

§543.2 What are the definitions for this part?

The definitions in this section shall apply only in the context in which the terms appear in 25 CFR Part 543 unless otherwise noted.

Account access component. A component within a Class II gaming system that reads or recognizes account access media and gives a patron the ability to interact with their account.

Account access medium. A magnetic stripe card or any other medium inserted into, or otherwise made to interact with, an account access component in order to give a patron the ability to interact with an account.

Accountability. All financial instruments, receivables, and patron deposits constituting the total amount for which the bankroll custodian is responsible at a given time.

Accumulated credit payout. Credit earned in a player interface that is paid to a patron manually in lieu of a player interface payout (i.e. hand pay, manual pay).

Actual bingo win percentage. The percentage calculated by dividing the bingo win by the bingo sales. Can be calculated for individual prize schedules or type of player interfaces on a per-day or cumulative basis.

Comment (March): Suggest revising definition in view of the change made to 543.19 (b) (4).

Response: Disagree. “Bingo win percentage” is the term used throughout Part 543, with the exception of 543.19, which will be revised for consistency. Furthermore, proposed 543.19 (b) (4) has been subsequently deleted as it is not applicable to Class II games.

Agent. An employee or licensed person authorized by the gaming operation, as approved by the tribal gaming regulatory authority, designated for certain authorizations, decisions, tasks and actions in the gaming operation. This definition is not intended to eliminate nor suggests that appropriate management contracts are not required, where applicable, as referenced in 25 U.S.C. 2711.

Amount in. The total value of all financial instruments and cashless transactions accepted by the Class II gaming system.

Amount out. The total value of all financial instruments and cashless transactions paid by the Class II gaming system, plus the total value of manual payments.

Ante. A player's initial wager or predetermined contribution to the pot before the dealing of the first hand.

Bill-in meter. A meter included on a player interface accepting cash that tracks the number of bills put in the player interface.

Bingo paper. A consumable physical object that has one or more bingo cards on its face.

Bingo sales. The value of purchases made by players to participate in bingo.

Bingo win. The result of bingo sales minus prize payouts.

Bonus payout. An award of cashable or non-cashable credits placed on the credit meter of the player interface. The amount placed on the credit meter may or may not result from a wager.

Cage. A secure work area within the gaming operation for cashiers which may include a storage area for the gaming operation bankroll.

Cage accountability. All financial instruments, receivables, and patron deposits in the possession of the cage as summarized on a daily basis on a cage accountability form that includes, but is not limited to, items such as currency, coin, markers, and chips/tokens. Contents of safe deposits boxes to which the gaming operation does not have access are excluded.

Cage accountability form. An itemized list of the cash and cash equivalents that make up the cage department's accountability.

Cage credit. Advances in the form of cash or gaming chips made to patrons at the cage, which are documented on a cage credit instrument signed by the patron/borrower, such as a marker similar to a counter check.

Cage marker form. A document, signed by the patron, evidencing an extension of credit at the cage to the patron by the gaming operation (i.e. cage credit marker form).

Calibration module. The section of a weigh scale used to set the scale to a specific amount or number of coins to be counted.

Card game. A game in which the gaming operation is not party to wagers and from which the gaming operation receives compensation in the form of a rake, a time buy-in, or other fee or payment from a player for the privilege of playing.

Comment (March): Definition lacks reference that game must be played with cards.

Response: Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment.

Card game. A game played with cards in which the gaming operation is not party to wagers and from which the gaming operation receives compensation in the form of a rake, a time buy-in, or other fee or payment from a player for the privilege of playing.

Card room. An area set aside for the conduct of card games such as poker.

Card room bank. The operating fund assigned to the card room or main card room bank.

Cash equivalents. The monetary value that a gaming operation may assign to a document, financial instrument, or anything else of representative value other than cash. A cash equivalent includes, but is not limited to tokens, chips, coupons, vouchers, payout slips and tickets, and other items to which a gaming operation has assigned an exchange value.

Note (March): Upon review it was determined that the first sentence of the definition was incorrect in its reference to “the monetary value that a gaming operation may assign” rather than “a document, financial instrument or anything else of representative value.”

