing interconnection services and the owners of the premises forming part of an interconnection system shall be responsible to the Administration and the user of the games for all responsibilities arising from the organisation, operation and operation of the computerised interconnection system.

Article 5. Interconnections in bingo rooms.

1. The cumulative prizes for the interconnection of B1 and B2 machines shall be determined by the sum of the maximum prizes that may be awarded over the total number of interconnected machines, but may not in any case exceed EUR 6.000.

2. The interconnection of type B3 machines or their gaming stations in the Bingo Chambers may be authorised through an approved interconnection system, in order to form prize pockets by accumulating part of the amount of the stakes successively.

Under no circumstances may the cumulative prize exceed EUR 45.000.

3. The maximum amount of the prize exchange or jackpots of each interconnection system may not exceed twice the limit laid down in the previous paragraph of this



Article, and the cumulative prize may not lead to a reduction in the percentage of return of each of the interconnected machines.

Article 6. Interconnections in gambling casinos.

1. The winnings accumulated on the interconnection of type C machines shall be determined by the sum of the maximum winnings that may be awarded on the total of the interconnected machines, and may under no circumstances exceed the amount of EUR 100.000.

2. The interconnection of B1 and B2 machines in gambling casinos may be authorised, with a maximum prize to be awarded not exceeding EUR 25.000.

3. The interconnection of type B3 machines in gaming casinos through an approved interconnection system may be authorised in order to form prize pockets by accumulating part of the stakes successively.

Under no circumstances may the cumulative prize exceed EUR 18.000.

4. Likewise, the interconnection of type C machines between gambling casinos established in the territory of the Autonomous Community of Aragon may be authorised, provided that the amount of the prize does not exceed EUR 150.000, in accordance with Article 1 of this Annex.

ANNEX V

Elements and functionalities of servers offering games to gaming machines.

Article 1. Elements and functionalities for the development of the game on machines based on the use of servers.

1. Server-based gaming machines may develop their game through systems that have the following elements and functionalities:

(a) A group server, which shall have the function of establishing continuous dialogue with the machines occupied, in respect of the stakes placed and the prizes won.

(b) A communications server, which shall have the function of channelling and ensuring the exchange of information between the group server and the central server.

(c) A central server, which shall have the function of archiving all data relating to bets placed and prizes won and shall compile statistics and reports on the number of items placed, quantities won and combinations of winners won, with an indication of the day and time.

(d) A verification system, which shall have the function of checking on a daily basis, before the start of each game session, the correct functioning of the whole system.

If, during operation, malfunctions or failures are detected in the server or in the screens of the terminals of the machines, the correct functioning of the system and of each and every screen of the terminals must be checked before the system is restarted, and the amounts stuck in the consignments affected by those malfunctions or failures must be returned to the game users.

(e) A meter on each machine or a server equipped with an information system, connected to the machines installed in the establishments.

2. These gaming machines offering games hosted on a server shall incorporate the technical requirements for type B and C machines, as set out in this Regulation.

3. Server-based gaming machines may be equipped with a computerised cash box system, which shall have the function of uploading to pre-paid electronic cards or to any other form or medium of economic transaction, duly authorised by the competent gaming department, the sums requested by participants and shall indicate the final balance of that card for payment to the persons using the games. To this end, the gaming system must have a computer program for monitoring and managing all the economic transactions carried out.

Article 2. Meters and security devices for gaming machines offering games using servers.



1. Gaming machines based on the use of servers shall have a counter or a security device attached to it that allows their identification and appropriate administrative and fiscal control.
2. Gaming machines based on the use of servers may have a meter through which the user of the games can recover the cumulative amount at any time.
3. The installation of the meters or devices referred to in this Article shall not be required for type B and C machinery if the establishment in which they are installed has a central computer system approved in advance by the competent department and connected to the machinery, in which at least the same operations as are recorded on the individual meters for the machinery are recorded.

Article 3. Interconnection of gaming machines based on the use of servers.

