PROPOSED AMENDMENTS TO
TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT 3

Draft Dated: 11/09/2026

PURPOSE STATEMENT: Pursuant to Nevada Gaming Commission ("NGC") Regulation 14.050, to amend Nevada Gaming Control Board ("NGCB") technical standard 3 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 3

INTEGRITY OF AND PROPER ACCOUNTING FOR ON-LINE SLOT *METERING* SYSTEMS ~~[AND CASHLESS WAGERING SYSTEMS]~~

~~[**3.010 Communication security.** The on-line slot system shall include secured communication as follows:~~

~~1. All communications that initiate a gaming device pay command shall employ some form of encryption that has been approved by the Chair.~~

~~2. All data communication shall incorporate an error detection and correction scheme approved by the Chair to ensure the data is transmitted and received accurately.]~~

[Drafter's Note: Superseded by Technical Standard 7.050(1)]

3.020 Error conditions. The on-line slot *metering* system*, hereafter referred to as the "System,"* shall be capable of detecting and displaying certain conditions. These conditions shall be recorded on an error log that may be displayed or printed on demand, and shall archive the conditions for a minimum of ~~[thirty]~~ *30* days. The conditions include but are not limited to:

1. Power reset or failure of ~~[a gaming device]~~ *an EGD* or any component of the ~~[on-line slot]~~ ~~[s]~~*S*ystem.

2. Communication loss between ~~[a gaming device]~~ *an EGD* and any component of the ~~[on-line slot]~~ ~~[s]~~*S*ystem.

~~[**3.030 Program access control.** The on-line slot system shall be capable of restricting or limiting access to any and all program components by a method approved by the Chair.]~~

[Drafter's Note: Superseded by Technical Standard 7.040(3)]

~~**[3.040 Data access control.**~~

~~1. The on-line slot system shall not permit the alteration of any system stored accounting or event log information that was properly communicated from the gaming device unless documented, secure access controls are provided.]~~

[Drafter's Note: Superseded by Technical Standard 7.060(4)]

~~2. Cashless wagering systems must 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.]~~

[Drafter's Note: Superseded by Technical Standard 12.010(1)]

~~3. On-line slot systems may only communicate with equipment or programs external to the system through a secure interface. This interface will specifically not allow any external connection to directly access the alterable data of the system. The interface must:~~

~~(a) Be based on a specific defined protocol or a specific set of defined commands and as a result of these commands, retrieve information for an external request; or~~

~~(b) Place redundant data in an area sufficiently segregated from the associated software that is available to external requests or associated equipment; or~~

~~(c) Be of a suitable design capable of supplying requested information while isolating the external request or equipment from the system data.]~~

[Drafter's Note: Superseded by Technical Standard 7.050(2)(b)]

~~[**3.050 On-line system clock.**~~

~~1. The on-line slot system shall maintain an internal clock that accurately reflects the current time (in hours, minutes and seconds) and date that shall be used to provide for the following:~~

~~(a) Time stamping of significant events;~~

~~(b) Reference clock for reporting; and~~

~~(c) Time stamping of configuration changes.~~

~~2. If multiple clocks are used, then a means shall be provided that will update all clocks in devices attached to the system, including the gaming devices, at least once in each 24-hour period.]~~

[Drafter's Note: Superseded by Technical Standard 7.060(2)]

~~[**3.060 On-line slot system integrity.**~~

~~1. The on-line slot system shall be designed so that no single failure of any system component will cause the cessation of system operation. Alternatively, each gaming establishment must provide for back-up components or systems using a plan approved by the Chair.~~

~~2. All databases or system data deemed critical shall be stored on redundant media so that no single failure of any portion of the system would cause the loss or corruption of data.]~~

[Drafter's Note: Superseded by Technical Standard 7.060(1)]

~~[**3.070 Interface with gaming device.**~~

~~1. Each gaming device interfaced with an on-line slot system using an interface component shall have the interface component either installed inside a secure area of the gaming device or shall employ a secure communication method between the gaming device and the interface component.~~

~~2. The interface component shall send information to the on-line slot system via a communication protocol approved by the Chair.~~

~~3. A system shall be designed such that communications that access gaming device components, including but not limited to, bill validators, hoppers and printers, may only access those components through a process that has been approved by the Chair.]~~

