PROPOSED TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT 12

Draft Dated: 11/09/2026

PURPOSE STATEMENT: Pursuant to Nevada Gaming Commission ("NGC") Regulation 14.050, to establish Nevada Gaming Control Board ("NGCB") technical standard 12 for cashless wagering systems and wagering account systems and to take such additional actions as may be necessary and proper to effectuate this stated purpose.

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 12

INTEGRITY OF AND PROPER ACCOUNTING FOR CASHLESS WAGERING SYSTEMS AND WAGERING ACCOUNT SYSTEMS

~~[3.040]~~ *12.010* ~~[**Data access control**]~~ ***Data integrity.***

~~[2.]~~*[1.] The* ~~[C]~~*c*ashless wagering system~~[s]~~ ~~[must]~~ *shall* employ a method that has been approved by the Chair that renders all critical cashless wagering system stored data non-alterable. ~~[Critical cashless wagering system data includes data relating to, but is not limited to, slot machine coupons and slot machine wagering voucher validation numbers and instrument value, promotional account and wagering account personal identification numbers and account balances.]~~

1. Critical system stored data includes data relating to, but not limited to the following:

(a) Validation numbers of wagering instruments;

(b) Dollar value of wagering instruments;

(c) Personal identification numbers;

(d) Account balances of promotional and wagering accounts;
(e) Unpaid winning ticket information; and
(f) EGD coupons.
Note [1]: Methods may include, but are not limited to, checksums on data tables or database encryption.
[Drafter's Note: Formerly Technical Standard 3.040(2) and adapted from IT MICS #67]

~~[3.150]~~*12.030* ~~**[Additional]**~~ ***System*** **requirements for cashless wagering systems**. ~~[In addition to those requirements set forth for on-line slot metering systems, and except for those requirements described in Technical Standards 3.110 through 3.140,]~~ *In addition to the requirements outlined in Technical Standard 7,* all cashless wagering systems ~~[submitted for approval]~~ shall:

1. Prevent the direct wagering at a*n* ~~[gaming device]~~ *EGD or game* or an electronic funds transfer to a*n* ~~[gaming device]~~ *EGD or game* through the use of a credit card.
[Drafter's Note: Formerly Technical Standard 3.150(1)]

2. In the event of a debit instrument transaction:

(a) Execute the transaction in accordance with all applicable state and federal electronic funds transfer requirements or wagering account transfer requirements including receipting and fee disclosure requirements.

(b) Not execute a transaction upon notification from the patron's financial institution that the available funds in the patron's account associated with the patron's debit instrument are less ~~[that]~~ *than* the amount requested by the patron.

(c) Conspicuously display on or at the ~~[gaming device]~~ *EGD* or game where the cashless wagering system is accessible, or on a printed item given to the patron, notice that funds may be approved for transfer from sources other than the account associated with the patron's debit instrument, as determined by the patron's financial institution.

(d) Provide for a daily monetary transfer limit that does not exceed an amount per calendar day per debit instrument *to be* configured by *both* the gaming establishment *and by the patron*. A fee charged by the gaming establishment or system provider associated with a transfer does not contribute to the transfer limit.

~~[(e)]~~*(1)* Conspicuously display on or at the ~~[gaming device]~~ *EGD* or game where the cashless wagering system is accessible, or on a printed item given to the patron, a responsible gambling message that includes the website of the Nevada Council on Problem Gambling (www.WhenTheFunStops.org) and the toll-free telephone number of the National Council on Problem Gambling ~~[(800-522-4700)]~~ or similar entity approved by the Chair that provides information and referral services for problem gamblers *pursuant to Regulation 5.170(2).*

~~[(f) Effective February 1, 2021, provide for a daily monetary transfer limit that does not exceed an amount per calendar day per debit instrument that may be configured by the patron. A fee charged by the gaming establishment or system provider associated with a transfer does not contribute to the transfer limit. The cashless wagering system must:]~~

~~[(1)]~~*(2)* Require the patron to wait at least 24 hours after a change to the patron's daily monetary transfer limit before permitting the patron to increase the transfer limit.

