### § 542.2 What are the definitions for this part?

The definitions in this section shall apply to all sections of this part unless otherwise noted.

**Comment** (March): Recommend revising the wording as follows "The definitions in this section shall apply only in the context in which the terms appear in 25 CFR Part 542 unless otherwise noted."

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

The definitions in this section shall apply to all sections of this part only in the context in which the terms appear in 25 CFR Part 542 unless otherwise noted.

Account access card means an instrument used to access customer accounts for wagering at a gaming machine. Account access cards are used in connection with a computerized account database. Account access cards are not "smart cards."

Accountability means all items of cash, chips, coins, tokens, plaques, receivables, and customer deposits constituting the total amount for which the bankroll custodian is responsible at a given time.

**Comment** (March): Recommend adding "cash equivalents" after the word "cash".

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

*Accountability* means all items of cash, <u>cash equivalents</u>, chips, coins, tokens, plaques, receivables, and customer deposits constituting the total amount for which the bankroll custodian is responsible at a given time.

Accumulated credit payout means credit earned in a gaming machine that is paid to a customer manually in lieu of a machine payout.

**Comment** (January): Requires clarification. Does this definition refer to manual pay, ticket validation, or both?

**Response:** The term is used in the MICS at 542.13 Gaming Machines, (d) Jackpot payouts, gaming machine fills, short pays and accumulated credit payouts standards, as follows:

"(2) For short pays of \$10.00 or more, and payouts required for accumulated credits, the payout form shall include the following ..."

The above standard identifies the controls relevant to a manual payout of accumulated credits, which may have been won or may simply be a return of cash inserted but not wagered. Cash out tickets generated by a machine would not be subject to the procedures.

**Comment** (January): Include reference to "hand pay" and "manual pay" as commonly used industry synonyms.

**Response:** Agree. Definition has been modified accordingly..

Proposed revision as a result of January comments:

Accumulated credit payout means credit earned in a gaming machine that is paid to a customer manually in lieu of a machine payout (i.e. hand pay, manual pay).

Actual hold percentage means the percentage calculated by dividing the win by the drop or coin-in (number of credits wagered). Can be calculated for individual tables or gaming machines, type of table games, or gaming machines on a per day or cumulative basis.

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

*Baccarat Commission* means a fee or rake that the gaming operation takes on the winning banker hand and payouts on tie bets (8:1 or 9:1). Generally, the commission is either 4% or 5%.

**Comment** (January): Not all gaming operations that offer Baccarat charge a commission on "tie bets" and this definition as currently worded implies that a gaming operation is required to charge a commission for tie bets. Therefore, recommend inserting "and/or" after the words "banker hand" and replacing "Generally" with "Typically".

**Response:** Agree. Definition has been modified accordingly..

Proposed revision as a result of January comments:

Baccarat commission means a fee or rake that the gaming operation takes on the winning banker hand <u>and/or</u> payouts on tie bets. (8:1 or 9:1). Typically, the commission is either 4% or 5%.

**Comment** (March): Recommend deleting numerical examples of baccarat commissions as they may differ from casino to casino.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

*Baccarat commission* means a fee or rake that the gaming operation takes on the winning banker hand and/or payouts on tie bets. (8:1 or 9:1). Typically, the commission is either 4% or 5%.

*Betting station* means the area designated in a pari-mutuel area that accepts wagers and pays winning bets.

*Betting ticket* means a printed, serially numbered form used to record the event upon which a wager is made, the amount and date of the wager, and sometimes the line or spread (odds).

*Bill acceptor* means the device that accepts and reads cash by denomination and cash equivalents in order to accurately register customer credits.

Comment (March): Recommend adding "(e.g. tickets and vouchers)."

Response: Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

*Bill acceptor* means the device that accepts and reads cash by denomination and cash equivalents (e.g. tickets and vouchers) in order to accurately register customer credits

*Bill acceptor canister* means the box attached to the bill acceptor used to contain cash received by bill acceptors.

**Comment** (January): Recommend adding the following after the words "bill acceptor": "...sometimes referred to as a cash canister or gaming machine drop box."

