PROPOSED TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT 13

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 13

INTEGRITY OF AND PROPER ACCOUNTING FOR CAGE, CREDIT, CARD GAMES AND TABLE GAMES SYSTEMS

13.010 Integrity of cage, credit, and table games systems. *All cage, credit, and table games systems submitted for approval shall:*

1. Be configurable to ensure that all patron balance and transaction information recorded and displayed by the System is automatically updated to reflect all activity including the applicable amount of credit issued, the available balance, the voided marker transaction, and all payments.

[Drafter's Note: Adapted from Cage and Credit MICS #7 & 13 and Table Grames MICS #3, #17, & #24]

2. Prohibit the voiding of a marker 30 minutes after the original issuance without appropriate supervisor approval.

[Drafter's Note: Adapted from Cage and Credit MICS #12 and Table Grames MICS #16]

3. Systems which utilize electronically signed fills, credits or markers shall include at a minimum, the proper number of signatures (e.g., separate login required for each signatory requirement), with a copy of the form restricted to authorized personnel,

and the completed form shall be rendered un-alterable through either software or hardware means acceptable by the Chair.

[Drafter's Note: Adapted from Cage and Credit #16 and Table Grames MICS #26 & #79]

4. Permit the validity of the wagering instrument to be verified prior to authorizing payment (i.e., issuing chips at a table) on a voucher.

[Drafter's Note: Adapted from Table Games MICS #36]

5. Prevent individuals who perform the marker, chip, or table inventory count from having system access to change or delete table inventory amounts after the count's initial input. Only authorized personnel may make changes to count figures after the end of shift.

[Drafter's Note: Adapted from Table Games MICS #81 Note & #88]

6. If a currency counter interface is used:

(a) Employ logical security method(s) to secure the system from unauthorized access~~[.]~~;

[Drafter's Note: Adapted from Table Games MICS #105]

(b) Employ a secure communications or computer storage media to transfer the currency drop figures~~[.]~~;

[Drafter's Note: Adapted from Table Games MICS #108]

(c) Ensure a means to record rejected currency, by table and in total, in the system~~[.]~~; *and*

[Drafter's Note: Adapted from Table Games MICS #110]

(d) Ensure adjustments to recorded information require the authorization of two authorized users.

[Drafter's Note: Adapted from Table Games MICS #121(b)]

7. Be configurable to restrict access to credit documentation through approved security mechanisms.

[Drafter's Note: Adapted from Cage and Credit MICS #28, #29, & #30]

8. Restrict access to the inventory table/card games form based on user permissions.

[Drafter's Note: Adapted from Table Games MICS #118(b)]

13.020 Documentation requirements for cage, credit, table games systems. *All cage, credit, and table game systems shall provide printed or electronic records that provide, at a minimum:*

1. The System shall record the proper authorization of credit issuances in excess of a previously established limit.

[Drafter's Note: Adapted from Cage and Credit MICS #2 & #3 and Table Grames MICS #2]

2. The System shall record and retain the following information as part of a patron's record when establishing an account with credit limits for the issuance of markers or counter checks:

(a) Patron's name, current address, and signature;

(b) Type of identification credential, credential number, expiration date of credential, and date credential was examined;

(c) Documentation of credit worthiness using a method permissible under Regulation 6.120;

(d) Authorized credit limit; and

(e) User ID of individual(s) authorizing the credit limits.

[Drafter's Note: Adapted from Cage and Credit MICS #1]

3. Cage marker forms are at least two parts (original and payment slip), prenumbered by the printer or concurrently numbered by the system, in numerical sequence, and contain at a minimum, the following:

(a) Date and time;

(b) Marker number;

(c) Patron's name and signature;

(d) Amount of the transaction (alpha and numeric); and

(e) User ID of the individual(s) performing and/or authorizing the transaction.

[Drafter's Note: Adapted from Cage and Credit MICS #8 & #9]

4. The System shall record the following information for counter checks issued:

(a) Patron's Name;

(b) Dollar amount of credit issued (both alpha and numeric); and

(c) User ID of the individual(s) performing and/or authorizing the transaction.