Proposed revised definition incorporating March note:

Cash equivalents. ~~The monetary value that a gaming operation may assign to~~ Documents, financial instruments other than cash, or anything else of representative value to which the gaming operation has assigned a monetary value, other than cash. A cash equivalent includes, but is not limited to, tokens, chips, coupons, vouchers, payout slips and tickets, and other items to which a gaming operation has assigned an exchange value.

Cashless system. A system that performs cashless transactions and maintains records of those cashless transactions.

Cashless transaction. A movement of funds electronically from one component to another, often to or from a patron deposit account.

Chips. Cash substitutes, in various denominations, issued by a gaming operation and used for wagering.

Class II game. A game as described in 25 U.S.C. 2703(7) (A).

Class II Gaming System. All components, whether or not technologic aids in electronic, computer, mechanical, or other technologic form, that function together to aid the play of one or more Class II games including accounting functions mandated by part 547 of this chapter.

Coin-in meter. The meter that displays the total amount wagered in a player interface that includes coins-in and credits played.

Coin meter count machine. A device used in a coin room to count coin.

Coin room. An area where coins and tokens are stored.

Coin room inventory. Coins and tokens stored in the coin room that are generally used for player interface department operation.

Commission. The National Indian Gaming Commission.

Complimentary. A service or item provided at no cost, or at a reduced cost, to a patron at the discretion of an individual authorized to issue such services or items.

Computerized casino accounting system. A system utilized by a gaming operation that securely maintains and monitors data which may include but is not limited to player tracking, system-based gaming activity and marketing functionality, inclusive of other activities that interface with the system. In addition, the casino accounting system may provide the gaming operation with the ability to perform cashless transactions and monitor, detect, report and log system exceptions.

Count. The act of counting and recording the drop and/or other funds. **Also, the total funds counted for a particular game, player interface, shift, or other period.**

Count room. A secured ~~room~~ location where the count is performed in which the drop is counted.

Count team. Agents who perform the count.

Counter check. A form provided by the gaming operation for the patron to use in lieu of a personal check.

Counter game. A game in which the gaming operation is a party to wagers and wherein the gaming operation documents all wagering activity. The term includes bingo and pull tabs.

Coupon. A financial instrument of fixed wagering value, usually paper, that can only be used to acquire non-cashable credits through interaction with a voucher system. This does not include instruments such as printed advertising material that cannot be validated directly by a voucher system.

Credit. The privilege granted by a gaming operation to a patron to (1) defer payment of debt or (2) to incur debt and defer its payment under specific terms and conditions.

Credit limit. The maximum dollar amount of credit assigned to a patron by the gaming operation.

Credit slip. A form used to record either:

(1) The return of chips from a gaming table to the cage; or

(2) The transfer of IOUs, markers, or negotiable checks from a gaming table to a cage or bankroll.

Critical IT system. The collective hardware, software, network infrastructure and associated equipment, to include computerized casino accounting system (if applicable), used to produce, accumulate, monitor, record, store and report gaming revenues and associated financial data. At the minimum, the term ‘critical system’ is applicable to the gaming revenue centers and the following activities and functions, as related to the recognition and recordation of the gaming activity: cage, credit, complimentary services and items, accounting, drop and count, internal audit and surveillance.

Currency counter. A device that identifies currency by means of an optical sensing and correlating technique to both count and differentiate denomination. The counter may perform two counts by independent central processing units prior to transferring the currency into a stacker. It may interface with the accounting systems of the gaming operation and account for cash-out tickets redeemed and promotional coupons cancelled.

Currency counter interface. A link between a currency counter and typically the accounting software systems of the gaming operation in which access is restricted to authorized persons.

Deal. A specific pull tab game that has a specific serial number associated with each game.

Dedicated camera. A video camera required to continuously record a specific activity.

Digital Video Recorder (DVR). A device that records video in a digital format to tape, digital video disk, or other storage medium, for later reproduction.

Discount Wager. A wager in which a patron is given credit for an amount greater than the actual amount placed at risk and is supported by documentation, often a promotional coupon (e.g., match play).

Drop. The total amount of financial instruments removed from financial instrument storage components **or card game drop boxes** in Class II gaming systems.