**Response:** Disagree. The terms "cash canister" and "gaming machine drop box" are not utilized within part 542.

**Comment** (March): Recommend adding "and cash equivalents" after "cash" as the bill acceptor accepts more than cash.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

*Bill acceptor canister* means the box attached to the bill acceptor used to contain cash **and cash equivalents** received by bill acceptors.

*Bill acceptor canister release key* means the key used to release the bill acceptor canister from the bill acceptor device.

**Comment** (January): Recommend adding the following after the words "bill acceptor device": "...sometimes referred to as the release keys."

**Response:** Disagree as the definition describes what a release key is.

*Bill acceptor canister storage rack key* means the key used to access the storage rack where bill acceptor canisters are secured.

Bill acceptor drop means cash contained in bill acceptor canisters.

*Bill-in meter* means a meter included on a gaming machine accepting cash that tracks the number of bills put in the machine.

*Bonus Payout* means a type of payout possessing the objective of retaining customer patronage. Various types of bonuses are generally available, such as free cash, match bonuses or free play and may be dependent on the loyalty rating of a customer. Bonus payouts not reflected on the paytable are not included in the calculation of the theoretical hold percentage and are therefore not included in gaming machine statistical win for the purpose of evaluating performance in the analysis report. However, such payouts may be included in an analysis report as a separate disclosure for the purpose of calculating the actual net win of the device.

**Note:** Upon review it was recommended that language related to the accounting treatment be deleted from the definition.

Proposed revision incorporating note:

*Bonus Payout* means a type of payout possessing the objective of retaining customer patronage. Various types of bonuses are generally available, such as free cash, match bonuses or free play and may be dependent on the loyalty rating of a customer.

**Comment** (January): Change the definition as follows ...a payment given in addition to or independently of the prize strictly due from a wagering activity (e.g. free cash, match or free play, etc.).

**Response:** Disagree. Not all bonus programs are off the paytable. For example, certain gaming machines offer a "game within a game" in which, if the player hits specific symbols, the player then plays the second game. The second tier involves player interaction in which various options will be selected and an additional award is made that could be an increased payout or additional points. The player continues to accrue bonus credits until a "stopper" symbol is selected.

**Comment:** (March): Recommend substituting the word "award" for the word "payout" as the award may not actually result in a payout i.e. the award could be in the form of credits. A bonus award is something won in lieu of or outside of the base game. It is unrelated to the loyalty rating of the customer. Therefore, recommend striking reference to customer loyalty rating. Furthermore, bonus awards must be reflected on the paytable.

**Response:** Agree to substitute "award" for "payout". Definition revised to more accurately use in the MICS.

### Proposed revision as a result of March comment:

**Bonus payout award** means an award of cashable or non-cashable credits placed on the credit meter of the machine. The amount placed on the credit meter may or may not result from a wager.

*Boxperson* means the first-level supervisor who is responsible for directly participating in and supervising the operation and conduct of a craps game.

*Breakage* means the difference between actual bet amounts paid out by a racetrack to bettors and amounts won due to bet payments being rounded up or down. For example, a winning bet that should pay \$4.25 may be actually paid at \$4.20 due to rounding.

*Cage means* a secure work area within the gaming operation for cashiers and a storage area for the gaming operation bankroll.

**Comment** (January): Recommend revising the definition as follows: "*Cage* means a secure work area where customer transactions take place." The word "storage" is problematic here as typically the bankroll is not stored in the cage, but in the "vault" or "main bank." The issue of bankroll/cash storage is covered in the "vault" definition."

**Response:** Agree regarding storage concern. See below proposed revision.

**Comment** (January): Customer transactions can occur at other locations, such as a cashier stand or booth.

**Response:** Disagree. The definition is sufficiently clear that it is not referring to a cashier stand.

**Comment** (January): Broaden the definition. The term has varied meanings specific to each gaming operation.

**Response:** Disagree. Although gaming operations may utilize different terminology to refer to the cage and the activities encompassed therein, the definition is sufficient to define how the term is used in the MICS.

**Comment** (January): The term can refer to a location, or to a department or functional division of the gaming operation.