[Drafter's Note: Adapted from Cage and Credit MICS #10]

5. For Systems that allow for partial payments to be made on credit instruments (i.e., markers, personal checks, payroll checks, cashier's checks etc.) and do not replace the original marker with a marker for the remaining balance, issue a multi-part sequentially numbered receipt which contains at least the following information:

(a) Receipt number;

(b) Patron name;

(c) Date of payment;

(d) Dollar amount of payment and nature of settlement (cash, chips, etc.);

(e) User ID(s) of the individual performing and/or authorizing the transaction; and

(f) Marker number or other identifying characteristic of the credit instrument on which payment is being made.

[Drafter's Note: Adapted from Cage and Credit MICS #25]

6. Customer deposits for safe keeping and front money are evidenced by at least a two-part document, which contains at least the following information:

(a) Receipt number;

(b) Customers name and signature;

(c) Date of deposit/withdrawal;

(d) Dollar amount of deposit/withdrawal. For foreign currency, the name of the country, the amount of the foreign currency by denomination, and it's U.S. dollar equivalent is also documented;

(e) Nature of deposit/withdrawal (e.g., cash, check, or chips);

(f) For a branch office deposit/withdrawal, branch office location where the deposit/withdrawal was transacted; and

(g) ID of employee handling the transaction.

[Drafter's Note: Adapted from Cage and Credit MICS #52 and #53]

7. *Systems which utilize a Void Receipt shall include at a minimum the following:*

(a) "Void" notation on digital copies of original instruments;

(b) Reason for void;

(c) Date and time of void; and

(d) User ID(s) performing void.

[Drafter's Note: Adapted from Cage and Credit MICS #11]

8. For Systems that do not produce void receipts or record voids in excess of 30 minutes on an exception report, ensure that the reason for a void appears on the copy of the digital marker.

[Drafter's Note: Adapted from Cage and Credit MICS #12]

13.030 Documentation requirements for card/table games systems. *All card/table games systems shall provide electronic records which include, at a minimum:*

1. Marker forms issued in a table games area shall be in at least triplicate (three parts – original, payment slip, and issue slip) with a preprinted or concurrently-printed marker number in numerical sequence and contain the following:

(a) Original Marker Slip;

(1) Marker number;

(2) Patron name and signature;

(3) Date and time;

(4) Amount of credit issued (both alpha and numeric); and

(5) Station/Table Number where credit issued.

[Drafter's Note: Adapted from Table Games MICS #4, #5, & #12]

(b) Issue Slip;

(1) Original marker number;

(2) Table number;

(3) Date and time of issuance;

(4) Amount of credit issued;

(5) Patron name;

(6) User ID of dealer; and

(7) User ID of supervisor.

[Drafter's Note: Adapted from Table Games MICS #4, #5, & #13]

(c) Payment Slip;

(1) Original marker number;

(2) Table number where paid;

(3) Date and time of payment;
(4) Nature of payment (cash, chips);
(5) Amount of payment;
(6) User ID of dealer; and
(7) User ID of supervisor.

[Drafter's Note: Adapted from Table Games MICS #4, #5, & #14]

2. Systems which utilize a Void Receipt shall include the following:

(a) "Void" notation on digital copies of original instruments;
(b) Reason for void;
(c) Date and time of void; and
(d) User ID(s) performing void.

[Drafter's Note: Adapted from Table Games MICS #15]

3. For systems that do not produce void receipts or record voids in excess of 30 minutes on an exception report, ensure that the reason for a void appears on the copy of the digital marker.

[Drafter's Note: Adapted from Table Games MICS #16]

4. A "Marker Payment Transfer Slip" for transfers of markers between tables or cage that includes the following:

(a) Date, time, *and shift;*
(b) Dollar amount of payment;
(c) Marker number;
(d) Table number where payment was accepted; and
(e) Table number where marker was originally issued or cage window where payment was transferred.