~~[(2)]~~*(3)* Conspicuously display to the patron on or at the ~~[gaming device]~~ *EGD* or game where the cashless wagering system is accessible, or on a printed item given to the patron, notice that the patron has a right and ability to set the transfer limit ~~[provided in this paragraph]~~ *as described in paragraph Technical Standard 12.030 (2)(d).*

[Drafter's Note: Formerly Technical Standard 3.150(2)]

~~[3. Employ some form of data encryption that has been approved by the Chair for all data that is transmitted to or from a gaming device. This standard does not apply to data that is transmitted between a gaming device and a gaming device interface component.]~~

[Drafter's Note: Superseded by Technical Standard 7.080(2)]

~~[4. Provide a secure method for patron access to wagering accounts and promotional accounts.]~~

[Drafter's Note: Superseded by Technical Standard 12.040 for wagering accounts and Technical Standard 7.040(7) for promotional accounts]

~~[5.]~~*3.* For all patron initiated transactions, assign to each transaction a unique identifier of at least eight digits that includes the ~~[gaming device]~~ *EGD or game* designation.

[Drafter's Note: Formerly Technical Standard 3.150(5)]

~~[6.]~~*4. If the cashless wagering system communicates directly with an EGD,* be equipped to read and store the specific values indicated on the electronic digital storage meters in the ~~[gaming device]~~ *EGD*, as applicable to the system. The following ~~[gaming device]~~ *EGD* meter information is stored in units equal to the denomination of the device or in dollars and cents:

(a) Voucher in~~[.]~~;

(b) Voucher out (for the metering of slot machine wagering ~~[vouchers]~~ *instruments* and payout receipts)~~[.]~~;

(c) Electronic funds transfer in (EFT In)~~[.]~~;

(d) Electronic funds transfer out (EFT Out);

~~[(d)]~~*(e)*Wagering account transfer in (WAT In)~~[.]~~;

~~[(e)]~~*(f)* Wagering account transfer out (WAT Out)~~[.]~~;

~~[(f)]~~*(g)* Cashable electronic promotion in *(CEP In)*~~[.]~~*;*

~~[(g)]~~*(h)*Cashable electronic promotion out *(CEP Out)*~~[.]~~*;*

~~[(h)]~~*(i)* Cashable electronic promotion wagered *(CEP Wagered)*~~[.]~~*;*

~~[(i)]~~*(j)* Non-cashable electronic promotion in *(NCEP In)*~~[.]~~*;*

~~[(j)]~~*(k)* Non-cashable electronic promotion out *(NCEP Out)*~~[.]~~*;*

~~[(k)]~~*(l)* Coupon promotion in~~[.]~~*; and*

~~[(l)]~~*(m)* Coupon promotion out.

Note: System meters shall be referred to with the above terms and shall accumulate applicable system generated information as well as information stored on ~~[gaming device]~~ *EGD* meters as required by Technical Standard ~~[2.040]~~ *1.800*.

[Drafter's Note: Formerly Technical Standard 3.150(6) and adapted from Slots MICS#105]

~~[7.]~~*5. If the cashless wagering system communicates directly with an EGD,* ~~[H]~~*h*ave a mechanism ~~[in place]~~ to record all required meters, as specified by Technical Standard ~~[3.150(6)]~~ *12.030(4)*, at the time *of* a drop ~~[box (coin or currency) is removed]~~ and at any time specified by the end user *(e.g., end of operator's specified 24 hour accounting period).*

[Drafter's Note: Formerly Technical Standard 3.150(7) and adapted from Slots MICS #121 & #122 for cashless wagering transactions]

~~[8.]~~*6.* Prevent ~~[an]~~*the* expiration *of wagering instruments before 30 days from issuance has elapsed.* ~~[period of less than thirty days for slot machine *wagering vouchers*.]~~

[Drafter's Note: Formerly Technical Standard 3.150(8)]

~~[9.]~~*7.* Include on all ~~[slot machine]~~ wagering ~~[vouchers]~~ *instruments* and coupons:

(a) Licensee name, city and state;

(b) ~~[Gaming device number or printer station number, as applicable]~~ *Location of issuance (e.g., EGD number, game ID, cashier station ID, kiosk ID, etc.);*

(c) Date and time of issuance;

(d) Alpha and numeric dollar amount;

(e) Sequence number;

(f) Validation number;

(g) Second printing of validation number on the leading edge of the *wagering* ~~[voucher]~~ *instrument* or coupon;

(h) Unique identifier (e.g., bar code);

(i) Transaction type or other acceptable method of differentiating *wagering* ~~[voucher]~~ *instrument* or coupon types; and

(j) Expiration period or date when ~~[voucher]~~ *wagering instrument* or coupon will expire~~[, if applicable]~~.

[Drafter's Note: Formerly Technical Standard 3.150(9) and adapted from R&S MICS #24 and Pari-Mutuel MICS #8]]

~~[10.]~~*8.* Cause a relevant, informative message to be displayed whenever any player-initiated wagering account transfer or electronic funds transfer is being processed.