**Response:** Agree. However, as the term is used in the MICS, it refers to a geographically defined area.

**Note** (January): "...where cashiering transactions occur, supported by the gaming operation's bankroll."

**Response:** Agree. However, in the interest of broadening the definition to address issues pertaining to the location of the bankroll and to facilitate

consistency with the proposed class II regulations, the following revision is suggested:

### Proposed revision as a result of January comments:

*Cage* means a secure work area within the gaming operation for cashiers <u>which may</u> <u>include</u> and a storage area for the gaming operation bankroll.

<u>Cage accountability means all the cash and cash equivalents in the possession of the cage.</u> These are summarized on a daily basis on a cage inventory report that includes, but is not limited to, items such as currency, coin, markers, and chips/tokens. The inventory is reconciled to an imprest balance maintained by the cage or, as is more often the case, the accountability at the end of the preceding period.

**Comment** (January): Recommend revising the definition as follows: "...means all items of cash, chips, coins, tokens, plaques, receivables, and customer deposits in the possession of the cage." Delete the remainder of the proposed definition as this is not definitional language, but rather a standard that should be addressed in the accounting section.

**Response**: Disagree in favor of the below Committee recommended definition.

**Comment** (January): Include revenue center banks in the list of items in possession of the cage.

**Response**: Disagree. The definition would already include revenue center banks.

**Comment** (January): Cage accountability is a process, not a physical entity.

**Response**: Disagree. The definition is intended to define the term as it is used in the MICS. Accordingly, the term refers to the items that are included in the cage accountability.

**Comment** (January): Specifically exclude the contents of safe deposit boxes.

Response: Agree. Please see below.

**Comment** (January): Recommended revised definition - Cage accountability means all the cash and cash equivalents in the possession of the cage as summarized on a daily basis on a cage inventory report. This report includes, but is not limited to, items such as currency, coin, markers, and chips/tokens.

Response: Agree. Please see below.

**Comment** (January): Replace "cage inventory report" with "cage accountability form" for consistency with the following definition.

**Response**: Disagree. The reference to cage accountability is consistent with the usage of the term in the MICS.

**Comment** (January): Insert "The cage's responsibility to account for…" at the beginning of the definition.

**Response**: Disagree. The definition is sufficiently clear that it refers to the inventory in the cage.

**Comment** (January): Committee recommended definition - Cage accountability means all the cash and cash equivalents 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.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

# <u>Cage accountability means all the cash and cash equivalents 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.</u>

*Cage accountability form* means an itemized list of the components that make up the cage accountability.

**Comment** (January): Recommend revising the definition as follows: "...means a printed document used for itemizing the cash and cash equivalents (cage accountability) transferred into and out of the cage.

**Response**: Disagree. The form captures the beginning inventory, transactions that increase or decrease the inventory and the ending inventory.

**Comment** (January): Insert "department's" after cage.

**Response:** Agree. Please see below.

Note (January): Replace "components" with "cash and cash equivalents".

**Response:** Agree. Please see below.

**Comment** (January): Committee recommended definition – "Cage accountability form means an itemized list of the cash and cash equivalents that make up the cage department's accountability."

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

*Cage accountability form* means an itemized list of the **components** <u>cash and cash</u> <u>equivalents</u> that make up the cage <u>department's</u> accountability.

*Cage credit* means advances in the form of cash or gaming chips made to customers at the cage. Documented by the players signing an IOU or a marker similar to a counter check.

**Comment** (January): Recommend revising the definition as follows: "Cage credit means advances in the form of cash or gaming chips made to customers at

the cage, which is documented on a cage credit form signed by the customer/borrower."

**Response:** Agree. Please see below.

Comment (January): Replace "form" with "instrument".

**Response:** Agree. Please see below.

**Comment** (January): Committee recommended definition - Cage credit means advances in the form of cash or gaming chips made to customers at the cage, which is documented on a cage credit instrument signed by the customer/borrower, such as a marker similar to a counter check.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

*Cage credit* means advances in the form of cash or gaming chips made to customers at the cage, which is documented on a cage credit instrument signed by the customer/borrower, such as by the players signing an IOU or a marker similar to a counter check.

*Cage marker form* means a document, signed by the customer, evidencing an extension of credit at the cage to the customer by the gaming operation, <u>(i.e. cage credit marker form).</u>

**Written Comment** (March): We recommend revising the definition as follows: "Change the term "marker" to "credit" in the heading and revise as follows: a document signed by the customer/borrower evidencing an extension of credit at the cage (e.g. IOU or marker)."