[Drafter's Note: Adapted from Table Games MICS #19 & #20]

5. For systems that track and generate foreign currency exchange forms, forms shall contain the following:

(a) Country of origin;
(b) Total face value;
(c) Amount of chips/tokens extended (i.e. conversion amount);
(d) User ID of dealer performing transaction; and
(e) User ID of supervisor approving transaction.

[Drafter's Note: Adapted from Table Games MICS #34]

6. For systems that track rim credit and produce rim cards; the following is to be printed on pre-numbered or concurrently numbered rim cards:

(a) Beginning balance;
(b) Date and time of each balance increase/decrease;
(c) Dollar amount of each balance increase/decrease;
(d) Balance Type (Increase/Decrease) e.g. one of the following:
(1) Issuance of rim credit (e.g. chips given to patron);
(2) Transfer of rim credit balance from another table. (The date, time and amount of the transfer shall be documented on the rim cards at both tables with the appropriate cross-referencing of rim card numbers);

(3) Transfer of rim credit balance from the previous shift. (The date, time and amount of the transfer shall be documented on the rim cards with the appropriate cross-referencing of rim card numbers.);

(4) Payment in cash;

(5) Payment in chips;

(6) Issuance of a marker (The marker serial number and amount shall be indicated.);

(7) Transfer of rim credit balance to another table. (The date, time and amount of the transfer shall be documented on the rim cards at both tables with the appropriate cross-referencing of rim card numbers.); *and*

(8) Transfer of rim credit balance to the next shift. (The date, time and amount of the transfer shall be documented on the rim cards with the appropriate cross-referencing of rim card numbers).

(e) User ID(s) completing the transaction; and

(f) Outstanding balance.

[Drafter's Note: Adapted from Table Games MICS #54]

7. For pit fills and credits generated by the System:

(a) A fill/credit slip in at least triplicate form (one part maintained in the system, in an unalterable form), with a preprinted or concurrently-printed number in numerical sequence that contains the following:

(1) Fill/credit number;

(2) Type (fill or credit);

(3) Date and time;

(4) User IDs of individual authorizing and issuing fill/credit;

(5) Table number/shift; and

(6) Amount of fill/credit by denomination and in total.

[Drafter's Note: Adapted from Card Games MICS #4 and Table Games MICS #62, #69(c) & #71]

(b) Record the following on the System generated credit slip and order for credit (if utilized), for all transfers of markers to the cage at a time other than for a mass marker transfer:

(1) Marker number(s);

(2) Patron's name;

(3) Amount of each marker(s);

(4) Total amount transferred;

(5) ID of pit supervisor releasing the instrument from pit, and

(6) ID of for the cashier verifying receipt of the instrument at the cage.

[Drafter's Note: Adapted from Table Games MICS #71]

(c) For fill/credit slips produced by the System, the form shall record User IDs/electronic signatures of the following:

(1) Cashier - The individual that prepared the fill slip and issued the chips, tokens, and/or monetary equivalents, or prepared the credit slip and received the chips, tokens, and/or monetary equivalents transferred from the pit.

(2) Runner - The individual that carried the chips, tokens, and/or monetary equivalents from the cage to the pit, or carried the chips, tokens, and/or monetary equivalents transferred from the pit to the cage and returned to the pit with the credit slip.

(3) Dealer - The individual that received the chips, tokens, and/or monetary equivalents at the gaming table, or had custody of the chips, tokens, and/or monetary equivalents prior to transfer to the cage. For marker credits, the dealer inserting the credit slip into the table game drop box.

(4) Pit Supervisor - The individual that supervised the fill/credit transaction.

[Drafter's Note: Adapted from Table Games MICS #73]

(d) The System shall prevent pit, cage and other unauthorized personnel from accessing and making changes to the system recorded data relating to fills and credits;

[Drafter's Note: Adapted from Table Games MICS #64]

(e) The System shall record and update the status to reflect each voided fill and credit transaction.