[Drafter's Note: Formerly Technical Standard 3.150(10)]

~~[11.]~~*9.* If communications between a*n* ~~[gaming device]~~ *EGD* or a*n* ~~[gaming device]~~ *EGD* interface component and a system are lost, the ~~[gaming device]~~ *EGD* or the ~~*[gaming device]*~~ *EGD* interface component may continue to issue wagering instruments provided that:~~[, printed on the instrument, there is an authentication code derived by a HASH, or other secure encryption method of at least 128 bits, that will: uniquely identify the wagering instrument, verify that the redeeming system was also the issuing system, and validate the amount of the voucher. For cases where a suitable authentication code is not printed on the voucher, the system must print at most one wagering instrument after the gaming device or gaming device interface component to system communications have been lost.]~~

(a) The EGD interface component shall prevent the issuance of more than 35 wagering instruments while not communicating with the cashless wagering system;

(b) In the event of a power loss, the EGD interface component shall retain, for a period of at least 72 hours, all data related to wagering instruments issued while communications are down between the EGD interface component and cashless wagering system;

(c) Print on the wagering instrument:

(1) Licensee name, city and state;

(2) EGD number or printer station number, as applicable;

(3) Date and time of issuance;

(4) Apha and numeric dollar amount;

(5) Sequence number; and

(6) Validation number.

(d) Any technology used to facilitate the issuance or redemption of a wagering instrument while an EGD interface component and the cashless wagering system are not communicating may be considered associated equipment. Such technology includes without limitation hand-held scanners, mobile applications, and desktop applications.

[Drafter's Note: Formerly Technical Standard 3.150(11) and adapted from Industry Notice #2025-02 Note 2 and Note 4]

~~[12.]~~*10.* Require all electronic funds transfers to be recorded by the system.

[Drafter's Note: Formerly Technical Standard 3.150(12)]

~~[13.]~~*11.* Provide for on-line, real-time validation of wagering instruments or debit instruments, as applicable.

[Drafter's Note: Formerly Technical Standard 3.150(13)]

~~[14.]~~*12.* Be incapable of authorizing payment on a wagering instrument that has been previously paid, voided, or that is unissued, and the system shall display the status of the *wagering* instrument.

[Drafter's Note: Formerly Technical Standard 3.150(14) and adapted from Slots MICS #74]

~~[15.]~~*13.* Prevent the removal or erasure of events and transactions from any communication device until that information has been successfully transferred and acknowledged by the communication device next in succession.

[Drafter's Note: Formerly Technical Standard 3.150(15)]

14. The system shall generate a physical record for all cashless wagering transactions executed at a table game. This includes electronic debit instrument transactions, wagering account transactions (WAT In/WAT Out), physical wagering instruments issued and digital wagering instruments issued/redeemed transactions. The physical record shall include at a minimum, for each transaction, date/time, POS terminal ID, table game number, alpha and numeric dollar amount, and unique transaction ID. Alternatively, if a physical record is not generated, the system shall be configured to require two users to complete and verify the transaction (e.g. dealer and pit supervisor).

[Drafter's Note: Adapted from Table Games MICS #28(e), #44(b), #116, & #117 regarding record requirement portion only]

~~[16. Be designed to prevent unauthorized changes to cashless wagering system programs and critical data.]~~

[Drafter's Note: Formerly Technical Standard 3.150(16) superseded by Technical Standard 7.040(3)]

~~[17. Require the end user to initiate any remote access and shall only allow remote access by the system's licensed manufacturer from that manufacturer's place of business.]~~

[Drafter's Note: Formerly Technical Standard 3.150(17) removed]

12.040 System requirements for wagering account systems. *All wagering account systems shall comply with Regulation 5.225 and Regulation 22.140 requirements as applicable.*

[Drafter's Note: Proposed per Regulation 5.225]

~~**[3.160 Documentation required of]**~~***12.050 Reporting requirements for*** ~~**[C]**~~**cashless** ~~**[W]**~~***w*agering** ~~**[S]**~~***s*ystems.** *In addition to the reporting requirements outlined in General Technical Standards 7.090, all cashless wagering systems shall provide, at a minimum, the following reports:*

~~*[6.]*~~*Note: For any wagering instrument that is currently "active" – meaning it has not been redeemed, voided or expired – the system shall mask the wagering instrument validation number on ~~[all]~~ system generated reports. Masking shall be applied consistently across ~~[all]~~ reporting interfaces to prevent unauthorized use, duplication or fraudulent redemption of active wagering instruments. Partial display of the validation number constitutes an acceptable masking method.*

