PROPOSED TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT 7

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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 06/18/2026 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 06/18/2026 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 7

DEFINITIONS; SYSTEM INTEGRITY OF ASSOCIATED EQUIPMENT; AND GENERAL REPORTING REQUIREMENTS

7.010 Definitions. *As used in these standards unless the context requires otherwise:*

1. "Base amount" has the meaning ascribed to it in Regulation 5.110(1)(a) and Regulation 5.112(1)(a).

2. "Branch office" means a physical office that can take possession of currency and/or monetary equivalents from a patron for account deposits and/or payment on credit instruments. The branch office is responsible for the funds received and is required to record the transactions on a branch office accountability form. A branch office can be within another business, a residence, or any other physical space. A branch office can be operated by a licensee's employee, marketing representative, or an independent agent. A single branch office may be used by multiple licensees. *[Drafter's Note: Adapted from Cage and Credit MICS "Branch Offices and Independent Agents" Note 1]*

3. "Breakage" has the meaning ascribed to it in Regulation 26A.020(2) and Regulation 26B.020(1).

4. "Commission on wagers" or "takeout" has the meaning ascribed to it in Regulation 26A.020(4) and Regulation 26B.020(3).

5. "Composite system" means associated equipment which interoperates between EGDs for different revenue areas and/or systems.

6. "Counter check" means a form, similar to a marker form, provided by the licensee that is completed as is necessary for the instrument to be presented to the patron's bank for payment.

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

7. "Credit slip" means an instrument that accompanies and documents the removal of chip and token inventory amounts from a table game bank.

8. "Electronic signature" means a symbol or process linked with an electronic document, which uniquely identifies the individual (e.g., employee or patron) signing a record and establishes a legal commitment. A signature shall be in the form of a PIN, password, user ID, digital signature, typed name, or any other method approved by the Chair. To utilize electronic signatures, the signatory shall either endorse an Electronic Signature Acknowledgement and Consent form when the signature is ~~[first]~~ initially recorded or an acknowledgement statement is present above each required signature, which affirms the user's intent to agree. ~~[An]~~ The initial electronic signature shall be stored by the System and used to verify subsequent signatures required for System ~~[available for comparison at the time of the]~~ transactions. All electronic signatures shall be in accordance with the Uniform Electronic Transaction Act (UETA) and as further defined in NRS 719.100.

[Drafter's Note: Proposed per Bingo MICS Note 4-5, Cage and Credit MICS Note 7-8, Card Games MICS Note 4-5, Keno MICS Note 4-5, Pari-Mutuel MICS Note 8-9, Race and Sports MICS Note 6-7, Slots MICS Note 11-12, and Table Games MICS Note 7-8]

9. "External bonusing system" means a system or device that interfaces with EGD or player tracking systems and provides payouts and awards that may or may not be directly related to game play activity.

[Drafter's Note: Adapted from Slots MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

10. "Fill slip" means an instrument that accompanies and documents the addition of chip and token inventory amounts to a table game bank.

11. "Front money" means cash or funds deposited to the casino cage for gaming purposes.

~~[11.]~~12. "Gross revenue" or "win" has the meaning ascribed to it in NRS 463.0161, NRS 463.3715, NRS 464.005(3), Regulation 464.045(3), Regulation 26A.020(6), and Regulation 6.110.

~~[12.]~~13. "Incremental amount" has the meaning ascribed to it in Regulation 5.110(1)(c) and Regulation 5.112(1)(d).

~~[13.]~~14. "Inter-casino linked system" has the meaning ascribed to it in NRS 463.01643 and Regulation 14.010(19).

~~[14.]~~15. "Kiosk" means ~~[a self-activated machine that patrons use to place wagers, cash tickets/vouchers, open accounts, make account deposits, and/or withdrawals~~

~~and is considered a writer/cashier station.]~~ any automated device accessible by patrons and/or employees that connects to a cashless wagering system or sport pool, for the purposed of performing, but not limited to, the following:

(a) Wagering vouchers redemption;

(b) Wagering vouchers issuance;

(c) Wagering account transactions;

(d) Wagering account transfers;

(e) Wagering account maintenance operations;

(f) Jackpot and/or handpay processing;

(g) Betting ticket issuance; and

(h) Other functions as may be determined by the Chair or his designee.

Note: This definition does not apply to automated self-service devices that allows patrons to perform promotional activities or access information in their patron account.

[Drafter's Note: Adapted from Race and Sports MICS Note 1 and Pari-mutuel MICS Note 1]

~~[15.]~~16. "Library of paytables" means the list of all paytables available for activation for a patron to play in a multigame and/or multi-denomination EGD.