[Drafter's Note: Adapted from Table Games MICS #65]

8. A "Mass Marker Transfer Slip" for all outstanding markers transferred from the pit to the cage, that includes the following:

(a) Unique document number;

(b) Date and time;

(c) Shift identifier;

(d) Marker number for each marker;

(e) Table number where each marker was issued;

(f) Issuance amount of each marker;

(g) Total amount of marker instruments being transferred; and

(h) User ID(s) of the pit supervisor releasing instruments from the pit, and the signature of cashier verifying receipt of instruments at the cage.

[Drafter's Note: Adapted from Table Games MICS #80]

9. A "Table Games/Card Room Inventory Form" that includes the following:

(a) Date and time;

(b) Table number/ID;

(c) Inventory Count (chips, token, coin, etc.) *by denomination and in total;*

(d) User ID(s) of individuals/supervisors verifying count; and

(e) Total by Table.

[Drafter's Note: Adapted from Card Games MICS #9 & #10 and Table Games MICS #84(a) & #118 (b)]

13.040 Reporting requirements for cage, credit, card games, and table games systems. *In addition to the reporting requirements outlined in General Technical Standards ~~[7.100]~~7.090, Systems for all cage, card and table game operations shall provide at a minimum:*

1. A "Credit Activity Report" that contains the following:

(a) Name or other identifier of the individual(s) issuing the credit;

(b) Name of the individual receiving the credit;
(c) Date and time the credit was issued;
(d) Table number where the credit was issued;
(e) Amount of credit issued;
(f) Marker number, if applicable;
(g) Current amount of available credit;
(h) Date, time, and amount of payment received and nature of payment (e.g., cash, chips, etc.) or if transferred to the cage, the marker credit slip or mass marker transfer form number; and
(i) Name or other identifier of the individual receiving payment.

[Drafter's Note: Adapted from Cage & Credit MICS #6 & #31 and Table Games MICS #7]

2. A "Void Fill/Credit and Marker Report" that includes:
(a) Date and time of void;
(b) Reason for void;
(c) Marker number; and
(d) User ID(s) performing void.

[Drafter's Note: Adapted from Cage and Credit MICS 11; Table Games MICS #15, #65, #179(b) and (c)]

3. *A "Credit Instrument Payment Report" that includes the following:*
(a) Date/time of payment;
(b) Payment amount;
(c) Payment type (e.g., cash, chips);
(d) User ID of the individual receiving payment;
(e) Patron name; and
(f) Marker number.

[Drafter's Note: Adapted from Cage and Credit MICS #24]

4. For systems that track rim credit, a "Rim Credit Settlement Report" is produced, by table, on a daily, and monthly *basis that includes the following:*
(a) Patron's name and account numbers;
(b) Date and time;
(c) Transaction type ~~[e.g. the following]~~:
(1) Payment in cash;
(2) Payment in chips; and
(3) Issuance of a marker (The marker serial number and amount shall be indicated);
(d) User ID of individual performing transaction (i.e. supervisor, dealer);
(e) Subtotal by payment type, by patron; and
(f) Grand Totals.

[Drafter's Note: Adapted from Table Games MICS #60]

5. 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 adjustments to a patron's account balance, changes made to information recorded in a patron's account, markers and/or counter checks amount over $10,000 for single patron, transfers between accounts, voids, voids exceeding 30 minutes, overrides, corrections, and any other activity requiring employee intervention or occurring outside of the normal scope of system operation.

[Drafter's Note: Adapted from Cage and Credit MICS #7, #12, & #90, Card Games MICS #54(b), and Table Grames MICS #16, #121(b), #173(b), #179(b), #179(c), & #184 Note]

6. A "Master Games Summary Report" includes by table, for each shift, *on a daily and month-to-date includes the following:*

(a) Game type;

(b) Beginning inventory;

(c) Fills;

(d) Credits;

(e) Ending inventory;

(f) Pit marker activity: ~~[:]~~

(1) Issuances;

(2) Payments: chips, cash, partial payments; and

(3) Transfers;

(g) Drop;

(h) Win;

(i) Statistical win; and

(j) Statistical drop.