1. Gaming machines based on the use of servers may be interconnected, in accordance with the conditions laid down in this Regulation.
2. Optional devices may be installed allowing for the interconnection of gaming machines based on the use of servers for the formation of prize pockets for the successive accumulation of part of the stakes.
3. Pre-approved games may be freely installed on the server, subject to prior notification to the department responsible for the administrative management of the game.

Article 4. Updating or modifying the models of gaming machines based on the use of servers and the games installed on them.

The updating or modification of models of gaming machines offering games hosted on a server or of approved and registered technical interconnection systems shall require the completion of a new approval and registration procedure, in accordance with the provisions of Chapter VIII of Title II (*'Approval of models and sets of gaming machines and equipment'*) of this Regulation.

Article 5. Control by the Administration.

1. In order to ensure the transparency and viability of the game developed using server based gaming machines, the gaming system shall ensure the recording of information and operations generated over a period of four years.
2. The gambling system must also allow the departments responsible for the administrative management of gambling and gambling taxes to monitor the computer system for managing and controlling gambling, through the establishment of secure communication mechanisms provided by the operator. They may consult the information recorded in the gambling system, with guarantees of security and privacy, and must be available at least from the opening to the closure of each session or day in each establishment.
3. In addition, the gaming system must allow it to be blocked, by a decision of the head of the department responsible for the administrative management of gaming, in the event of serious irregularities in the management of gaming.



ANNEX VI:

Characteristics and content of electronic cards for the practice of electronic bingo

Article 1. Purchase of electronic cards.

The start of each consignment of electronic bingo shall require participants to purchase electronic cards from electronic bingo terminals located in the authorised premises, using electronic accounts, to the central electronic bingo server.

Article 2. Issuance of electronic cards.

1. It is the responsibility of the central electronic bingo server to supply the electronic cards to the electronic bingo terminals.

2. The content of the bingo cards shall be broadcast electronically and the virtual cards purchased shall be reproduced on the video screen of each electronic bingo terminal concerned, provided that the number of cards purchased by the user of the games so permits; if this is not the case, the most advanced ones in success will be displayed on the terminal screen.

3. A series of three hundred thousand electronic cards with face values of EUR 0.20, EUR 0.50, EUR 1, EUR 2, EUR 3 and EUR 6 may be issued in computerised form.

4. Electronic cards for the practice of electronic bingo shall be issued independently of the development of the traditional bingo game.

Article 3. Electronic cardboard model.

1. The electronic cardboard model used to support the practice of electronic bingo shall have a graphic format containing 15 different numbers from each other, ranging from one to 90 inclusive.

2. In no case shall the numerical combinations forming the lines and the whole cardboard be repeated within the same series.

3. The graphic representation of each electronic cardboard shall include at least the cardboard serial number 'Carton No 0000', the series to which it belongs and the

number of cartons comprising it 'Series: XXX-0000000', the price of the cardboard "EUR 000" and the security code, which shall be unique for each cardboard.

The cardboard is broken down into three lines and five columns, showing the 15 compressed numbers, with no spaces where there is no number.

CARTON Nº 0000		SERIE: XXX-0000000		PRECIO 000€	
1	38	42	50	81	
9	20	30	72	70	
29	39	59	79	89	
Código de Seguridad					

The cardboard is broken down into 15 numbers. The numerical combination that makes up the whole cardboard loses its position reference and is sorted upwards to facilitate the display and progress of the game per participant.

CARTON Nº 0000					SERIE: XXX-0000000					PRECIO 000€				
1	9	10	20	29	30	39	40	50	59	60	70	79	80	89
Código de Seguridad														

4. The dimensions of the electronic cards should have a graphic representation and size on the screen of the electronic bingo terminal to assure participants a correct and comfortable display of all fields.

Article 4. *Guards of the played electronic cartons.*

1. In order to meet any customer complaints, the approved electronic bingo game system shall enable participants, at the end of each consignment of electronic bingo, to



request from the person responsible for the premises a receipt for the electronic cards which they have played.

2. The issuing of supporting documents for electronic cards shall include the content set out in the previous article and the numerical combination provided by the central server.