~~[16.]~~17. "Machine type" or "type code" means a designation, generally numeric, identifying EGDs that have the same manufacturer's game program number or active paytables~~[(i.e., EPROM)]~~.

~~[17.]~~18. "Marker" means a credit instrument issued by a Nevada licensee subject to the requirements of Regulation 6.118 and Regulation 6.120.

~~[18.]~~19. "Marker transfer slip" means an instrument that accompanies and documents the transfer of one or more markers from the pit or high limit area to the cage.

~~[19.]~~20. "Multi-game EGD" or "multi-denomination EGD" means an individual EGD containing a game program ~~[(i.e., EPROM)]~~ with one or more paytables allowing patrons to choose from a selection of paytables to play and/or denominations to wager at one EGD. For multi-game and/or multi-denomination EGDs, licensees have the option of activating one or more paytables within a library of paytables ~~[(i.e., EPROM)]~~. Having this option is what distinguishes a multi-game and/or multi-denomination EGD from a single game, single denomination game.

~~[20.]~~21. "On-line meter reading" means EGD in-meters that are read by the system and automatically updated in the slot analysis report.

~~[21.]~~22. "Player tracking system" means a system that communicates with EGDs as to the amount of electronic cashable/non-cashable credits added to the credit meter.

[Drafter's Note: Adapted from Slots MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

~~[22.]~~23. "Points" means a representative of value awarded to a patron based upon specific criterion established by the licensee. Commonly, points are earned by patrons placing wagers or purchasing room, food, beverage, or entertainment admissions.

Patron accounts in a player tracking system are used to track points earned and awarded to patrons.

[Drafter's Note: Adapted from Slots MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 2]

~~[23.]~~24."Post time" has the meaning ascribed to it in Regulation 22.010(21), Regulation 26A.020(18), Regulation 26B.020(12), and Regulation 26C.010(14).

~~[24.]~~25. *"Progressive" means a system or device that increases the balance of one or more prize pools over time or as play occurs, and is associated with house banked games, contests, tournaments, or promotions.*

~~[25.]~~26. "Progressive payoff schedule" has the meaning ascribed to it in Regulation 5.110(1)(d) and Regulation 5.112(1)(f).

~~[26.]~~27. "Progressive pool" means the current progressive configuration and amount, including contribution for a progressive that operates under Regulation 5.110 and Regulation 5.112.

~~[27.]~~28. "Promotional bonusing system" or "external bonusing system" means an independent computerized system that communicates external bonus payouts to a slot machine. The computerized system will instruct the slot machine as to the amount of electronic cashable or electronic non-cashable credits to be placed on the credit meter of the slot machine. The amount placed on the credit meter of the slot machine, from the external bonusing system, may or may not result from a wager made by a patron.

[Drafter's Note: Adapted from Slots MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

~~[28.]~~29. *"Reset amount" means the amount of a progressive payoff schedule offered before it increases. This amount could differ from the base amount.*

[Drafter's Note: Proposed per Regulation 5.110(5) and Regulation 5.112(3)(4)]

~~[29.]~~30. "Signature" means evidence of the person's involvement and/or authorization of the intentions reflected on a document.

[Drafter's Note: Adapted from Bingo MICS Note 4, Cage and Credit MICS Note 7, Card Games MICS Note 4, Entertainment MICS Note 5, Keno MICS Note 4, Pari-mutuel MICS Note 8, Race and Sports MICS Note 6, Slots MICS Note 11, and Table Games MICS Note 7]

~~[30.]~~31. *"Void receipt" means a slip or document that provides written evidence of a voided transaction.*

~~[31.]~~32."Wagering information" has the meaning ascribed to it in Regulation 26A.020(25) and Regulation 26B.020(14).

~~[32.]~~33. "WAT" means a wagering account transfer.

[Drafter's Note: Adapted from Cage and Credit MICS Note 9, Bingo MICS Note 6, Keno MICS Note 6, Pari-mutuel MICS Note 10, Race and Sports MICS Note 8, Slots MICS Note 13, and Table Games MICS Note 9]

~~[33.]~~34. "WAT In" means amounts wagered by the patron and/or transfers to a game or EGD, pursuant to Regulation 5.225(12).

[Drafter's Note: Adapted from Cage and Credit MICS Note 9, Bingo MICS Note 6, Keno MICS Note 6, Pari-mutuel MICS Note 10, Race and Sports MICS Note 8, Slots MICS Note 13, and Table Games MICS Note 9]

~~*[34.]*~~*35.* "WAT Out" means amounts won by the patron and/or transfers from an EGD, pursuant to Regulation 5.225(11).