[Drafter's Note: Superseded by Technical Standard 7.080(1)(2)(3)]

~~[**3.080 Clearing meters.** An interface component shall have a mechanism whereby an error will not cause the loss of stored accounting meter information.]~~

[Drafter's Note: Superseded by Technical Standard 7.080(5)(a)]

~~[**3.090 Meter backup requirements.** Data recorded by electronic meters shall be preserved after a power loss to an interface component and shall be maintained for a period of at least seventy-two (72) hours.]~~

[Drafter's Note: Superseded by Technical Standard 7.080(5)(b)]

~~[**3.100 Address requirements.** Interface components shall allow for the configuration of a unique identification number to be used in conjunction with the gaming device file in the on-line slot system. This identification number will be used by the on-line slot system to track all mandatory information of the associated gaming device.]~~

[Drafter's Note: Superseded by Technical Standard 7.080(5)(c)]

3.110 Required meters. The ~~[on-line slot metering]~~ ~~[s]~~*S*ystem shall be equipped to read specific values of or store the information accumulated by the electronic

digital storage meters in the ~~[gaming device]~~ *EGD*. The following meter information is stored in units equal to the denomination of the device or in dollars and cents:

1. Coin in;
2. Coin out;
3. Coin drop;
4. Attendant paid jackpots;
5. Attendant paid cancelled credits;
6. Physical coin in;
7. Physical coin out;
8. Bill in;
9. Voucher out (for the metering of payout receipts);
10. Machine paid external bonus payout;
11. Attendant paid external bonus payout;
12. Attendant paid progressive payout; and
13. Machine paid progressive payout.

Note 1: System meters shall be referred to with the above terms and shall accumulate the information as required by Technical Standard ~~[2.040]~~*1.800*.

Note 2: The ~~[s]~~*S*ystem shall maintain paytable coin-in and theoretical payback percentage information provided by the ~~[gaming device]~~ *EGD* for each multi-game or multi-denomination/multi-game ~~[slot machine]~~ *EGD*.

~~[~~*Note 3: The system shall maintain wager category coin-in and weighted average theoretical payback percentage information provided by each ~~[gaming device]~~ EGD which is considered a slot machine and which contains paytables with a difference in theoretical payback percentage which exceeds 4 percent between wager categories.*~~]~~

[Drafter's Note: Adapted from Slot MICS #119; Note 3 was omitted from the draft dated 06/12/2026]

3.120 Recording of meter information.

1. ~~[An on-line slot metering system must]~~ *The System shall* have a mechanism ~~[in place]~~ to record all required meters, as specified by Technical Standard 3.110, on demand and at the time *of* a drop ~~[box (coin or currency) is removed]~~.

[Drafter's Note: Adapted from Slot MICS #106, #108, #109, & #121]

2. The System shall have a mechanism that allows for meter value corrections.

[Drafter's Note: Adapted from Slot MICS #111]

3.130 Payout receipts. Systems that issue a printed payout receipt shall:

1. Include on all payout receipts:
   (a) Licensee name, city and state;
   (b) ~~[Gaming device]~~ *EGD* number;
   (c) Date and time of issuance;
   (d) Alpha and numeric dollar amount;
   (e) Sequence number; and
   (f) Expiration period or date when receipt will expire, if applicable.

2. Only allow the printing of a payout receipt upon ~~[a]~~ communication initiated by ~~[a gaming device]~~ *an EGD*.

3. Provide for on-line, real-time validation of payout receipts.

4. Be incapable of authorizing payment on a payout receipt that has been previously paid, voided, or that is unissued.

[Drafter's Note: Adapted from Slot MICS #81]

5. For payout receipts printed at ~~[a gaming device]~~ *an EGD*, not allow an expiration period of less than ~~[thirty]~~ *30* days.