Drop box. A locked container affixed to the card game table into which the drop is placed. The table number and shift shall be indicated on the box.

Drop box contents key. The key used to open drop boxes.

Drop box release key. The key used to release drop boxes from tables.

Drop box storage rack key. The key used to access the storage rack where drop boxes are secured.

Drop bucket. A container located in the drop cabinet (or in a secured portion of the player interface in coinless/cashless configurations) for the purpose of collecting coins, tokens, cash-out tickets, and coupons from the player interface.

Comment (March): A drop bucket collects only coins and tokens not cash out tickets and coupons.

Response: Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment.

Drop bucket. A container located in the drop cabinet (or in a secured portion of the player interface in coinless/cashless configurations) for the purpose of collecting coins, and tokens from the player interface.

Drop cabinet. The wooden or metal base of the player interface that contains the drop bucket.

Drop period. The period of time that occurs between sequential drops.

Electronic funds transfer, ~~A transfer of funds to or from a Class II gaming system through the use of a cashless system, which are transfers from an external financial institution.~~

Exception Report. A computer-generated listing of occurrences, transactions or items that fall outside a predetermined range of acceptability.

Fill. A transaction whereby a supply of chips, coins, or tokens is transferred from a bankroll to a card room bank or player interface.

Fill slip. A document evidencing a fill.

Financial instrument. Any tangible item of value tendered in Class II game play including but not limited to bills, coins, vouchers, and coupons.

Financial instrument acceptor. Any component that accepts financial instruments.

Financial instrument storage component. Any component that stores financial instruments.

Flare. The information sheet provided by the manufacturer that sets forth the rules of a particular pull tab game and that is associated with a specific deal of pull tabs. The flare shall contain the following information:

(1) Name of the game;

(2) Manufacturer's name or manufacturer's logo;

(3) Ticket count; and

(4) Prize structure, which shall include the number of winning pull tabs by denomination, with their respective winning symbols, numbers, or both.

Free Play Wager. A non-value promotional consideration afforded a patron to participate in a game without requiring the patron to place anything at risk.

Game software. The operational program or programs that govern the play, display of results, and/or awarding of prizes or credits for Class II games.

Gaming equipment. All electronic, electro-mechanical, mechanical or other physical components utilized in the play of Class II games.

Game server. An electronic selection device, utilizing a random number generator.

Note: Upon review, it was recommended that the term be struck because it is not used in §543.

Revised proposal incorporating note:

~~Game server. An electronic selection device, utilizing a random number generator.~~

Gaming operation accounts receivable (for gaming operation credit). Credit extended to gaming operation patrons in the form of markers, returned checks, or other credit instruments that have not been repaid.

Gross gaming revenue. Annual total amount of cash wagered on class II and class III games and admission fees (including table or card fees), less any amounts paid out as prizes or paid for prizes awarded.

Note: Upon review it was recommended that the reference to class III games be deleted.

Revised proposal incorporating note:

Gross gaming revenue. Annual total amount of cash wagered on class II games and admission fees (including table or card fees), less any amounts paid out as prizes or paid for prizes awarded.

Independent. The separation of functions so that the person or process monitoring, reviewing or authorizing the controlled transaction(s) is separate from the persons or process performing the controlled transaction(s).

Inter-tribal prize pool. A fund to which multiple tribes contribute from which prizes are paid to winning players at a participating tribal gaming facility and which is administered by one of the participating tribes or a third party, (e.g. progressive prize pools, shared prize pools, etc.).

Increase/decrease to cage accountability. The change in the cage accountability (inventory), which is a function of the gaming transactions. For example, the cash inventory is affected by (a) the cash collected from the drop and transferred to the cage; (b) payments received from markers; (c) funds transferred to or from bank a financial institution; (d) changes in the chip/token inventory due to the chip float (chips/tokens in possession of patrons); and (e) front money and patron account transactions.

Internal audit. Persons who perform an audit function of a gaming operation that are independent of the department subject to audit. Independence is obtained through the organizational reporting relationship, as the internal audit department shall not report to management of the gaming operation. Internal audit activities should be conducted in a manner that permits objective evaluation of areas examined. Internal audit personnel may provide audit coverage to more than one operation within a tribe's gaming operation holdings.