[Drafter's Note: Adapted from Card Games MICS #45 and Table Games MICS #108, #110, and #118]

7. For Systems that track gaming salon activity, a "Gaming Salon Report" is produced by table, by shift, by game type, on a daily, monthly and year-to date that includes the following:

(a) Statistical drop;

(b) Statistical win;

(c) Statistical win-to-drop percentage by table; and

(d) Statistical win-to-drop percentage by game type.

[Drafter's Note: Adapted from Table Games MICS #139]

8. For Systems that track gaming salon (primary and/or secondary), a "Monthly Gaming Salon Patron Report" is produced showing life-to-date information of patron who had a credit limit of at least $300,000. The report includes, by game type, by patron, and in total for the primary patron's group, the following:

(a) Estimated statistical drop;

(b) Estimated statistical win;

(c) Statistical win to statistical drop percentage;
(d) Total credit issuances;
(e) Total pit credit redemptions; and
(f) Total number of trips to date.

Note: The data for TS 13.040(8)(a) - (e) applicable to other secondary patrons having no credit limit or a credit limit of less than $300,000 shall be identified as being attributable to the salon patron's group (group to be identified by the primary patron's name).

[Drafter's Note: Adapted from Table Games MICS #140 and #140 Note]

9. A "Table Games Statistical Analysis Report" that includes, by table, and by game type, for each shift, each day, cumulative month-to-date, and cumulative year-to-date, the following:

(a) Table number;
(b) Game type;
(c) Statistical drop;
(d) Statistical win;
(e) Statistical win-to-drop percentage by table; and
(f) Statistical win-to-drop percentage by game type.

Note: Statistical drop = Drop per Regulation 1.095 [+] pit credit issuances [-] pit credit payments in cash in the pit. Statistical win = Table games gross revenue per Regulation 6.110(1) [+] marker credits. Promotional activity is not to be included in this report unless it is categorized separately.

[Drafter's Note: Adapted from Table Games MICS #168]

10. A "Daily Card/Table Games Recap Report" by game for day, month-to-date and *year-to-date* that includes the following:

(a) Pit Credit Issues - For NGC-31 pit credit issues include the following: ~~*[(Note: Pit credit issues do not include replacement markers issued as a result of a partial payment of a marker, or a consolidation of several markers into one new marker.)]*~~

(1) Markers issued in exchange for chips;
(2) Markers issued to decrease rim credit balances or as the result of call bets;
(3) Rim credit repaid by a patron in the pit with chips;
(4) Credit slips for personal and payroll checks; and
(5) Customer deposit withdrawals (CDWs) against front money.

Note: Pit credit issues do not include replacement markers issued as a result of a partial payment of a marker, or a consolidation of several markers into one new marker.

(b) Pit credit payments by a patron in chips in the pit – This amount also includes rim credit repaid in the pit by a patron with chips and chip payments made to re-establish front money (CDW redemptions) in the pit by a patron~~.~~:

(c) Pit credit payments in cash in the pit – This amount does not include rim credit repaid in the pit with cash~~.~~:

(d) Drop – Per Regulation 1.095. (Drop includes electronic money transfers to the game through the use of a cashless wagering system (e.g., WAT in from a patron

wagering account). If electronic transfers to the game are performed, a separate disclosure in the daily table games recap report is required~~.)~~;

(e) Statistical Win – This amount is table games gross revenue [per Regulation 6.110(1)] plus marker credits; *and*

~~((~~Note: Marker credit is the amount of outstanding markers and CDWs transferred from the pit to the cage.~~)~~

(f) Gross Revenue [per Regulation 6.110(1) and 6.110(4)]. (Note: Gross Revenue includes electronic transfers from the game through the use of a cashless wagering system (e.g., WAT out to a patron wagering account). If electronic transfers from the game are performed, a separate disclosure in the daily table games recap report is required.~~)~~

[Drafter's Note: Adapted from Card Games MICS #46 and Table Games MICS 182]

11. A "Mail Payment Report" that includes the following:

(a) Patron name on account which payment is being applied;

(b) Name of individual making the payment (if different than the patron);

(c) Account number on which payment is being applied;

(d) Amount of payment;

(e) Nature of payment (if other than check); and

(f) Date payment was received.