3.140 Record and documentation requirements for on-line slot metering systems.

1. For manually processed transactions - including hand pays/attendant pays for jackpots, short pays, payouts of canceled credits and slot fills - the System shall generate a payout form (at a minimum, a two-part form for physical documents) that includes the following information for each transaction:

(a) Date and time;

(b) EGD number/socket ID;

(c) Dollar amount of cash payout or slot fill (both alpha and numeric), or description of personal property awarded;

~~[~~Note: Alpha is optional if another unalterable method is used for evidencing the amount of the payout or fill.~~]~~

(d) Game outcome (e.g. reel symbols, video poker winning hand and multi-line payout) for jackpot payouts only;

(e) Signature(s) of employee(s) verifying and witnessing the payout or fill;

Note: An unalterable copy of a form completed with electronic signatures shall be maintained by the System.

(f) Concurrently printed sequential number; and

(g) The type of payout (e.g. slot jackpot, fill, canceled credit, short pay, external bonus, or external progressive).

(h) Additionally, the system shall be configured to require two users to complete and verify the payout transaction for payout amounts that exceed a predetermined threshold and/or for systems which allow an individual to add or edit the dollar amount of the payout by more than $1.00.

[Drafter's Note: Adapted from Slot MICS #58-#59, ~~[&]~~ #65, & #67]

~~**[3.140 Documentation]**~~ ***3.150 Reporting ~~[required]~~ requirements ~~[of]~~ for* on-line slot metering systems.** *In addition to the reporting requirements outlined in General Technical Standards 7.090, the System shall provide, at a minimum, the following reports:*

~~[Documentation generated by an on-line slot metering system indicating information by slot machine, by denomination and in total, 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) Column and row titles (if applicable).~~
~~Note 1: *Documents* that compare metered amounts to actual amounts shall include a dollar variance and a percentage variance. The percentage variance is the dollar variance divided by the metered amount.~~
~~Note 2: All required reports 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 7.090(3)]
~~[2.]~~ *1. A* "Slot ~~[machine performance]~~ *Analysis Report (SAR)" displaying the EGD's performance, and detailing the following information* ~~[including]~~:
(a) By ~~[machine]~~ *EGD* or socket ID:
(1) Denomination or an indication that the ~~[machine]~~ *EGD/socket ID* is ~~[a]~~ multi-denomination ~~[machine]~~;
(2) ~~[Slot machine]~~ *EGD/socket ID* number and game type;
(3) Coin-in;
(4) Metered or actual drop (system configurable);
(5) Actual jackpot payout slips issued;
(6) Actual fill slips issued;
(7) *Statistical* ~~[W]~~*w*in;
(8) Theoretical hold percentage;
(9) Actual hold percentage;
(10) Percentage variance (theoretical hold vs. actual hold); and
(11) Projected dollar variance (i.e., coin-in times the percentage variance).
(b) By denomination and in total:
(1) Weighted average theoretical hold (i.e., floor par);
(2) Combined actual hold percentage (all *statistical* win divided by all coin-in);
(3) Percentage variance (floor par vs. combined actual hold percentage); and
(4) Projected dollar variance (i.e., total coin in times the percentage variance).
Note 1: Statistical win = statistical drop, less fills, less jackpot payouts.
Note 2: Statistical drop includes all amounts placed into currency acceptors and coin acceptors and the amount of funds transferred from a patron's account to a EGD's credit meter, including free play wagering instruments, cashable credits and non-cashable credits. Statistical drop may include amounts that are not required to be included in the computation of reported slot revenue.
Note ~~[1]~~*3*: Floor pars are the sum of the theoretical hold percentages of all machines within a denomination weighted by coin in contribution.

Note ~~[2]~~*4*: Drop, fills, jackpot payouts, and win figures ~~[may need adjustment]~~ shall *be capable of being adjusted* to determine the true ~~[slot machine]~~ *EGD* performance.

~~[Note 3: The system shall compute accurate theoretical hold percentages, based on coin-in contribution, for each multi-game or multi-denomination/multi-game slot machine.]~~

Note 5: The System shall compute accurate theoretical hold percentages based on one of the following methods:

a) Simple average of the theoretical hold percentages of all active paytables for each multi-game or multi-denomination/multi game EGD.

b) Weighted average (i.e. coin-in contribution) of the theoretical hold percentages of all active paytables for multi-game or multi-denomination/multi-game EGD.