[Drafter's Note: Adapted from Cage and Credit MICS Note 9, Bingo MICS Note 6, Keno MICS Note 6, Pari-mutuel MICS Note 10, Race and Sports MICS Note 8, Slots MICS Note 13, and Table Games MICS Note 9]

~~*[35.]*~~*36.* "Wagering voucher" has the meaning ascribed to it in NRS 463.369(6) and Regulation 1.190.

~~*[36.]*~~*37. "Wagering voucher ledger" means an electronic ledger used solely to record and track wagering vouchers whose validity and value are determined, monitored, and retained by a cashless wagering system for the purpose of facilitating a patron's use or redemption of wagering vouchers, pursuant to Regulation 5.225(1)(d)(3).*

7.020 General statements.

1. These standards are intended to apply to all Associated Equipment Systems, but are not limited to: Cage and Credit, Cashless Wagering, Bingo, Card Games, Cashless Wagering, Interactive Gaming, Inter-Casino Links, Keno, Kiosk, Mobile Gaming, On-line Slot Metering, Pari-Mutuel, Player Tracking, Progressives, Race and Sports, Table Games, and Wagering Accounts. For purposes of these standards, all Associated Equipment Systems will be referred to as "Systems."

2. The requirements listed in these standards are expected to be inherent within the System, unless otherwise noted.

7.030 Physical security. *Systems with physical elements maintained by the operator, which do not reside in a secure area or an area not monitored by a licensee, shall:*

1. Be robust such that it will resist physical tampering;

2. Leave evidence of any physical tampering occurred; and

3. Meet safety requirements of Technical Standard 1.

7.040 Logical security.

1. The System supports configuration to be logically secured through the use of passwords, biometrics, or other means approved by the Board, and shall meet the following minimum requirements:

(a) Security parameters for passwords:

(1) Passwords are changed at least once every 90 days;

(2) Passwords are at least 8 characters in length and contain a combination of at least two of the following criteria:

(i) Upper case letters;

(ii) Lower case letters; or

(iii) Numeric and/or special characters.

(b) Passwords may not be reused for a period of 18 months or within the last ten password changes; and

(c) User accounts are automatically locked out after 3 failed login attempts.

[Drafter's Note: Adapted from IT MICS #7]

2. The System is capable of administering permission/role-based access for all users.

3. The System is capable of restricting or limiting access to all program components by a method approved by the Chair.

[Drafter's Note: Adapted from Technical Standard 3.030]

4. The System employs a mechanism that supports disabling and enabling user accounts accessed by vendors on all operating systems, databases, network devices, and applications.

[Drafter's Note: Adapted from IT MICS #57]

5. The System supports role-based access to authenticate authorized access and segregation of duties in the following instances, including those where human involvement is unexpected:

(a) Creating or resetting accounts/swipe cards;

(b) Setting passwords, pins, or biometrics;

(c) Electronic signatures;

(d) Cancel credits, corrections, overrides, and voids;

(e) Issuance of wagering credits;

(f) Credit issuances in excess of limits, corrections, write-offs, and settlements;

(g) Changes to the player tracking system parameters (e.g., point structures, employee access, etc.);

(h) Reactivating inactive or closed player tracking and promotional accounts;

(i) Adding or deleting points to player tracking accounts;

(j) Resetting a player's pin and printing/creating a player's card;

(k) Any activity requiring employee intervention and occurring outside of the normal scope of the System's operations; and

(l) Any unusual occurrences.

[Drafter's Note: Adapted from Bingo MICS #48 - #51 & #53, Card Games MICS #35 - #37 & #39, IT MICS #9 & #37, Keno MICS #47 - #50 & #52, Race and Sports MICS #52 - #55, & #57, Slots MICS #146 - #149, & #151, and Table Games MICS #151 - #154, & #156]

6. Server consoles, user terminals, portable electronic devices (e.g., electronic tablets or other portable terminals), and kiosks are to automatically secure themselves after a reasonable period of inactivity. Such devices are secured to prevent unauthorized access.

[Drafter's Note: Adapted from IT MICS #49]

7. The System provides a secure method for patron access to promotional accounts.

[Drafter's Note: Adapted from Technical Standard 3.150(4)]

7.050 Communication security.

1. Communication between Systems shall be designed so that:

(a) All communications that perform critical functions (e.g., initiating an EGD payout or updating a player's personal information) employs a form of encryption that has been approved by the Chair; and

(b) All data communications incorporate an error detection and correction scheme approved by the Chair to ensure the data is transmitted and received accurately.

