PROPOSED TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT 11

Draft Dated: 11/09/2026

PURPOSE STATEMENT: Pursuant to Nevada Gaming Commission ("NGC") Regulation 14.050, to amend Nevada Gaming Control Board ("NGCB") technical standards.

EFFECTIVE DATE: October 1, 2027

EXPLANATION: Matter in *blue italics* is new language; matter in *purple italics underlined* is new matter added to the 06/12/2026 draft; matter between ~~[red brackets with single strikethrough]~~ is material to be omitted; matter between ~~*[orange brackets italicized and underlined with a single strikethrough]*~~ is additional material to be omitted from the 06/12/2026 draft; and matter between *[green brackets in italics]* is for informational purposes only and will not be included in codified version.

TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT

STANDARD 11

INTEGRITY OF AND PROPER ACCOUNTING FOR BINGO SYSTEMS

11.010 System requirements for computerized bingo systems ("System"). *Access control and electronic records shall:*

1. Provide a method for the recording and reporting of unique card numbers, pack numbers, or other unique identifier of bingo cards assigned for sale to an agent/cashier. The system shall identify the specific paper bingo cards sold by unique card number, pack number, or other identifier by each individual sale.

Note: The unique number is associated with the face numbers on the bingo card/pack and is used to evidence that the bingo card/pack was purchased for the session during which it is played.

[Drafter's Note: Adapted from Bingo MICS #3]

2. Record both electronic and paper packs sales on a restricted transaction log or computer storage media in a manner to prevent alteration.

[Drafter's Note: Adapted from Bingo MICS #5 & #6]

3. For electronic bingo devices, upon voiding a bingo card, deactivate the bingo card(s)/pack(s) in the original electronic bingo device if new bingo cards/packs are issued in a replacement electronic bingo device.

[Drafter's Note: Adapted from Bingo MICS 7(a)]

4. Prevent the voiding of card/pack sales after the end of the first game of a session for which the bingo card/pack was sold.
[Drafter's Note: Adapted from Bingo MICS #8]

5. Provide a method for validating that a winning card was sold during the session during which it was played, and the card was not voided.
[Drafter's Note: Adapted from Bingo MICS #16]

6. Provide a method to determine whether a card is a winner for the particular gaming session for which it was called, and for electronic cards to display the card face with highlighted winning numbers and its type to all patrons in the bingo area.
[Drafter's Note: Adapted from Bingo MICS #15 Note]

7. Provide a method for relaying and recording the numbers selected through a random number generator directly into the bingo system.
[Drafter's Note: Adapted from Bingo MICS #40 & #66(i)]

8. Provide a method to report the amount of net cash that should be in each seller station, and restrict access to such information through approved security mechanisms (e.g. passwords, biometrics, swipe cards with pin number, or other methods approved by the Board). A supervisor simultaneously acting as a seller, may not have access to their own net cash information.
[Drafter's Note: Adapted from Bingo MICS #30]

11.020 Bingo system control program requirements. *In addition to meeting the standards of section 7 General Requirements, bingo systems shall:*

1. Retain unalterable logs of electronically input results for a period of 60 days.
[Drafter's Note: Proposed]

2. Authenticate all control programs prior to execution using a means approved by the Chair.
[Drafter's Note: Proposed]

11.030 Ball Drawing Devices.

1. Systems with mechanical bingo ball blowers shall randomize the method in which the outcome is determined. This includes, but is not limited to, the speed at which the ball is ejected.
[Drafter's Note: Proposed]

2. Systems with mechanical bingo ball blowers shall be capable of determining if the blower meets a 95 percent confidence limit using a standard chi-squared test for goodness of fit. Calculation shall be made based on the following criteria:

(a) 10,000 outcomes have been generated;

(b) A new calculation shall be made for each 10,000 subsequent outcomes;

(c) The calculation shall consider only the most recent 10,000 outcomes.
[Drafter's Note: Proposed]

3. Systems with mechanical bingo ball blowers shall be capable of displaying a visual notification, clearable by an attendant, if at any time the manual ball blower has failed the chi-squared test for goodness of fit required in 11.030(2).
[Drafter's Note: Proposed]