[Drafter's Note: Adapted from Regulation 6.040(2)(d) and Slots MICS #102 & #103]

~~[Note 4: The system shall compute accurate theoretical hold percentages for each gaming device which is considered a slot machine and which contains paytables with a difference in theoretical payback percentage which exceeds 4 percent between wager categories.]~~

Note 6: Actual hold percentage = dollar amount of slot statistical win divided by dollar amount of coin-in. The wagering activity recorded on the coin-in meter for the EGD/socket ID includes all cashable and non-cashable credits wagered. The slot statistical win represents all drop and payout activity occurring through the gaming device regardless of whether the activity is subject to gross gaming revenue taxation. The drop and payout activity includes the following:

a) The payout activity represents only slot payouts associated with the manufacturer's paytable. Jackpot payouts (as defined by Regulation 1.140) and fills recorded in the slot analysis report include promotional payouts and/or bonus payouts when the payouts are reflected on the paytable and included in the calculation of the theoretical hold percentage. Any promotional and/or bonus payouts not reflected on the paytable, may be included in the slot analysis report as a separate disclosure for the calculation of slot win as reported in the NGC tax returns.

b) The drop activity for EGDs/socket IDs recorded in the slot analysis report includes all amounts placed into bill acceptors (e.g., free play wagering instruments accepted by the bill validator of the EGD are included in the drop amount), coin in drop buckets, and electronic money transfers made to the gaming device for wagering purposes (drop as defined by Regulation 1.095). The slot analysis report is configured for drop to match the method used to report gaming revenue for tax purposes (metered or actual).

As a result, the slot statistical win recorded in the slot analysis report may not equal the amount of win reported on the NGC tax returns.

Note 7: "Multi-denomination" is a separate denomination category in the slot analysis report.

[Drafter's Note: Adapted from Slots MICS #112]

Note 8: The EGD/socket ID located in a gaming salon shall be readily identifiable on the slot analysis report by one of the two methods:

a) On a separate section within the main slot analysis report; or

b) On a separate slot analysis report.

This requirement does not apply to Mobile Communication Devices (MCDs) used in gaming salons.

[Drafter's Note: Adapted from Slot MICS #113]

~~[3.]~~ *2. A* "Meter ~~[d]~~*D*rop vs. ~~[a]~~*A*ctual ~~[d]~~*D*rop *Report"* for each drop type, coin and bills, by ~~[machine]~~ *EGD* and in total.

[Drafter's Note: Adapted from Slot MICS #15, #44, & #126(m)]

~~[4.]~~ *3.* A "Meter attendant paid jackpots, cancelled credits, progressive payouts and external bonus payouts (in total) vs. actual attendant paid jackpots, cancelled credits, progressive payouts and external bonus payouts (in total)".

[Drafter's Note: Adapted from Slot MICS #126(a)]

~~[Note:]~~ *4.* ~~[The system must produce a report]~~ *An "Attendant Pay Variance Report",*~~[(]~~by ~~[machine]~~ *EGD* and in total~~[)]~~, that compares each type of attendant pay for ~~[machines]~~ *EGDs* that have variances *between meter vs. actual values*.

5. *A* "Meter ~~[f]~~*F*ills vs. ~~[a]~~*A*ctual ~~[f]~~*F*ills *Report" by EGD.*

Note: Meter fills equal "Meter physical coin in" (-) "Meter physical coin out" (-) "Meter coin drop".

[Drafter's Note: Adapted from Slot MICS #126(b)]

6. *A* "Meter ~~[machine]~~ *EGD* ~~[p]~~*P*aid and ~~[a]~~*A*ttendant ~~[p]~~*P*aid ~~[e]~~*E*xternal ~~[b]~~*B*onus ~~[p]~~*P*ayouts vs. ~~[e]~~*E*xternal ~~[b]~~*B*onusing ~~[s]~~*S*ystem ~~[machine]~~ *EGD* ~~[p]~~*P*aid and ~~[a]~~*A*ttendant ~~*[p]*~~*P*aid ~~*[e]*~~*E*xternal ~~*[b]*~~*B*onus ~~*[p]*~~*P*ayouts *Report" by EGD.*

[Drafter's Note: Adapted from Slot MICS #126(c)]

7. *A "*Meter ~~[v]~~*V*oucher ~~[o]~~*O*ut vs. ~~[s]~~*S*ystem ~~[p]~~*P*ayout ~~[r]~~*R*eceipts ~~[i]~~*I*ssued *Report" by EGD.*

[Drafter's Note: Adapted from Slot MICS #126(l)]

8. *A "*System ~~[p]~~*P*ayout ~~[r]~~*R*eceipts ~~[r]~~*R*edeemed Report" *displaying the payout receipts redeemed by the System,* by cashiering station, by shift, *and detailing the following information:*

(a) Date and time of redemption;

(b) Dollar amount; and

(c) Sequence number.