**Response:** The Committee reviewed the proposed revision and had no comment. Disagree that the "heading" should be changed to "Cage credit form" as the terms marker and marker form are clearly understood within the industry and the words "credit form" could apply to a variety of different documents. Remainder of comment contains no substantive change.

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

*Call bets* means a wager made without cash or chips, reserved for a known customer and includes marked bets (which are supplemental bets made during a hand of play). For the purpose of settling a call bet, a hand of play in craps is defined as a natural winner (e.g., seven or eleven on the come-out roll), a natural loser (e.g., a two, three or twelve on the come-out roll), a seven-out, or the player making his point, whichever comes first.

*Card game* means 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* means 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* means a room set aside for the conduct of card games, such as poker. In such games the customers wager against each other rather than against the gaming operation's bankroll. The revenue derived by the gaming operation is merely a percentage rake-off or a time buy-in (a commission charged to play).

Comment (January): Replace "room" with "area".

Response: Agree. Please see below.

**Comment** (January): The first sentence effectively defines the term. Remove the second and third sentences.

**Response:** Agree. Please see below.

**Comment** (January): The definition could be interpreted to prohibit operation of other types of games, such as table games, in the same area as card games.

**Response:** Disagree. We do not believe the term could be interpreted to prohibit other games in the area that poker is played, particularly as the term is used in the MICS.

**Comment** (January): Add "Operation of other types of games in the same area is not prohibited."

**Response:** Disagree. We do not believe the term could be interpreted to prohibit other games in the area that poker is played, particularly as the term is used in the MICS.

**Comment** (January): Committee recommended definition - Card room means an area set aside for the conduct of card games such as poker.

Response: Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

#### Card room means an area set aside for the conduct of card games such as poker.

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

<u>Cash equivalents means documents, financial instruments, or anything else of</u> representative value other than cash to which a gaming operation has assigned a monetary value. A cash equivalent includes, but is not limited to, tokens, chips, coupons, vouchers, jackpot slips and tickets.

*Cash-out ticket* means an instrument of value generated by a gaming machine representing a cash amount owed to a customer at a specific gaming machine. This instrument may be wagered at other machines by depositing the cash-out ticket in the machine bill acceptor.

**Comment** (January): Recommend revising the definition as follows: "Cash-out ticket means an instrument of value generated by a gaming machine representing a cash amount owed to a customer at a specific gaming machine that may be redeemed for cash or deposited into bill acceptors at other machines for wagering purposes."

**Response:** Discussion postponed to future committee consideration of proposed revisions to Section 542.13.

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

*Coin-in meter* means the meter that displays the total amount wagered in a gaming machine that includes coins-in and credits played.

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

Coin room means an area where coins and tokens are stored.

*Coin room inventory* means coins and tokens stored in the coin room that are generally used for gaming machine department operation.

Commission means the National Indian Gaming Commission.

*Complimentary* means a service or item provided at no cost, or at a reduced cost, to a customer <u>at the discretion of an employee authorized to issue complimentaries.</u> These services and items are provided as an inducement to wager.

**Comment** (October): Strike final sentence. Comps are not necessarily or always issued as an inducement to wager.

Response: Agree. See revised proposed definition.

Revised definition as a result of October comment:

*Complimentary* means a service or item provided at no cost, or at a reduced cost, to a customer <u>at the discretion of an employee authorized to issue such services or items.</u>

### <u>Computerized casino accounting system means a system used by a gaming operation</u> to monitor gaming machine meter readings and/or other activities on an on-line basis that interface with the system.

**Comment** (March): Recommend revising the definition as follows "Computerized casino accounting system means a system utilized by a gaming operation that securely maintains and monitors data which may include but is not limited to player tracking, gaming machine 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."

**Response:** Agree. Definition has been modified accordingly.

### Proposed revision as a result of March comment:

<u>Computerized casino accounting system means a system utilized by a gaming</u> operation that securely maintains and monitors data which may include but is not limited to player tracking, gaming machine 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* means the total funds counted for a particular game, gaming machine, shift, or other period.