[Drafter's Note: Note moved from 12.050(6)]

~~[Documentation generated by a cashless wagering system shall be available on a day, month, year-to-date basis and for at least a previous two-year cumulative basis. The system shall be designed so that documentation may be created daily or on demand and includes, at a minimum:~~

~~1. For each document:~~

~~(a) Document title;~~

~~(b)Version number of the current system software;~~

~~(c)Date or time period of activity;~~

~~(d)Date and time the document was generated;~~

~~(e)Page numbering, indicating the current page and total number of pages (e.g. Page X of Y; and~~

~~(f) Colum and row titles (if applicable).~~

~~Note: All required reporTechnical Standard must be generated by the system, even if the period specified contains no data to be presented. The report generated should indicate all required information and contain an indication of "No Activity" or similar message if no data appears for the period specified.]~~

[Drafter's Note: Superseded by Technical Standard Technical Standard 7.090]

~~[2. Wagering instrument issuances by date and identification of gaming device where issued, by gaming device.]~~*1. A "Wagering Instrument Issuances Report" displaying the wagering instruments issued by the cashless wagering system, and detailing the following information for each wagering instrument:*

(a) Date and time of issuance;

(b) Dollar amount;

(c) Sequence number;

(d) Validation number *(masked)*; and

(e) *Location* where issued *(e.g., EGD ID,* game ID, *cashier station ID, kiosk ID, etc.).*

[Drafter's Note: Adapted from Technical Standard 3.160(2)]

~~[3. Wagering instrument redemptions by date and means of redemption (e.g. gaming device, cashier station, kiosk, etc.).]~~*2. A "Wagering Instrument Redemptions Report" displaying the wagering instruments redeemed by the cashless wagering system, and detailing the following information for each wagering instrument:*

(a) Date and time of redemption;

(b) Date and time of issuance;

(c) Dollar amount;

~~*[(d) Sequence number;]*~~

~~*[(e)]*~~*(d) Validation number; and*

~~*[(f)]*~~*(e) Location of redemption (e.g., EGD ID, game ID, cashier station ID, kiosk ID, etc.).*

[Drafter's Note: Adapted from Technical Standard 3.160(3)]

~~[4. Wagering instrument liabilities by date issued and by instrument sequence number]~~*3. A "Wagering Instrument Liabilities Report" displaying the wagering instruments issued but not yet redeemed by the cashless wagering system, and detailing the following information for each wagering instrument:*

(a) Date and time of issuance;

(b) Dollar amount;

~~*[(c) Sequence number;]*~~

~~*[(d)]*~~*(c) Validation number (masked); and*

~~*[(e)]*~~*(d) Location where issued.*

[Drafter's Note: Adapted from Technical Standard 3.160(4) Slot MICS #87]

~~[5. Wagering instruments expired by date issued, sequence number and identification of gaming device where issued.]~~*4. A "Wagering Instrument Expired Report" displaying the wagering instruments expired by the cashless wagering system, and detailing the following information for each wagering instrument:*

(a) Date and time of expiration;

(b) Date and time of issuance;

(c) Dollar amount;

~~*[(d) Sequence number;]*~~

~~*[(e)]*~~*(d) Validation number; and*

~~*[(f)]*~~*(e) Location where issued.*

[Drafter's Note: Adapted from Technical Standard TS3.160(5)]

[6. Wagering instruments voided by date issued, instrument sequence number and identification of gaming device where issued.]*5. A "Wagering Instrument Voided Report" displaying wagering instruments voided in the cashless wagering system, and detailing the following information for each wagering instrument:*

(a) Date and time of void;

(b) Date and time of issuance;

[(c) Sequence number;]

[(d)](c) Validation number; and

[(e)](d) Location where issued.

[Drafter's Note: Adapted from Technical Standard 3.160(6)]

[6. For any wagering instrument that is currently "active" – meaning it has not been redeemed, voided or expired – the system shall mask the wagering instrument validation number on all system generated reports. Masking shall be applied consistently across all reporting interfaces to prevent unauthorized use, duplication or fraudulent redemption of active wagering instruments.]

[7.] [Debit instrument (i.e., wagering account) activity and balances, by patron and gaming device and shall include the date and time of each transfer to or from each gaming device.] *6. A "Debit Instrument Transaction Detail Report" displaying the debit instrument transactions processed by the cashless wagering system, and detailing the following information for each transaction:*

(a) Patron ID;

(b) Transaction ID;

(c) Debit instrument unique identification;

(d) Date and time of transfer;

(e) Dollar amount;

(f) Transaction status;

(g) Location of transfer (e.g., EGD ID); and

(h) Type of transfer (EFT in/EFT out).