Issue slip. A copy of a credit instrument that is retained for numerical sequence control purposes.

Kiosk. A self-serve point of sale or other component capable of accepting or dispensing financial instruments and may also be capable of initiating cashless transactions of values to or from a patron deposit account or promotional account.

Linked electronic game. Any game linked to two (2) or more gaming operations that are physically separate and not regulated by the same Tribal gaming regulatory authority.

Main card room bank. A fund of cash, coin, and chips used primarily for poker and pan card game areas. Used to make even cash transfers between various games as needed. May be used similarly in other areas of the gaming operation.

Manual payout. The payment to a player of some or all of a player's accumulated credits (e.g. short pays, cancelled credits, etc.) or an amount owed as a result of a winning event by an agent of the gaming operation.

Marker. A document, signed by the patron, evidencing an extension of credit to him by the gaming operation.

Marker credit play. Players are allowed to purchase chips using credit in the form of a marker.

Match play. A type of discount wager requiring a cash bet of equal amount.

Mechanical coin counter. A device used to count coins that may be used in addition to or in lieu of a coin weigh scale.

Meter. An electronic (soft) or mechanical (hard) apparatus in a player interface. May record the number of coins wagered, the number of coins dropped, the number of times the handle was pulled, or the number of coins paid out to winning players.

MICS. Minimum internal control standards in this part.

Mobile gaming system. A system that allows for the conduct of games through mobile communications devices operated solely within a designated, authorized area of a gaming operation.

Motion activated dedicated camera. A video camera that, upon its detection of activity or motion in a specific area, begins to record the activity or area.

Non-cashable credit. Credits given by an operator to a patron; placed on a Class II gaming system through a coupon, cashless transaction, or other approved means; and capable of activating play but not being converted to cash.

~~On-line player interface monitoring system.~~ A system used by a gaming operation to monitor player interface meter readings and/or other activities on an on-line basis.

Patron deposit account. An account maintained on behalf of a patron, for the purpose of depositing and withdrawing cashable funds for the primary purpose of interacting with a gaming activity.

Patron deposits. The funds placed with a designated cashier by patrons for the patrons' use at a future time.

Payment slip. That part of a marker form on which patron payments are recorded.

PIN. The personal identification number used to access a player's account.

Player interface. Any component(s) of a Class II gaming system, including an electronic or technological aid (not limited to terminals, player stations, handhelds, fixed units, etc.) that directly enable(s) player interaction in a Class II game.

Player tracking system. A system ~~typically~~ **or component of a computerized casino accounting system** used to record the gaming play of ~~an~~ individual patrons.

Points. A representative of value awarded to a patron based upon specific criteria established by the gaming operation.

Premium points. Points earned as a result of a winning event and the award is reflected on the payout schedule.

Primary and secondary prize payouts. Promotional pools offered at certain card games that can be won in addition to the pot.

Prize payout. A transaction associated with a winning event.

Prize schedule. A set of prizes available to players for achieving predesignated patterns in Class II game(s).

Progressive prize. A prize that increases by a selectable or predefined amount based on play of a Class II game.

Promotional account. A file, record, or other data structure that records transactions involving a patron or patrons that are not otherwise recorded in a patron deposit account.

Promotional prize payout. Merchandise or awards given to players by the gaming operation which is based on gaming activity.

Promotional progressive pots and/or pools. Funds contributed to a card game by and for the benefit of players. Funds are distributed to players based on a predetermined event.

Rabbit ears. A device, generally V-shaped, that holds the numbered balls selected during a bingo game so that the numbers are visible to players and bingo personnel.

Rake. A commission charged by the house for maintaining or dealing a game such as poker.

Rake circle. The area of a table where rake is placed.

Random number generator (RNG). A software module, hardware component or combination of these designed to ~~produce outputs~~ **generate numbers** that are effectively random.

Rejected currency. Currency that a currency counter has rejected due to the authenticity data (comparison of the note to a predetermined standard) failing to confirm the legitimacy of the note.

Runner. An individual who transports chips/cash to or from a card room table and a cashier.

Safe Deposit Box. A type of safe which may be located in the cage area to hold items of value. The content is not subject to casino access within the normal course of business and is not included in its accountability record-keeping.