*Count room* means a room where the coin and cash drop from gaming machines, table games, or other games are transported to and counted.

**Comment** (January): Recommended definition - a secure location in which the drop is counted.

**Response:** Agree. Please see below.

**Comment** (January): Committee recommended definition –"Count room means a secure location in which the drop is counted."

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

*Count room* means a <u>secure location in which the drop is counted</u>. <del>room where the coin and cash drop from gaming machines, table games, or other games are transported to and counted</del>.

*Count team* means personnel that perform either the count of the gaming machine drop and/or the table game drop.

**Comment** (January): Recommended definition - personnel authorized to count the drop.

**Response:** Disagree. The definition is not intended to address the question of authorization; only define the personnel that perform a particular task.

**Comment** (January): Committee recommended definition - Count team means personnel who perform the count of the drop.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

*Count team means* personnel that <u>who</u> perform either the count of the gaming machine drop and/or the table game drop the count of the drop.

*Counter check* means a form provided by the gaming operation for the customer to use in lieu of a personal check.

*Counter game* means a game in which the gaming operation is a party to wagers and wherein the gaming operation documents all wagering activity. The term includes, but is not limited to, <u>bingo</u>, keno, and pari-mutuel race books. The term does not include table games, card games and gaming machines.

**Note:** Upon review it was determined that enumerating what the term does not include is unnecessary.

### Proposed revision incorporating note:

*Counter game* means a game in which the gaming operation is a party to wagers and wherein the gaming operation documents all wagering activity. The term includes, but is not limited to, <u>bingo</u>, keno, and pari-mutuel race books. The term does not include table games, card games and gaming machines.

*Credit* means the right granted by a gaming operation to a customer to defer payment of debt or to incur debt and defer its payment.

**Comment** (January): Recommended definition - a privilege granted to a customer to incur indebtedness to the gaming operation and/or (1) to defer the payment of a debt, or (2) repay debt under specific terms and conditions.

**Response:** Agree, as amended by the following comment.

**Comment** (January): Committee recommended definition - Credit means the privilege granted by a gaming operation to a customer to (1) defer payment of debt or (2) to incur debt and defer its payment under specific terms and conditions.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

*Credit* means the right privilege granted by a gaming operation to a customer to (1) defer payment of debt or (2) to incur debt and defer its payment <u>under specific terms and conditions</u>.

*Credit limit* means the maximum dollar amount of credit assigned to a customer by the gaming operation.

**Comment** (*January*): Replace "assigned" with "extended".

**Response:** Disagree. Extension of credit is the actual credit provided to customers while assigned is the amount of credit authorized.

Credit slip means 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.

<u>Critical IT system means the collective hardware, software, network infrastructure</u> 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 a 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.

<u>Currency counter means a device that identifies currency by means of an optical</u> sensing and correlating technique to both count and differentiate denomination. The counter will typically 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.

**Comment** (January): Older devices do not differentiate between denominations. Recommended definition - a currency processing device used for counting paper money and/or tickets some of which may also be capable of identifying, sorting, stacking and bundling currency by denomination and may interface with the gaming operation's accounting system.

**Response:** Disagree. As used in the MICS, the term is intended to refer to a counter that can identify, sort, stack and bundle currency, which is differentiated from a fan counter.

**Comment** (January): The definition should draw a clear distinction between counting and sorting devices.

**Response:** Disagree. We believe the definition is already effective in drawing the distinction "correlating technique to both count and differentiate denomination".

**Comment** (January): Insert "and/or cash-out tickets" after currency.

Response: Agree. See below revision.

**Comment** (January): Could be interpreted as requiring a device that performs two counts. Replace "will typically" with "may".

Response: Agree. See below revision.

**Comment** (January): The first sentence effectively defines the term. Remove the second and third sentences.

**Response:** Disagree. The second sentence if needed to fully complete the definition of the term as used in the MICS.

Proposed revision as a result of January comments:

<u>Currency counter means a device that identifies currency by means of an optical</u> sensing and correlating technique to both count and differentiate denomination. <u>The counter may perform two counts by independent central processing units prior</u> 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.

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

*Customer deposits* means the amounts placed with a cage cashier by customers for the customers' use at a future time.