4. Systems with mechanical ball blowers shall be capable of disabling play in the event that the manual ball blower has failed to meet to the 95 percent confidence limit goodness of fit test required in 11.030(2) for two consecutive testing periods. Attendant interaction is required before enabling the bingo blower for play.
[Drafter's Note: Proposed]

5. Systems with mechanical ball blowers shall be capable of providing a report that shows the results of the last chi-squared test as well as the previous 9 chi-squared tests. The report shall contain the following:

(a) Time and date that the test was performed;

(b) Blower ID or any comparable identifier;

(c) Number of games used to perform the test; and

(d) Outcome of the test.
[Drafter's Note: Proposed]

6. Systems with mechanical ball blowers which electronically identify the bingo balls drawn shall provide a sufficient loop of control to identify read errors, obstructions in the tube system, and fan or blower failure; or, they shall provide manual means to identify and correct these errors during game play.
[Drafter's Note: Proposed]

7. Systems with virtual or electronic ball drawing devices or random number generators (RNGs) are considered gaming devices and shall comply with Regulation 14 and Technical Standard 1.
[Drafter's Note: Proposed]

11.040 Card Minding Devices.

1. *Card minding devices may have a fixed base or be mobile/wireless in nature.*
[Drafter's Note: Proposed]

2. Systems which utilize card minding devices shall:

(a) Uniquely identify each card minding device;

(b) Communication between a card minding device and a bingo system shall be conducted using a method that securely links the card minding device to the bingo system and authenticates both the card minding device and bingo system as authorized to communicate over that link; and

(c) A card minding device shall be designed or programmed such that it may only communicate with authorized bingo systems.
[Drafter's Note: Proposed]

3. Systems which utilize card minding devices shall provide a secure means for the player to input purchased bingo cards. This can include, but is not limited to, card serial numbers, pack numbers or receipt numbers.
[Drafter's Note: Proposed]

4. The card minding device shall only allow cards sold for the current bingo session to be loaded onto the device.
[Drafter's Note: Proposed]

5. The System shall provide the facility for either manual or automatic verification that the cards being played on the card minding device belong to that player.

[Drafter's Note: Proposed]

6. Card minding devices shall display an accurate representation of the game currently in play, including daubed bingo positions.

[Drafter's Note: Proposed]

7. Card minding device shall provide the means for the player to view all cards active for the current game.

[Drafter's Note: Proposed]

8. Card minding devices shall not allow the player to modify their cards.

[Drafter's Note: Adapted from NAGRA Bingo Card Standards, section 7(4)]

9. The card minding device shall recognize bingo numbers called and electronically daub all active bingo cards containing those numbers loaded on the device.

[Drafter's Note: Adapted from NAGRA Bingo Card Standards, section 7(2)]

10. The card minding device shall allow the player to cancel or correct numbers entered in error, if the player is required to enter the number.

[Drafter's Note: Adapted from NAGRA Bingo Card Standards, section 7(3)]

11. The card minding device shall recognize and display all bingos achieved.

[Drafter's Note: Adapted from NAGRA Bingo Card Standards, section 7(5)]

11.050 Reporting requirements for bingo systems. *In addition to meeting the standards of section 7.090 of the General Requirements, Systems shall provide, at a minimum:*

1. A "[~~*Session Bingo*~~]Sales *Detail* Report" that includes:

(a) Date and time the report is completed;

(b) Session identifier;

(c) Beginning and ending assigned transaction numbers of cards/packs sold by type, if applicable;

(d) Number of cards/packs sold (by type);

(e) Dollar amount of cards/packs sold (by type);

(f) Total dollar amount of cards/packs sold; and

(g) Signature or other identifier of the seller(s).

[Drafter's Note: Adapted from Bingo MICS #10]

2. A "[~~*Bingo*~~]Payout *Detail* Report" that includes, by game number and by session:

(a) Session number;

(b) Game number and/or other identifier;

(c) Unique pack number(s), card number(s), and/or other unique identifiers for winning cards;

(d) Agent/cashier ID(s) paying winning cards;

(e) Date, time, and amount of payout(s); and

(f) Total payouts for each game, session, and grand total for all sessions.