[Drafter's Note: Adapted from Technical Standard 3.010]

2. Communication with external equipment shall be designed so that:

(a) Any System which is capable of bidirectional communication with external associated equipment utilizes a communication protocol, which ensures that erroneous data or signals will not adversely affect the operation of the System or any devices that comprise part of the System; and

(b) Systems only allow external communications through an approved secure interface to any other EGD, associated equipment, or any other system or device, as may be determined by the Chair. The interface shall specifically not allow any external connection to directly access the alterable data of the System. The interface shall:

(1) 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;

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

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

[Drafter's Note: Adapted from Technical Standard 3.040(3) and IT MICS #68]

7.060 System software and data integrity.

1. 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: Formerly Technical Standard 3.060(2)]

2. System clocks:

(a) The System shall maintain an internal clock that accurately reflects the current time (i.e., hours, minutes, and seconds) and date, and shall provide, at a minimum, the following:

(1) Time stamping of significant events;

(2) Reference clock for reporting; and

(3) Time stamping of configuration changes.

(b) If multiple clocks are used, then a means shall be provided that will update all clocks in devices attached to the System, at least once in a 24-hour period.

[Drafter's Note: Formerly Technical Standard 3.050]

(c) Multiple components, which track time for regulatory purposes and communicate with each other through an approved gateway, shall synchronize their clocks or have a means to identify variations in the clock between them.

3. Mobile device application integrity:

(a) Mobile applications installed on a patron's device shall not contain any functionality deemed to be malicious in nature by the Chair (e.g., user data collection unrelated to the application's functions, file extraction/transfers, and malware).

(b) Mobile applications installed on a patron's device shall be designed to resist tampering that would result in unauthorized modifications to the software.

(c) Mobile applications designed to facilitate wagering, shall implement environmental checks on the mobile device (e.g., root/jailbreak detection, detection of remote access software, and disabling specific communication ports or channels) to ensure the wagering occurs from an authorized location.

(d) Mobile applications shall use the mobile device's secure storage mechanisms to store access credentials, payment, and identity information.

4. No alteration is permitted of any system stored transaction history, or event log information, that was properly communicated from the game, EGD, or generated by the application.

[Drafter's Note: Adapted from Technical Standard 3.040(1) and IT MICS #66]

5. The System shall employ a mechanism to export the data generated for reports to a format approved by the Chair for the purposes of data analysis, auditing, and verification.

7.070 Random number generators. *Systems that provide a software, hardware, or mechanical RNG that are used for purposes other than [~~determine~~] determining outcomes, including without limitation, prize selection and eligibility, shall meet the RNG requirements of Technical Standard 1.*

7.080 EGD interface requirements. *Systems that interface to an EGD shall meet the following requirements:*

1. Employ a secure communication method between the EGD and any interface components, or have any interface components installed inside a secure area of the EGD;

[Drafter's Note: Adapted from Technical Standard 3.070(1)]

2. Employ a secure communication method between the System and all interface components;

[Drafter's Note: Adapted from Technical Standard 3.070(2) and Technical Standard 3.150(3)]

3. Only access EGD components (i.e., bill validators, printers, and logic components) using a method approved by the Chair;

[Drafter's Note: Adapted from Technical Standard 3.070(3)]

4. Ensure the security of critical information (i.e., voucher validation information, wagering account balances, financial transactions, and patron PII) communicated by the EGD; and

5. An interface EGD component shall:

(a) Have a mechanism in which an error will not cause the loss of stored accounting meter information;

[Drafter's Note: Formerly Technical Standard 3.080]

(b) Shall preserve data recorded by electronic meters after a power loss to an interface component, and shall be maintained for a period of at least 72-hours; and *[Drafter's Note: Formerly Technical Standard 3.090]*

(c) Allow for the configuration of a unique identification number to be used in conjunction with the EGD file in the System. This identification number shall be used by the System to track all mandatory information of the associated EGD.
[Drafter's Note: Formerly Technical Standard 3.100]

7.090 Reporting requirements for associated equipment systems.

1. Reports shall be capable of being generated on-demand, for historical periods, and remain static (i.e., data will not change unless historical information is edited).

2. The System shall be capable of generating reports for a day, month, and year-to-date basis, for a two-year cumulative period. These periods can be reflected in separate reports rather than one report, and shall meet the minimum attribute requirements listed.