[Drafter's Note: Adapted from Technical Standard 3.160(7) to address EFT only and superseded by Technical Standard 12.070(1) to address wagering accounts only]

[8.] [Vouchers and coupons counted in the count room, by gaming device and by type of instrument.] *7. A "Wagering Instrument and Coupons Count Report" by game/EGD and by instrument type, displaying all wagering instruments and coupons counted in the count room, and detailing the following information:*

(a) EGD/Game;

(b) Type of instrument;

(c) Dollar amount;

(d) Validation number; and

(e) Total number of wagering instruments and coupons counted.

[Drafter's Note: Adapted from Technical Standard 3.160(8) and adapted from Slots MICS#45]

[9.]8. An "[Gaming device] *EGD* [m]*M*eter EFT [i]*I*n vs. [s]*S*ystem EFT [i]*I*n *Report" by EGD.*

[Drafter's Note: Formerly Technical Standard 3.160(9) and adapted from Slots MICS #126]

~~[10.]~~9. An "EGD Meter EFT Out vs. System EFT Out Report" by EGD.

[Drafter's Note: Proposed Technical Standard to go in line with Technical Standard 1.800(o)]

10.~~[11.]~~ An "~~[Gaming device]~~ EGD ~~[m]~~Meter WAT *~~[i]~~In* vs. *~~[s]~~System* WAT *~~[i]~~In Report" by EGD.*

[Drafter's Note: Formerly Technical Standard 3.160(10) and adapted from Slots MICS #126]

11.~~[12.]~~ An "~~[Gaming device]~~ EGD ~~[m]~~Meter WAT *~~[o]~~Out* vs. *~~[s]~~System* WAT *~~[o]~~Out Report" by EGD.*

[Drafter's Note: Formerly Technical Standard 3.160(11) and adapted from Slots MICS #126]

~~[12. System promotional account activity and balances, by patron or by promotion, as applicable.]~~

[Drafter's Note: Formerly Technical Standard 3.160(12) superseded by Technical Standard 7.100(1)-(4)]

~~[13. System wagering account activity (deposits, transfers to and from gaming devices, WAT Win, withdrawals, adjustments) and beginning and ending balances, by wagering account, and in total.]~~

[Drafter's Note: Formerly Technical Standard 3.160(13) superseded by Technical Standard 12.070(2)]

~~[14.]~~*~~[13.]~~12. An ~~[Gaming device]~~ "EGD ~~[m]~~Meter ~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[i]~~In* vs. *~~[s]~~System ~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[i]~~In Report"* by EGD.

[Drafter's Note: Formerly Technical Standard 3.160(14) and adapted from Slots MICS #126]

~~[15.]~~*~~[14.]~~13. An ~~[Gaming device]~~ "EGD ~~[m]~~Meter ~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[o]~~Out* vs. *~~[s]~~System ~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[o]~~Out Report" by EGD.*

[Drafter's Note: Formerly Technical Standard 3.160(15) and adapted from Slot MICS #126]

~~[15.]~~14. An "EGD Meter Cashable Electronic Promotion Wagered Report" by EGD.

[Drafter's Note: Proposed Technical Standard to address CEP wagered reporting requirement]

~~[16.]~~15. An ~~[Gaming device]~~ "EGD ~~[m]~~Meter ~~[n]~~Non-~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[i]~~In vs. *~~[s]~~System ~~[n]~~Non-~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[i]~~In Report" by EGD.*

[Drafter's Note: Formerly Technical Standard 3.160(16) and adapted from Slots MICS #126]

~~[17.]~~16. An ~~[Gaming device]~~ "EGD ~~[m]~~Meter ~~[n]~~Non-~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[o]~~Out vs. *~~[s]~~System ~~[n]~~Non-~~[c]~~Cashable ~~[c]~~Electronic ~~[p]~~Promotion ~~[o]~~Out Report" by EGD.*

[Drafter's Note: Formerly TS3.160(17) and adapted from Slots MICS #126]

~~[~~*~~18.]~~*17. *An "*~~[Gaming device]~~ *"EGD* ~~[m]~~*M*eter *Wagering* ~~[v]~~*V*oucher ~~[i]~~*I*n vs. ~~[s]~~*S*ystem *Wagering* ~~[v]~~*V*oucher ~~[i]~~*I*n ~~[f]~~*F*orms ~~[a]~~*A*ccepted *Report" by EGD.*
[Drafter's Note: Formerly Technical Standard 3.160(18) and adapted from Slots MICS #126]