**Comment** (January): The current definition does not capture the necessity for the creation of an account in which to place customer deposits. With the addition of standards for safe deposit boxes in the cage section of the MICS, this definition requires a clear distinction. Therefore, recommend revising the definition as follows: "...an amount of funds placed in an account opened at the cage for the customer's use."

**Response:** Agree, as amended by the following comment.

Comment (January): Replace "placed" with "deposited".

**Response:** Agree. See below revision.

**Comment** (January): Committee recommended definition - *Customer deposits means* an amount of funds deposited in an account opened at the cage for the customers' future use.

**Note** (January): Compare to 543.2 definition of "Patron deposits" for consistency.

**Response:** Agree. Definition has been modified accordingly. and is not inconsistent with part 543.

Proposed revision as a result of January comments:

*Customer deposits* means the amounts placed with a cage cashier by customers for the customers' use at a future time an amount of funds deposited in an account opened at the cage for the customer's future use.

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

Comment (January): Remove from Part 542 as it is Class II term.

**Response:** Disagree as pull tabs may be Class II or Class III depending on the situation.

*Dealer* means an employee who operates a game, individually or as a part of a crew, administering house rules and making payoffs.

*Dedicated camera* means a video camera required to continuously record a specific activity.

*Deskman* means a person who authorizes payment of winning tickets and verifies payouts for keno games.

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

Discount Wager means a wager in which a customer is given credit for an amount greater than the actual amount placed at risk and is supported by documentation, often a promotional coupon. If the coupon can be redeemed for cash, prizes or any item/service of benefit (negotiable), other than wagering credits, the discount wager must be distinguishable in the drop to enable the gaming operation to include only the discounted amount in the calculation of the coin-in and deduct all payouts. If the discount wager cannot be redeemed for anything other than wagering credits (non-negotiable), the gaming operation need only report the discounted amount of the wager in the calculation of net win and is entitled to deduct all payouts.

**Note:** Upon review it was recommended that the language related to the accounting treatment be deleted from the definition.

#### Proposed revision incorporating note:

*Discount Wager* means a wager in which a customer is given credit for an amount greater than the actual amount placed at risk and is supported by documentation, often a promotional coupon.

**Comment** (January): Recommended definition - a wager in which a customer is extended credit for an amount greater than the actual amount wagered and is supported by documentation, often a promotional coupon (e.g. match play).

**Response:** Disagree. The reference to credit being extended would potentially confuse the intent of the rule.

**Comment** (January): Separately define "match play" as a discount wager requiring an equal wager.

Response: Agree. See below new definition.

**Comment** (January): Committee recommended definition - Discount Wager means a wager in which a customer 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).

Response: Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

## *Discount Wager* means a wager in which a customer 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).

*Draw ticket* means a blank keno ticket whose numbers are punched out when balls are drawn for the game. Used to verify winning tickets.

*Drop (for gaming machines)* means the total amount of cash, cash-out tickets, coupons, coins, and tokens removed from drop buckets and/or bill acceptor canisters.

*Drop (for table games)* means the total amount of cash, chips, and tokens removed from drop boxes, plus the amount of credit issued at the tables.

*Drop box* means a locked container affixed to the gaming table into which the drop is placed. The game type, table number, and shift are indicated on the box.

Drop box contents keys-means the key used to open drop boxes.

Drop box release keys-means the key used to release drop boxes from tables.

*Drop box storage rack keys* means the key used to access the storage rack where drop boxes are secured.

**Note** (January): Review all standards referring to drop for consistency of terms "box" vs. "canister".

**Response:** Terms have been reviewed and are consistent.

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

**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* means a container located in the drop cabinet (or in a secured portion of the gaming machine in coinless/cashless configurations) for the purpose of collecting coins **and** tokens, **cash-out tickets, and coupons** from the gaming machine.

*Drop cabinet* means the wooden or metal base of the gaming machine that contains the gaming machine drop bucket.

Drop period means the period of time that occurs between sequential drops.

*Earned and unearned take* means race bets taken on present and future race events. Earned take means bets received on current or present events. Unearned take means bets taken on future race events.

*EPROM* means erasable programmable read-only memory or other equivalent game software media.