3. The System shall be capable of generating reports, which shall display the following attributes on each page:

(a) Report title;

(b) Version number of the System's software;

(c) Period of activity (i.e., "As Of" or "From/To" a specific date and time or gaming day);

(d) Date and time the report was generated;

(e) Page numbers, indicating the current page and total number of pages (i.e., Page X of Y);

(f) Column and row titles;

(g) Description of any filters applied to the data presented in the document, if filters are used;

(h) Subtotals for all columns displaying financial, count, and statistical data;

(i) Grand totals for all columns, which includes current day, month-to-date, and year-to-date;

(j) Name of the operator; and

(k) If no data is found for the period specified, the report shall indicate all information required above and an indication of "No Activity" is listed.
[Drafter's Note: Adapted from Associated Equipment Industry Letter dated February 19, 2010 and Technical Standard 3.140(1), Technical Standard 3.160(1), Pari-Mutuel MICS #22, and Race and Sports MICS #61].

4. Systems that maintain an internal user list and provisioning data, a "User Access Listing Report" includes, at a minimum:

(a) Employee name and title/position;

(b) User login name;

(c) Full list and description of application function, which each group/user accounts can execute;

Note: The requirement of this standard can be reflected in separate reports rather than one report, if the menu functions are easily referenced between the "User Access Listing Report" and the menu function report.

(d) Date and time account created;

(e) Date and time of last login;

(f) Date and time of last password change;

(g) Date and time account was disabled/deactivated; and

(h) Group membership of user account, if group membership is used in the system.

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

5. Systems may use external authoritative sources (e.g., Active Directory) to support compliance with user lists and provisioning data requirements outlined in Technical Standard 7.090(4). If a single System cannot provide all items in the report, multiple Systems may be used.

6. The System shall be capable of generating event report(s), which includes, at a minimum:

(a) Failed login attempts (e.g., attempts exceeding a certain number or to a specific address are flagged for review);

(b) Manual changes made by users to live data files occurring outside of normal program and operating system execution;

(c) Changes to operating system, database, network, and application policies and parameters, for instances including, but not limited to:

(1) Audit settings (e.g., types of events that are monitored and logged);

(2) Password complexity settings (e.g., minimum length, maximum age, etc.);

(3) System security levels (e.g., AS/400, QSecurity); and

(4) Point structure in players club systems.

(d) Audit trail of information changed by "system administrator" and "user access administrator" accounts, for instances including, but are not limited to:

(1) Account login name;

(2) Date and time of event;

(3) Description of event;

(4) Value before the change; and

(5) Value after the change.

(e) Changes to date and time on the master time server.

[Drafter's Note: Adapted from IT MICS #8]

7. The System shall be capable of generating an application level "Exceptions Report," described in Technical Standard 7.040(5), which includes, at a minimum:

(a) Date and time of alteration;

(b) Identification of users who performed and/or authorized the alteration;

(c) Data or parameter altered (i.e., unique identifier and/or description);

(d) Data or parameter value prior to alteration; and

(e) Data or parameter value after alteration.

[Drafter's Note: Adapted from Technical Standard 3.160(27)(c), Bingo MICS #48 - #51 & #53, Card Games MICS #35 - #37 & #39, IT MICS #9 & #37, Keno MICS #47 - #50

& #52, Race and Sports MICS #52 - #55, & #57, Slots MICS #24(a)(b), #51(b), & #146 - #149, #151,#153 & #178, and Table Games MICS #151 - #154, & #156]

8. Reports listed in these standards (e.g., "Exceptions Report"), shall list the report name, along with any additional distinguishing factors (e.g., "Exception Report - Voids").

9. Unless otherwise specified, each specific reporting requirement in these standards shall be fully satisfied by a single report. Additionally, one report may satisfy multiple reporting requirements.

10. Reports listed in these standards shall, at a minimum, export in at least one unalterable format (e.g., PDF).

7.100 Reporting requirements for promotional accounts and player tracking accounts. *All Systems managing promotional and player tracking accounts shall provide, at a minimum:*

1. A "Promotional Account Summary Report" displaying the promotional account summary, by promotional account, and detailing the following information:

(a) Player name or other unique player identifier and account number;

(b) Beginning balance by promotion type;

(c) Total amount of awards by promotion type;

(d) Total amount used by promotion type;

(e) Total amount expired by promotion type;

(f) Total adjustment amount by promotion type; and

(g) Ending balance by promotion type.

[Drafter's Note: Proposed per Technical Standard 3.160(12), Bingo MICS #49, Keno MICS #48, Race and Sports MICS #53, Slot MICS #147, and Table Games MICS #152].

2. A "Promotional Account Daily Activity Report" displaying the daily promotional account activity, by promotional account, and detailing the following information:

(a) Player name or other unique player identifier and account number;

(b) Date and time of activity;

(c) Transaction ID;

(d) EGD ID;

(e) Activity type (e.g., usage, award, expired, adjusted, etc.);

(f) Type of promotion (e.g., cashable or non-cashable);

(g) Transaction amount; and

(h) Subtotals by activity type.