[Drafter's Note: Adapted from Bingo MICS #18]

3. A "Cash Drawer Report" that includes:

(a) Agent/cashier unique login identifier;

(b) Agent/cashier name;

(c) *Date and time of event;*

(d) Session Number;
(e) Computed net cash;
(f) Event description; and
(g) Variances between the cash turn-in and the amount of net cash that the ~~[Bingo computer s]~~System indicates should be in each seller station.
[Drafter's Note: Adapted from Bingo MICS #32 Note 1]
4. A "~~[Bingo~~]Revenue Summary Report" for each session, day, month-to-date, and year-to-date, that includes:
(a) Session number;
(b) Write amount (net of void/refund transactions);
(c) Payout amount;
(d) Win;
(e) Win-to-write hold percentage; and
~~[(]~~Note: Win-to-write hold percentage is required for each day, month-to-day, and year-to-day. It is not required for each session.~~[)]~~
(f) Grand totals for all sessions.
[Drafter's Note: Adapted from Bingo MICS #38]
5. A "Void Report" that includes:
(a) Transaction number;
(b) Date and time of original transaction;
(c) Date and time of void transaction;
(d) Original amount of transaction;
(e) Agent/cashier ID completing void transaction;
(f) ID of supervisor authorizing void, if applicable; and
(g) Description of reason for void.
[Drafter's Note: Adapted from Bingo #66(h) & (k)]
6. A "Drawn Number Frequency Report" that includes:
(a) *Date;*
(b) *RNG number/ball draw number; and*
(c) *Number frequency.*
[Drafter's Note: Adapted from Bingo MICS #66(i) & (j)]
7. If bingo card sales are reported on a modified accrual basis, a "Futures Reconciliation Report" that includes, by game/session and for all dates:
(a) Card/pack sales written on previous days (previous write);
(b) Card/pack sales today on future games/sessions (write today or future write);
(c) Card/pack sales on previous days refunded today (previous canceled today);
(d) Card/pack sales written on previous days for today's game/session (futures back-in); and
(e) Total remaining card/pack sales for games/sessions in the future (net write).
[Drafter's Note: Adapted from Bingo MICS #69(a)]
8. If bingo card sales are reported on a modified accrual basis, a "Futures Back-In Report" that includes, by game/session and in total:
(a) Sales number;
(b) Game/session description; and

(c) Date of game/session.

[Drafter's Note: Adapted from Bingo MICS #69(b)(1)]

9. If bingo card sales are reported on a modified accrual basis, a "Future Card/Pack Sales Detail Report" that includes, by date of game/session, by game/session and in total:

(a) Sales number;

(b) Game/session description; and

(c) Date of game/session.

[Drafter's Note: Adapted from Bingo MICS #69(b)(2)]

10. If bingo card sales are reported on a modified accrual basis, an "Accrual Basis Recap Report" that includes:

(a) Amount of bingo card/pack sales today for today's games/sessions (current write);

(b) Card/pack sales today on future games/sessions (future write);

(c) Card/pack sales on previous days for today's games/sessions, which includes unredeemed sales (futures back-in);

(d) Accrual write;

(e) Payouts from card/pack sales today and paid today (current payouts); and

(f) Taxable revenue.

Note: The bingo accrual basis recap report is a daily and month-to-date report. Daily and month-to-date amounts may be reflected in separate reports rather than one report

[Drafter's Note: Adapted from Bingo MICS #69(c)]

11. An "Exception Report" or set of reports that includes:

(a) Date and time of the event;

(b) Identification of user(s) who performed and/or authorized the action;

(c) Description of the event or action taken;

(d) Reason for any administrative action taken; and

(e) Initial and ending values of any data altered as a part of the event or action performed.

Note: Exception activity means any adjustment in which a manual action is required to change the prior recorded data. Exceptions will include, but are not limited to, bingo ball overrides, edit payouts, attempts to pay a winning card that was voided during the session, etc.

[Drafter's Note: Loosely based on IT MICS #9 and Bingo MICS #66(h) & (k)]

12. A "Transaction Report" in sequential transaction order that contains, at a minimum:

(a) Agent/cashier unique login identifier;

(b) Transaction date and time;

(c) Session number;

(d) Transaction type; and

(e) Transaction amount.

Note: Grand totals and totals by transaction type are not necessary.

[Drafter's Note: Adapted from Bingo MICS #5]

11.060 Waiver provisions. *Upon a showing of good cause, the Chair may waive any of the requirements of Technical Standard 11, pursuant to Regulation 14.260(8).*

End – Technical Standard 11