**Comment** (March): EPROM has a specific definition and should not be applied "generically" to other software media. Recommend deleting "or other equivalent game software media". A more acceptable term that applies to many types of software is "program storage media." Recommend adding the term to the definitions.

**Response:** Agree regarding definition for "EPROM". Definition has been modified accordingly. Program storage media is not a term used in the MICS and therefore will not be added to definitions.

Proposed revision as a result of March comment:

*EPROM* means erasable programmable read-only memory. **or other equivalent game software media.** 

### *Exception report* means a computer generated listing of occurrences, transactions or items that fall outside a predetermined range of acceptability.

*Fill* means a transaction whereby a supply of chips, coins, or tokens is transferred from a bankroll to a table game or gaming machine.

**Comment** (March): Recommend adding the following definition for fill request "Fill request means a request for a fill transaction, which is the movement of chips from the Cage to the gaming tables or coins/tokens to a gaming machine."

**Response:** Disagree. The term "fill request" has been struck from the MICS.

Fill slip means a document evidencing a fill.

*Flare* means 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 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.

<u>Free Play Wager means a wager afforded a customer without requiring the</u> customer to place anything at risk and is often supported by a promotional coupon. If the coupon can be redeemed for cash, prizes or any item/service of benefit (negotiable), other than wagering credits, the free play wager must be distinguishable in the drop to enable the gaming operation to exclude the wager amount from the calculation of the coin-in and deduct all payouts. If the free play wager cannot be redeemed for anything other than wagering credits (nonnegotiable), the gaming operation need not report the amount of the wager in the calculation of net win and is entitled to deduct all payouts.

**Note:** Upon review it was recommended that the language related to the accounting treatment be deleted from the definition.

Proposed revision incorporating note:

### <u>Free Play Wager means a wager afforded a customer without requiring the</u> <u>customer to place anything at risk and is often supported by a promotional coupon.</u>

Comment (January): Include limitation that free play credits are non-negotiable.

**Response:** Disagree. The definition is not intended to impose such a restriction but only define how it is used in the MICS.

**Comment** (January): A wager by definition requires risk. Remove "wager" from the term and from the definition.

**Response:** Disagree to remove from the term, agree to remove from the definition. See below revision.

**Comment** (January): Recommended definition – an opportunity afforded to a customer to participate in a game without placing anything at risk.

**Response:** Agree, as amended by the Committee recommended definition.

Comment (January): Insert "non-value" before wager.

**Response:** Disagree. Below revision makes comment not applicable.

**Comment** (January): Committee recommended definition - *Free Play Wager* means a non-value promotional consideration afforded a customer to participate in a game without requiring the customer to place anything at risk.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comments:

### *Free play wager* means a non-value promotional consideration afforded a customer to participate in a game without requiring the customer to place anything at risk.

Future wagers means bets on races to be run in the future (e.g., Kentucky Derby).

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

**Comment** (March): Where is this term used in MICS? If not used, then it should be deleted.

Response: "Game server" is used in §542.13 (o) (i), (ii) and (iii)

*Gaming machine* means an electronic or electromechanical machine that allows a player to play games of chance, some of which may be affected by skill, which contains a microprocessor with random number generator capability for outcome selection or computer terminal that accesses an outcome that is subsequently and randomly selected in drawings that are electronically conducted by central computer or other such methods of chance selection, whether mechanical or electronic. The machine is activated by the insertion of cash or cash equivalents and which awards cash, cash equivalents, merchandise, or a written statement of the player's accumulated credits, which written statements may be redeemable for cash.

**Comment**: (March) Definition implies that the RNG must reside on the gaming machine (not on the server or elsewhere) or it is not a gaming machine.

Response: Agree. Definition has been revised for clarity.

Proposed revision as a result of March comment:

*Gaming machine* means an electronic or electromechanical machine that allows a player to play games of chance, some of which may be affected by skill, which <del>contains a</del> microprocessor with <u>utilizes or relies upon a</u> random number generator <del>capability</del>

**routine** for outcome selection or computer terminal that accesses an outcome that is subsequently and randomly selected in drawings that are electronically conducted by central computer or other such methods of chance selection, whether mechanical or electronic. The machine is activated by the insertion of cash or cash equivalents and which awards cash, cash equivalents, merchandise, or a written statement of the player's accumulated credits, which written statements may be redeemable for cash.