[Drafter's Note: Proposed per Technical Standard 3.160(12), Bingo MICS #49, Keno MICS #48, Race and Sports MICS #53, Slot MICS #147, and Table Games MICS #152].

3. A "Promotional Account Balance Adjustment Report" displaying the adjustments made to promotional accounts, by promotional account, and detailing the following information:

(a) Player name or other unique player identifier and account number;

(b) Date and time of adjustment;

(c) User ID and name of employee performing the adjustment;
(d) User ID and name of supervisor authorizing the adjustment;
(e) Amount of adjustment; and
(f) Reason/description of adjustment.

[Drafter's Note: Proposed per Technical Standard 3.160(12), Bingo MICS #49, Keno MICS #48, Race and Sports MICS #53, Slot MICS #147, and Table Games MICS #152].

4. For Systems that interface with a third-party player tracking systems, a "Player Promotional Transaction Report" displaying the promotional account activity, by promotional account, and detailing the following information:

(a) Player name or other unique player identifier and account number~~[, or other unique identifier]~~;
(b) Date and time of the transaction;
(c) Transaction identifier;
(d) Transaction amount;
(e) Totals by player; and
(f) Grand total for the day.

[Drafter's Note: Proposed per Technical Standard 3.160(12), Bingo MICS #49, Keno MICS #48, Race and Sports MICS #53, Slot MICS #147, and Table Games MICS #152].

5. For promotional payouts, including those associated with drawings and giveaway programs, the System shall produce a payout form that includes:

(a) Date and time;
(b) EGD number/socket ID, game ID, for payouts associated with specific play;
(c) Dollar amount of cash payout, both alpha and numeric, or description of personal property awarded;
(d) Reason for payout (e.g., double jackpots, four of a kind bonus, drawing prize, etc.);
(e) Signature(s) of employees verifying, authorizing, and completing the promotional payout with the patron; and

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

(f) Patron's name, applicable to drawings only.

[Drafter's Note: Adapted from Bingo MICS #28, Cage and Credit MICS #64, Card Games MICS #16, Keno MICS #34, Race and Sports #37-#38, Slot MICS #61, and Table Games MICS #149]

7.110 Reporting requirements for contests and tournaments. *All Systems managing contests and tournaments shall provide, at a minimum:*

1. A "Detail Contest/Tournament Transaction Report" displaying the content/tournament activity, by contest/tournament, and detailing the following information:

(a) Name of contest/tournament;
(b) Participant's name;

(c) Unique transaction ID;
(d) Type of transaction (i.e., entry fee, rebuy, and payout);
(e) Date and time of transaction;
(f) Amount of transaction;
(g) Participant's selection; and
(h) Nature and dollar value of any non-cash payout.

Note 1: The system shall generate a physical and/or digital ticket that includes items (a-h) to be provided to the participant.

Note 2: The detail transaction report may be a combination of more than one report (e.g., one for entry fees and one for payouts).

[Drafter's Note: Adapted from Bingo MICS #42, Card Games MICS #27, Keno MICS #41, Race and Sports MICS #39-#40, Slots MICS #156, and Table Games MICS #160]

2. A "Contest/Tournament Revenue Report" displaying a summary of contest/tournament revenue, by contest/tournament at the conclusion of the contest/tournament, and detailing the following information:
(a) All entry fees received by the licensee;
(b) All cash, or cash equivalents, paid out to participants;
(c) Cost of any non-cash prizes paid out to participants; and
(d) Gross revenue, entry fees less payouts.

Note 1: The cash or cash equivalents and the cost of non-cash prizes paid out to participants shall not be deducted from revenue in an amount that exceeds the entry fees. Therefore, the revenue report shall not calculate contest/tournament revenue in any amount equal to a net deduction from gross gaming revenue.

Note 2: Contest/tournament revenue is reported in either a separate gaming category or in the associated sports category on the revenue report.

[Drafter's Note: Proposed per Regulation 6.110(12), Industry Notice #2020-13, Bingo MICS #43, Card Games MICS #28, Keno MICS #42, Race and Sports MICS #41, Slots MICS #157, and Table Games MICS #161]

3. A "Contest/Tournament Results Report" displaying the contest/tournament results, by contest/tournament, and detailing the following information:
(a) Name of the event;
(b) Date of event;
(c) Total number of entries;
(d) Dollar amount of entry fees and rebuys;
(e) Total prize pool;
(f) Dollar amount paid for each winning category; and
(g) Name of winner(s).