[Drafter's Note: Adapted from Cage and Credit MICS #27]

12. A "Front Money/Safe-keeping Transaction Report" by patron, by account that includes the following:

(a) Patron name;

(b) Patron/account number;

(c) Beginning balance;

(d) Date of transaction;

(e) Receipt/Transaction number;

(f) Type of transaction (deposit/withdrawal);

(g) Total deposits;

(h) Total withdrawals; and

(i) Ending balance.

[Drafter's Note: Adapted from Cage and Credit MICS #54]

13. A "Cage Accountability - Vault/Chip Bank/Marker Bank" report that includes the following:

(a) Beginning Inventory;

(b) Date and Shift;

(c) Cashier ID(s);

(d) Increase/decrease to cashier funds; and

(e) Ending Inventory Balance.

[Drafter's Note: Adapted from Cage and Credit MICS #57, #58, and #61]

14. A "Marker Aging Report" as of gaming date, by patron, that includes the following:

(a) Patron name;

(b) Patron account number;

(c) Marker number;
(d) Original amount;
(e) Amount owed;
(f) Breakdown/Grouping of account balance that is: 30 days old, 60 days old, 90 days old, 120 days old, over 120 days old;
(g) Status (active, inactive, settled, written-off, etc.); and
(h) Totals.
[Drafter's Note: Adapted from Cage and Credit MICS #68]
15. "Write-off Report" that includes the following:
(a) Patron name;
(b) Patron account number;
(c) Date of write-off;
(d) Marker number/returned check number;
(e) Original marker amount;
(f) Amount being written off;
(g) User IDs of individual performing and authorizing write-off; and
(h) Reason for write-off.
[Drafter's Note: Adapted from Cage and Credit MICS #68]
16. A "Cage Marker Transaction Detail Report" that contains, by shift and by day, the following:
(a) Date and time;
(b) Cage window number;
(c) Patron name;
(d) Patron account number;
(e) Marker number;
(f) Cashier issuing marker/accepting payment;
(g) Marker payment amount; and
(h) Nature of payment (cash, chips).
[Drafter's Note: Adapted from Cage and Credit MICS #87(b)]
17. A "Branch Office Report" that includes:
(a) Location of the branch office;
(b) Date the branch was opened and closed, if applicable;
(c) Name of the branch office manager, branch office address, e-mail address, telephone number(s), and the normal hours of operation; and
(d) Year-to-date and previous calendar year dollar amounts of the following transactions received/disbursed and controlled by the branch office:
(1) Cash deposits, noncash deposits, and total deposits;
(2) Cash withdrawals, noncash withdrawals, and total withdrawals; and
(3) Cash payments on credit instruments, noncash payments on credit instruments, and total payments on credit instruments.
[Drafter's Note: Adapted from Cage and Credit MICS #97]
18. A "Independent Agent Report" that includes:
(a) Name of the agent, business address, e-mail address, and telephone number(s);

(b) Date(s) the agent was under contract with the licensee; and

(c) Year-to-date and previous calendar year dollar amounts of the following transactions received/disbursed and controlled by the agent:

(1) Cash deposits, noncash deposits, and total deposits;

(2) Cash withdrawals, noncash withdrawals, and total withdrawals; and

(3) Cash payments on credit instruments, noncash payments on credit instruments, and total payments on credit instruments.

[Drafter's Note: Adapted from Cage and Credit MICS #98]

13.050 Waiver provisions. *Upon a showing of good cause, the Chair may waive any of the requirements of Technical Standard 13, pursuant to Regulation 14.260(8).*

End – Technical Standard 13