~~[~~*~~19.]~~*18. *A "*System *Wagering* ~~[voucher]~~ *Instruments* ~~[i]~~*I*n vs. *Wagering* ~~[vouchers]~~ *Instruments* ~~[c]~~*C*ounted in the ~~[c]~~*C*ount [r]*R*oom *Report," by* ~~[gaming device]~~ *EGD/game.*
[Drafter's Note: Formerly Technical Standard 3.160(19) and adapted from Slot MICS #126]

~~[~~*~~20.]~~*19. *An "*~~[Gaming device]~~ *"EGD* ~~[m]~~*M*eter *Wagering* ~~[v]~~*V*oucher ~~[o]~~*O*ut vs. ~~[s]~~*S*ystem *Wagering* ~~[v]~~*V*oucher ~~[o]~~*O*ut ~~[f]~~*F*orms ~~[i]~~*I*ssued *Report" by EGD.*
[Drafter's Note: Formerly Technical Standard 3.160(20) and adapted from Slots MICS #126]

~~[~~*~~21.]~~*20. *An "*~~[Gaming device]~~ *"EGD* ~~[m]~~*M*eter ~~[c]~~*C*oupon ~~[p]~~*P*romotion ~~[i]~~*I*n vs. ~~[s]~~*S*ystem ~~[c]~~*C*oupon ~~[p]~~*P*romotion ~~[i]~~*I*n ~~[f]~~*F*orms ~~[a]~~*A*ccepted *Report" by EGD.*
[Drafter's Note: Formerly Technical Standard 3.160(21) and adapted from Slots MICS #126]

~~[~~*~~22.]~~*21. *An "*~~[s]~~*S*ystem ~~[c]~~*C*oupon ~~[p]~~*P*romotion ~~[i]~~*I*n vs. ~~[c]~~*C*oupons ~~[c]~~*C*ounted in the ~~[c]~~*C*ount ~~[r]~~*R*oom *Report," by game/* ~~[gaming device]~~ *EGD.*
[Drafter's Note: Formerly Technical Standard 3.160(22) and adapted from Slots MICS #126]

~~[~~*~~23.]~~*22. *An "*~~[Gaming device]~~ *"EGD* ~~[m]~~*M*eter ~~[c]~~*C*oupon ~~[p]~~*P*romotion ~~[o]~~*O*ut vs. ~~[s]~~*S*ystem ~~[c]~~*C*oupon ~~[p]~~*P*romotion ~~[o]~~*O*ut ~~[f]~~*F*orms [i]*I*ssued *Report" by EGD.*
[Drafter's Note: Formerly Technical Standard 3.160(23) and adapted from Slots MICS #126]

~~[~~*~~24.]~~* ~~[Slot machine performance report, as set forth in Technical Standard 3.140(2), that properly includes the wagering activity recorded on the gaming device meters set forth in Technical Standard 3.150(6) if the cashless wagering system is integrated with an on-line slot metering system.]~~ *23. For cashless wagering systems integrated with associated equipment systems serving different gaming areas (e.g. on-line slot metering system, table games system, etc.), the system shall ensure that all cashless wagering activity is accurately assigned to the proper gaming area and accurately reported:*

(a) On the statistical report(s) required for each gaming area, in accordance with the applicable technical standards and Regulation 6.040(2)(c)(d).

(b) On the revenue report(s) for each gaming area in accordance with the applicable technical standards and Regulation 6.110(1); (2); (3); and (14).
[Drafter's Note: Proposed per Technical Standard 3.160(24)]

~~[~~*~~25.]~~*24. *A "Wagering Instrument Ledger Transaction Report" displaying the patron's digital wagering instruments, by patron, by location, and detailing the following information:*

(a) Account number;

(b) Patron name;

(c) Beginning balance;

(d) List of all transactions that include:

(1) Date and time;

(2) Transaction type (e.g. wagering instrument deposit; wagering instrument withdrawal, adjustment, void, wagering instrument expired, etc.);

(3) Wagering instrument representative value;

(4) Wagering instrument validation number;

(5) Wagering instrument issuance date;

~~*[(5)]*~~*(6) Wagering instrument expiration date; and*

~~*[(6)]*~~*(7) EGD ID/Game ID/kiosk/cashier station wagering instrument was issued/redeemed;*

(e) Totaled by transaction type;

(f) Subtotaled by location; and

(g) Ending Balance.