[Drafter's Note: Adapted from Bingo MICS #46, Card Games MICS #32, Keno MICS #45, Race and Sports MICS #44, Slots MICS #160, and Table Games MICS #164]

4. An "Unclaimed Winning Contest/Tournament Tickets Detail Report" displaying the unclaimed winning tickets, by contest/tournament, and detailing the following information:
(a) Name of contest/tournament;
(b) Participant's name;

(c) Unique transaction/ticket ID;
(d) Data and time of event;
(e) Ticket description/selection; and
(f) Payout/prize amount.
[Drafter's Note: Proposed per Regulation 6.110(12)]

7.120 Reporting requirements for inter-casino linked systems. *All inter-casino linked systems, featuring a progressive that increments over time or as game play occurs shall provide, at a minimum:*
1. An "Inter-casino Linked Configuration Report" displaying the configuration of the inter-casino linked system, and detailing the following information:
(a) Inter-casino linked system name;
(b) List of participating games/EGDs, by participating location;
(c) Description of type of System (e.g., bingo, keno, slots, table games, etc.);
(d) Date and time each pool was created or modified;
(e) Identification of user(s) that created or modified the pool;
(f) Date and time each link or participating location was added, including multi-jurisdictional participating locations;
(g) Date and time of last jackpot payout;
(h) Pool contribution percentage(s);
(i) Denomination(s) for participating games/EGD;
(j) Base amount; and
(k) Reset amount(s).
~~[(g)]~~ (l) Any other configuration parameters pertaining to the inter-casino linked system.
[Drafter's Note: Proposed per Regulation 5.110(1-3)(5)(b), Regulation 5.112(1)(3-4)(6)(c), Regulation 5.180(2)(g), Regulation 14.045(1), Bingo MICS #57 & #77(a), Card Games MICS #44 & #54(a), Keno MICS #56 & #79(a), Race and Sports MICS #65 & #109(a), Slots MICS #163 & #194(a), and Table Games MICS #167 & #201(a)].
2. An "Inter-casino Linked Daily Transaction Report" displaying the daily activity of the inter-casino linked system, and detailing the following information:
(a) Inter-casino linked progressive pool unique identifier;
(b) Pool balance per payoff schedule as of beginning-of-day;
(c) Unique transaction ID;
(d) Transaction type (e.g.; payout, adjustment, void, etc.);
~~[(d)]~~(e) Date and time of transaction;
~~[(e)]~~(f) Transaction amount;
~~[(f)]~~(g) Pool balance per payoff schedule after transaction;
~~[(g)]~~(h) Reset amount; and
~~[(h)]~~(i) Pool balance per payoff schedule as of end-of-day.
[Drafter's Note: Proposed per Regulation 5.110(1-3)(5)(b), Regulation 5.112(1)(3-4)(6)(c), Regulation 5.180(2)(g), Regulation 14.045(1), Bingo MICS #57 & #77(a), Card Games MICS #44 & #54(a), Keno MICS #56 & #79(a), Race and Sports MICS #65 & #109(a), Slots MICS #163 & #194(a), and Table Games MICS #167 & #201(a)].

3. An "Inter-casino Linked Jackpot Payout Report" displaying the jackpot payouts of the inter-casino linked system, by jackpot hit, and detailing the following information:

(a) Inter-casino linked progressive pool unique identifier;

(b) Date and time of jackpot payout;

(c) Jackpot payout amount;

(d) Jackpot ID;

(e) Jackpot status;

(f) Participating location of jackpot hit;

(g) Game/EGD ID of jackpot hit;

(h) Participating location(s) identifier;

(i) Total wagered per participating location;

(j) Total jackpot contribution per participating location;

(k) Total reserve contribution per participating location;

(l) Total contribution per participating location;

(m) Total contribution per jurisdiction;

(n) Reset amount;

(o) Username or identifier of individual(s) paying and/or authorizing the jackpot; and

(p) Any additional information required to reconcile the jackpot payout amount and the wagered amounts contributed by each participating location.

[Drafter's Note: Proposed per Regulation 5.110(1-3)(5)(b), Regulation 5.112(1)(3-4)(6)(c), Regulation 5.180(2)(g), Regulation 14.045(1), Bingo MICS #57 & #77(a), Card Games MICS #44 & #54(a), Keno MICS #56 & #79(a), Race and Sports MICS #65 & #109(a), Slots MICS #163 & #194(a), and Table Games MICS #167 & #201(a)].