9. *A "*System ~~[p]~~*P*ayout ~~[r]~~*R*eceipts ~~[i]~~*I*ssued *Report"* ~~[to include date issued, amount, sequence number and identification of gaming device where issued]~~ *displaying the payout receipts issued by the System, and detailing the following information:*

(a) Date and time of issuance;

(b) Dollar amount;

(c) Sequence number; and

(d) EGD ID where issued.

10. *A "*System ~~[p]~~*P*ayout ~~[r]~~*R*eceipt ~~[l]~~*L*iabilities~~[,]~~ *Report"* ~~[by date issued, and receipt sequence number.]~~ *displaying the payout receipts issued but not yet redeemed by the System, and detailing the following information:*

(a) Date and time of issuance;

(b) Dollar amount;

(c) Sequence number; and

(d) EGD ID where issued.

11. *A "*Meter ~~[w]~~*W*in vs. ~~[a]~~*A*ctual ~~[t]~~*T*axable ~~[w]~~*W*in *Report" by EGD.*

Note: "Meter win" equals "meter coin in" (-) "meter coin out" (-) "meter machine paid progressive payout" (-) "meter machine paid external bonus payout" (-) "total of meters accumulating attendant payouts" (excluding attendant paid cancelled credits).

12. *An "*Exception ~~[r]~~*R*eport~~[.]~~*"* ~~[In the event data or parameters are changed, an exception report shall be produced to document:]~~ *displaying the changes in data or parameters, and detailing the following information:*

(a) Data or parameter altered;

(b) Data or parameter value prior to alteration;

(c) Data or parameter value after alteration;

(d) Date and time of alteration; and

(e) Identification of user that performed *the* alteration.

[Drafter's Note: Adapted from Slot MICS #24 (a-b) & #51(b)]

13. *A "Meters Report" displaying* ~~[By machine, a report of]~~ all required meter amounts read and recorded by the ~~[on-line slot]~~ ~~[s]~~*S*ystem, *by EGD*.

14. An "Accrued Drop Report", displaying the funds accepted by the EGD but not yet physically dropped/removed from the EGD, by EGD, and detailing the following information:

(a) EGD ID;

(b) EGD location/bank/zone;

(c) Dollar amount of bills; and

(d) Dollar amount of wagering instruments.

[Drafter's Note: Adapted from Slot MICS #176(b)(f)]

~~[**3.150 Additional 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, all cashless wagering systems submitted for approval shall:~~

~~1. Prevent the direct wagering at a gaming device or an electronic funds transfer to a gaming device through the use of a credit card.~~

~~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 the amount requested by the patron.~~

~~(c) Conspicuously display on or at the gaming device 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 configured by the gaming establishment. A fee charged by the gaming establishment or system provider associated with a transfer does not contribute to the transfer limit.~~

~~(e) Conspicuously display on or at the gaming device 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.~~

~~(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 shall:~~

~~(1) 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) Conspicuously display to the patron on or at the gaming device 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.~~

~~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.~~

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

~~5. For all patron initiated transactions, assign to each transaction a unique identifier of at least eight digits that includes the gaming device designation.~~

~~6. Be equipped to read and store the specific values indicated on the electronic digital storage meters in the gaming device, as applicable to the system. The following gaming device 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 and payout receipts).~~

~~(c) Electronic funds transfer in (EFT In).~~

~~(d) Wagering account transfer in (WAT In).~~

~~(e) Wagering account transfer out (WAT Out).~~

~~(f) Cashable electronic promotion in.~~

~~(g) Cashable electronic promotion out.~~

~~(h) Cashable electronic promotion wagered.~~

~~(i) Non-cashable electronic promotion in.~~

~~(j) Non-cashable electronic promotion out.~~

~~(k) Coupon promotion in.~~

~~(l) 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 meters as required by Technical Standard 2.040.~~