Note: A substantially equivalent report may be used as approved by the Chair.

[Drafter's Note: Proposed per Technical Standard to go in line with Slots MICS #79]

~~[25. For each individual adjustment made to a cashless wagering account or a promotional account, a summary of the adjustment to include:~~

~~(a) Patron name and account number, or specific promotion, as applicable;~~

~~(b) Amount of, and explanation for, the adjustment; and~~

~~(c) Identification of the user completing and/or authorizing the adjustment.]~~

~~*[26.]*~~*25. A "Patron Account Adjustment Report," displaying the adjustments made to the patron's account, by patron, by account, and detailing the following information:*

(a) Patron name;

(b) Account number;

(c) Type of account (e.g. wagering instrument ledger, wagering account, etc.);

(d) Date and time of adjustment;

(e) Amount of adjustment;

(f) Identification of users who performed and/or authorized the adjustment; and

(g) Reason/description of adjustment.

[Drafter's Note: Proposed per Technical Standard 3.160(25)]

26. ~~[All cashiering activities (e.g., log on, redemptions, deposits/withdrawals and adjustments to wagering accounts, log off, etc.), by cashier.]~~ ~~*[27.]*~~ *A "Cashiering Activity Report" displaying cashiering activity, by cashier, and detailing the following information:*

(a) Cashier ID;

(b) Log on/off date and time;

(c) Wagering instruments issued/redeemed/voided;

(d) Deposits/withdraws and adjustments to patron's account;

(e) Any other information required for patron's account reconciliation; and

(f) Any other information required for end-shift reconciliation.

[Drafter's Note: Proposed per Technical Standard 3.160(26)]

27. ~~[All exceptions to include:]~~ ~~*[28.]*~~ *An "Exceptions Report," or set of reports,* that *includes the following:*

(a) Date and time of exception;

(b) ~~[Gaming device]~~ *EGD/game* number or user identification number and terminal location where the exception occurred; and

(c) A description of the exception or a unique code that identifies the exception.

[Drafter's Note: Formerly Technical Standard 3.160(27)]

12.060 Record and documentation requirements for wagering account systems. All wagering account systems shall:

1. Record and retain each deposit, withdrawal and adjustment made to a patron's wagering account. Each recorded transaction shall include the following information:

(a) Patron's name;

(b) Wagering account number;

(c) Signature or equivalent secure patron-identity verification;

(d) Date and time of deposit, withdrawal, or account adjustment;

(e) Dollar amount of transaction;

(f) Unique transaction ID;

(g) Nature of deposit/withdrawal pursuant to Regulation 5.225(9)(10);

(h) Identification of user(s) performing/authorizing the transaction; and

(i) Reason for any adjustment made to the wagering account.

(j) For all deposits and withdrawals, the system shall generate a physical and/or digital receipt that includes items (a) through (h) above to be provided to the patron.

[Drafter's Note: Adapted from Cage and Credit MICS #43]

12.070 Reporting requirements for wagering account systems. In addition to the reporting requirements outlined in General Technical Standards 7.090, all wagering account systems shall provide, at a minimum, the following reports:

1. A "Detail Wagering Account Report" displaying the wagering account activity, for each wagering account, and detailing the following information:

(a) Account number;

(b) Name of all patron(s) registered to the account;

(c) Beginning balance;

(d) List of all transactions that includes the following:

(1) Date and time;

(2) Amount of transaction;

(3) Transaction type (e.g. deposit, withdrawal, adjustment, credits, debits and any other type of transaction pursuant to Regulation 5.225(9)(10)(11) and (12);

(4) Gaming area; and

(5) Patron(s)/employee(s) who initiated and authorized the transaction.

(e) Totaled by transaction type; and

(f) Ending balance.

Note: This report shall be accessible to the patron upon request.

[Drafter's Note: Adapted from Regulation 22.145(7), Technical Standards 3.160(7), 3.160(13) and Cage and Credit MICS #47]

2. A "Wagering Account Balance Summary Report", displaying a summary of the wagering account activity, by wagering account and in total, and detailing the following information:

(a) Beginning balance;

(b) Dollar amounts per transaction type (e.g. deposit, withdrawal, adjustment, credits, debits and any other type of transaction pursuant to Regulation 5.225(9-12);

(c) Ending Balance; and

(d) All wagering accounts, regardless of account balance, shall be included on the report.