Series number. The unique identifying number printed on each sheet of bingo paper that identifies the bingo paper as a series or packet. The series number is not the free space or center space number located on the bingo paper.

Server. A computer which controls one or more applications or environments.

Shift. An eight-hour period, unless otherwise approved by the Tribal gaming regulatory authority, not to exceed 24 hours.

Shill. A member of the gaming operation's staff financed by the house and acting as a player for the purpose of starting or maintaining a sufficient number of players in a game.

Short pay. The payment of the unpaid balance of an incomplete payout by a player interface.

Smart card. A card ~~with embedded integrated circuits which can process data. that possesses the means to electronically store and retrieve data.~~

Soft count. The count of the contents in a drop box or a player interface financial instrument storage component.

Sufficient clarity. The capacity of a surveillance system to record images at a minimum of 30 fps (frames per second), and if digital, with a resolution of at least 4 CIF (Common Intermediate Format), which is generally defined as resolution 704 X 576.

Comment: (March) The current definition (technical in nature) does not guarantee that the images will be sufficiently "clear" to satisfy the standards where sufficient clarity is required to identify certain items or activities. Furthermore the standard should not prevent the use of surveillance technological advances that may arise in the future,

Response: Specifications are considered necessary to produce a video record appropriate for the critical coverage areas to which the term applies; however, it is also recognized that technological advancements may enable the intent of this standard to be satisfied through alternative means.

Comment (May): In order to satisfy the requirement for sufficient clarity, the surveillance system need only be capable of recording at 30 frames per second or, if digital, with a resolution of 4 CIF, which does not guarantee "clear" images.

Response: Disagree. The standards that incorporate the requirement for "sufficient clarity" specify sufficient clarity to perform a specific task e.g. identify an object or characteristic, verify an amount, etc. If a surveillance system is capable of recording at 30 fps or if digital, recording with a resolution of at least 4 CIF, but the observer is unable to identify or verify the required item(s) or transaction(s), the standard is not satisfied.

Surveillance operation room(s). The secured area(s) of the surveillance department where surveillance is taking place and/or where active surveillance equipment is located.

Surveillance system. A system of video cameras, monitors, recorders, video printers, switches, selectors, and other ancillary equipment used for casino surveillance.

Tier A. Gaming operations with annual gross gaming revenues of more than ~~\$1~~ **\$3** million but not more than ~~\$5~~ **\$8** million.

Tier B. Gaming operations with annual gross gaming revenues of more than **\$8** million but not more than \$15 million.

Tier C. Gaming operations with annual gross gaming revenues of more than \$15 million.

Tribal gaming regulatory authority (TGRA). The entity authorized by tribal law to regulate gaming conducted pursuant to the Indian Gaming Regulatory Act.

Vault. A secure area within the gaming operation where tokens, checks, cash, coins, and chips are stored.

Voucher. A financial instrument of fixed value that can only be used to acquire an equivalent value of cashable credits or cash through interaction with a voucher system.

Voucher System. A component of the Class II gaming system or an external system that securely maintains records of vouchers and coupons; validates payment of vouchers; records successful or failed payments of vouchers and coupons; and controls the purging of expired vouchers and coupons.

Wager. The placing at risk of money or something of value on a gambling game that has an uncertain outcome with the primary intent of winning additional money and/or personal property.

Weigh/count. The value of coins and tokens counted by a weigh machine.

Weigh scale calibration module. The device used to adjust a coin weigh scale.

Weigh scale interface. A communication device between the weigh scale used to calculate the amount of funds included in drop buckets and the computer system used to record the weigh data.

Weigh tape. The tape where weighed coin is recorded.

Win. The net win resulting from all gaming activities. Net win results from deducting all gaming losses from all wins prior to considering associated operating expenses.

Win-to-write hold percentage. Win divided by write to determine hold percentage.

Wrap. The method of storing coins after the count process has been completed, including, but not limited to, wrapping, racking, or bagging. May also refer to the total amount or value of the counted and stored coins.

Write. The total amount wagered in bingo and pull tabs operations.

Writer. An individual who writes bingo and pull tabs tickets.