4. An "Inter-casino Linked Contribution Report" displaying the contribution amount of the inter-casino linked system, by participating location, and detailing the following information:

(a) Inter-casino linked progressive pool unique identifier;

(b) Participating location identification;

(c) Unique game/EGD identification;

(d) Denomination;

(e) Wager for the day;

(f) Contribution percentage for each pool;

(g) Contribution amount for the day;

(h) Total contribution for each pool, by participating location;

(i) Total contribution for each pool, by jurisdiction;

(j) Grand total for each pool; and

(k) Any additional information required to reconcile the total contribution amounts and the wagered amounts contributed by each participating location.

[Drafter's Note: Proposed per Regulation 5.110(1-3)(5)(b), Regulation 5.112(1)(3-4)(6)(c), Regulation 5.180(2)(g), Regulation 14.045(1), Bingo MICS #57 & #77(a), Card Games MICS #44 & #54(a), Keno MICS #56 & #79(a), Race and Sports MICS #65 & #109(a), Slots MICS #163 & #194(a), and Table Games MICS #167 & #201(a)].

5. An "Inter-casino Linked Summary Report" displaying a summary of the inter-casino linked system activity, and detailing the following information:

(a) Inter-casino progressive pool unique identifier;

(b) Pool balance per payoff schedule as of beginning-of-day;

(c) Total payout amount;

(d) Total adjustment amount;

(e) Total contribution amount;

(f) Total reset amount; and

(g) Pool balance per payoff schedule as of end-of day.

[Drafter's Note: Proposed per Regulation 5.110(1-3)(5)(b), Regulation 5.112(1)(3-4)(6)(c), Regulation 5.180(2)(g), Regulation 14.045(1), Bingo MICS #57 & #77(a), Card Games MICS #44 & #54(a), Keno MICS #56 & #79(a), Race and Sports MICS #65 & #109(a), Slots MICS #163 & #194(a), and Table Games MICS #167 & #201(a)].

~~*[6. All inter-casino linked systems approved on or after the date of adoption of this standard, shall fully comply with all applicable technical standard requirements within one year.]*~~

7.130 Reporting requirements for external bonusing systems. *All external bonusing systems shall provide, at a minimum:*

1. An "External Bonus Configuration Report" displaying the configuration of the external bonusing system/bonus controller, and detailing the following information:

(a) Unique bonus identifier;

(b) Date and time bonus was created or modified;

(c) Participating location(s);

(d) Game play threshold requirements, if applicable;

(e) Award type (e.g., cashable, non-cashable);

(f) Bonus type (e.g., celebration pool, bonus multiplier, wager match, etc.); and

(g) Any other configuration parameters pertaining to the external bonus.

[Drafter's Note: Proposed per Slot MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

2. A "Participating EGD by Location Report" displaying the participating EGD, by location, and detailing the following information:

(a) Participating location(s);

(b) EGD numbers; and

(c) Bonus identifier(s)/pool(s).

[Drafter's Note: Proposed Slot MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

3. An "External Bonus Award Payout by EGD Report" displaying the external bonus awards paid, by EGD, and detailing the following information:

(a) EGD number;

(b) Date and time of award;

(c) Amount of award;

(d) Machine paid external bonus amount;

(e) Attendant paid external bonus amount; and

(f) Non-cash prize.

[Drafter's Note: Proposed per Slot MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

4. An "External Bonus Award Payout by Player Report" displaying the external bonus awards paid, by player, and detailing the following information:

(a) Player name or other unique player identifier;

(b) Player promotional account number;

(c) Date and time of award;

(d) Amount of award; and

(e) Type of award (e.g., cashable or non-cashable).

[Drafter's Note: Proposed per Slot MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

5. An "External Bonus Award Payout by Bonus Report" displaying the external bonus paid, by bonus, and detailing the following information:

(a) External bonus unique identifier/ description;

(b) Date and time of award;

(c) EGD number;

(d) Machine paid external bonus amount;

(e) Attendant paid external bonus amount;

(f) Amount of cashable electronic promotion to patron system;

(g) Amount of non-cashable electronic promotion to patron system; and

(h) Non-cash prize.

[Drafter's Note: Proposed per Slot MICS "Computerized Player Tracking, Promotional Accounts, Promotion and External Bonusing Systems" Note 1]

~~*[6. All external bonusing systems approved on or after adoption of this standard, shall fully comply with all applicable technical standard requirements within one year.]*~~

***7.140 Waiver provisions**. Upon a showing of good cause, the Chair may waive any of the requirements of Technical Standard 7, pursuant to Regulation 14.260(8).*

End – Technical Standard 7

~~***[Note: The following AE requirements which were previously identified have been removed or reclassified: 464.005(1).]***~~