~~7. Have a mechanism in place to record all required meters, as specified by Technical Standard 3.150(6), at the time a drop box (coin or currency) is removed and at any time specified by the end user.~~

~~8. Prevent an expiration period of less than thirty days for slot machine wagering vouchers.~~

~~9. Include on all slot machine wagering vouchers and coupons:~~

~~(a) Licensee name, city and state;~~

~~(b) Gaming device number or printer station number, as applicable;~~

~~(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 voucher or coupon;~~

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

~~(i) Transaction type or other acceptable method of differentiating voucher or coupon types; and~~

~~(j) Expiration period or date when voucher or coupon will expire, if applicable.~~

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

~~11. If communications between a gaming device or a gaming device interface component and a system are lost, the gaming device or the gaming device 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.

12. Require all electronic funds transfers to be recorded by the system.

13. Provide for on-line, real-time validation of wagering instruments or debit instruments, as applicable.

14. 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 instrument.

15. 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.

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

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: Superseded by Technical Standard 12.030]

[**3.160 Documentation Required of Cashless Wagering Systems.** 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) Column and row titles (if applicable). Note: All required reports 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.

2. Wagering instrument issuances by date and identification of gaming device where issued, by gaming device.

3. Wagering instrument redemptions by date and means of redemption (e.g. gaming device, cashier station, kiosk, etc.).

4. Wagering instrument liabilities by date issued and by instrument sequence number.

5. Wagering instruments expired by date issued, sequence number and identification of gaming device where issued.

~~6. Wagering instruments voided by date issued, instrument sequence number and identification of gaming device where issued.~~

~~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.~~

~~8. Vouchers and coupons counted in the count room, by gaming device and by type of instrument.~~

~~9. Gaming device meter EFT in vs. system EFT in.~~

~~10. Gaming device meter WAT in vs. system WAT in.~~

~~11. Gaming device meter WAT out vs. system WAT out.~~

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

~~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.~~

~~14. Gaming device meter cashable electronic promotion in vs. system cashable electronic promotion in.~~

~~15. Gaming device meter cashable electronic promotion out vs. system cashable electronic promotion out.~~

~~16. Gaming device meter non-cashable electronic promotion in vs. system non-cashable electronic promotion in.~~

~~17. Gaming device meter non-cashable electronic promotion out vs. system non-cashable electronic promotion out.~~

~~18. Gaming device meter voucher in vs. system voucher in forms accepted.~~

~~19. System voucher in vs. vouchers counted in the count room, by gaming device.~~

~~20. Gaming device meter voucher out vs. system voucher out forms issued.~~

~~21. Gaming device meter coupon promotion in vs. system coupon promotion in forms accepted.~~

~~22. System coupon promotion in vs. coupons counted in the count room, by gaming device.~~

~~23. Gaming device meter coupon promotion out vs. system coupon promotion out forms issued.~~

~~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.~~

~~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. All cashiering activities (e.g., log on, redemptions, deposits/withdrawals and adjustments to wagering accounts, log off, etc.), by cashier.~~

~~27. All exceptions to include:~~

~~(a) Date and time of exception;~~

~~(b) Gaming device 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: Superseded by Technical Standard 12.050]

~~[3.161 Documentation Required of Mobile Gaming Device Cashless Wagering System.~~

~~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.~~

~~(b) For each WAT In transaction or WAT Out transaction:~~

~~(1) Wagering account number;~~

~~(2) Socket ID; and~~

~~(3) Date and time of transfer.~~

~~(c) Revenue report shall include total amount of WAT In, WAT Out and WAT Win by socket ID and grand totals.~~

~~(d) Each WAT In transaction and WAT Out transaction by wagering account number; total WAT In, total WAT Out and total WAT Win by wagering account number; and grand totals.~~

~~(e) Each WAT In transaction and WAT Out transaction by socket ID; total WAT In, total WAT Out and total WAT Win by socket ID; and grand totals.~~

~~2. 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.~~

~~3. All exceptions 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: Superseded by Technical Standard 12.080]

3.170 Waiver provisions. Upon a showing of good cause, the Chair may waive any of the requirements of Technical Standard 3, *pursuant to Regulation 14.260(8).*

End – Technical Standard 3