[Drafter's Note: Adapted from Cage and Credit MICS #48]

3. A "Wagering Account Transfers Detail Report" displaying the wagering account transfers, by gaming area, and detailing the following information:

(a) For each EGD/game all transactions which includes (e.g., by slot machine #, socket ID, table game number, keno/bingo game if more than one, or counter game):

(1) Date and time;

(2) Account number;

(3) Transaction type (e.g., transfer to or transfer from);

(4) WAT In amount;

(5) WAT Out amount; and

(6) For in person counter game transactions, writer/cashier station.

(b)Subtotal of WAT In and WAT Out by game/EGD.

(c) By gaming area and in total, WAT In and WAT Out.

[Drafter's Note: Adapted from Cage and Credit MICS #49 and Table Games MICS #117]

4. A "Wagering Account Transfers By Gaming Area Report" displaying the wagering account activity for each gaming area utilizing wagering accounts, and detailing the following information:

(a) WAT In by EGD/game;

(b) WAT Out by EGD/game; and

(c) Total WAT In and total WAT Out.

[Drafter's Note: Adapted from Bingo MICS #66(c), Cage and Credit MICS #50, Keno MICS #62(e), Slot MICS #180(f), and Table Games MICS #181(c)]

5. A "Wagering Account Transfers Summary Report", displaying the wagering account activity, by gaming area and in total, summarizing the daily, month-to-date, and year-to-date WAT In and WAT Out.

[Drafter's Note: Adapted from Bingo MICS #70, Cage and Credit MICS #51, Keno MICS #72, and Slot MICS #181]

[3.161 ~~Documentation Required of~~]*12.080 Reporting requirements for* ~~[M]~~*m*obile ~~[G]~~*g*aming ~~[D]~~*d*evice ~~[C]~~*c*ashless ~~[W]~~*w*agering ~~[S]~~*s*ystems. *In addition to the reporting requirements outlined in General Technical Standards 7.090, all mobile gaming device cashless wagering systems shall provide, at a minimum, the following reports:*

~~[1. Documentation generated for a system-based game shall be available on a day, month, year-to-date basis and for at least a previous two-year cumulative basis. The system shall be designed so that documentation may be created daily or on demand and includes, at a minimum:~~

~~(a) For each document:~~

~~(1) Document title;~~

~~(2) Version number of the current system software;~~

~~(3) Date or time period of activity; and~~

~~(4) Date and time the document was generated.]~~

[Drafter's Note: Superseded by Technical Standard Technical Standard 7.090]

~~[(b)]~~*1. "A WAT Detail Transaction Report"* for each WAT In transaction or WAT Out transaction:

~~[(1)]~~*(a)* Wagering account number;

~~[(2)]~~*(b)* Socket ID; and

~~[(3)]~~*(c)* Date and time of transfer.

[Drafter's Note: Proposed per Technical Standard 3.161(1)(b)]

~~[(c)]~~*2. "A* Revenue ~~[r]~~*R*eport" shall include total amount of WAT In, WAT Out and WAT Win by socket ID and grand totals.

[Drafter's Note: Formerly Technical Standard 3.161(1)(c)]

~~[(d)~~*3. "A* ~~[Each]~~ WAT In transaction and WAT Out transaction *Report,"* by wagering account number; total WAT In, total WAT Out and total WAT Win by wagering account number; and grand totals.

[Drafter's Note: Formerly Technical Standard 3.161(1)(d)]

~~[(e)]~~*4.* "A ~~[Each]~~ WAT In transaction and WAT Out transaction *Report"* by socket ID; total WAT In, total WAT Out and total WAT Win by socket ID; and grand totals.

[Drafter's Note: Formerly Technical Standard 3.161(1)(e)]

~~[2.]~~*5.* The system-based game shall be designed to display or create documentation on demand which includes the number of socket IDs available to operate mobile communications devices, and the identification of each mobile communications device assigned to a socket ID.

[Drafter's Note: Formerly Technical Standard 3.161(2)]

~~[3.]~~*6.* ~~[All]~~ *"An* ~~[e]~~*E*xceptions *Report"* to include:

(a) Date and time of exception;

(b) Socket ID where the exception occurred; and

(c) A description of the exception or a unique code that identifies the exception.

[Drafter's Note: Formerly Technical Standard 3.161(3)]

~~[3.170]~~*12.090* **Waiver provisions.** Upon a showing of good cause, the Chair may waive any of the requirements of Technical Standard *12, pursuant to Regulation 14.260(8).*

[Drafter's Note: Formerly Technical Standard 3.170]

End – Technical Standard 12

~~*[Note: The following AE requirements which were previously identified have been removed or reclassified: NRS463.014(1), Regulation 1.062,]*~~