*Gaming machine analysis report* means a report prepared that compares theoretical to actual hold by a gaming machine on a monthly or other periodic basis.

*Gaming machine booths and change banks* means a booth or small cage in the gaming machine area used to provide change to players, store change aprons and extra coin, and account for jackpot and other payouts.

*Gaming machine count* means the total amount of coins, tokens, and cash removed from a gaming machine. The amount counted is entered on the Gaming Machine Count Sheet and is considered the drop. Also, the procedure of counting the coins, tokens, and cash or the process of verifying gaming machine coin and token inventory.

*Gaming machine pay table* means the reel strip combinations illustrated on the face of the gaming machine that can identify payouts of designated coin amounts.

**Comment** (March): Definition states that the reel strip combinations must be on the face of the machine (i.e. does not mention being located on Help Screens or elsewhere)

Response: Agree. Definition modified for clarity.

Note (March): On review, recommend deleting the word "coin".

Proposed revision as a result of March comment and incorporating note:

*Gaming machine pay table* means the reel strip combinations **illustrated on the face of the gaming machine** that **can** identify payouts of designated **coin** amounts.

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

*Gross gaming revenue means* 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** (January): Upon review it was recommended that the reference to class II games be deleted.

Revised proposal incorporating note:

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

*Hold* means the relationship of win to coin-in for gaming machines and win to drop for table games.

*Hub* means the person or entity that is licensed to provide the operator of a pari-mutuel wagering operation information related to horse racing that is used to determine winners of races or payoffs on wagers accepted by the pari-mutuel wagering operation.

*Increase/decrease to cage accountability* means 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; (d) changes in the chip/token inventory due to the chip float (chips/tokens in possession of customers); and (e) front money and customer account transactions.

**Comment** (January): Include transfers to and from non-gaming revenue centers in list of examples.

**Response:** Disagree. Definition is adequate as written.

**Comment** (March): Recommend replacing the word "bank" with "a financial institution" for clarity.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

*Increase/decrease to cage accountability* means 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 customers); and (e) front money and customer account transactions.

**Note** (March): On review it was noted that there was no definition for in-house progressive gaming machine.

### Proposed addition incorporating note:

*In-house progressive gaming machine(s)* means a gaming machine on which play on the machine affects the progressive amount. As wagers are placed, the progressive meter on the machine increases. An in-house progressive may be linked to other inhouse progressive machines within a single gaming operation.

*Internal audit* means 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* means a copy of a credit instrument that is retained for numerical sequence control purposes.

*Jackpot payout* means the portion of a jackpot paid by gaming machine personnel. The amount is usually determined as the difference between the total posted jackpot amount and the coins paid out by the machine. May also be the total amount of the jackpot.

**Comment** (March): The existing definition is outdated and fails to recognize that it is the "locking up" of the gaming machine at an amount determined by management that characterizes a jackpot.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

Jackpot payout means the portion of a jackpot paid by gaming machine personnel. The amount is usually determined as the difference between the total posted jackpot amount and the coins paid out by the machine. May also be the total amount of the jackpot. - $\underline{a}$  transaction associated with a winning event that causes the gaming machine to lock up at a predetermined amount and that is paid by gaming machine personnel.

*Kiosk* means a self-serve component of a computerized casino accounting system capable of accepting or dispensing cash or cash equivalents and which may also be capable of initiating cashless transactions to or from a wagering account or promotional account.

*Lammer button* means a type of chip that is placed on a gaming table to indicate that the amount of chips designated thereon has been given to the customer for wagering on credit before completion of the credit instrument. Lammer button may also mean a type of chip used to evidence transfers between table banks and card room banks.

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

**Comment** (March): The term "linked electronic game" is no longer used in §542 and therefore should be deleted.

**Response:** Agree. Verified that the term is used only in §542.7 (h)-(l). §543.7, once effective, will replace §542.7 and therefore, the term will no longer be relevant to §542.7.

### Proposed revision as a result of March comment:

## Linked electronic game means 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* means 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.

*Marker* means a document, signed by the customer, evidencing an extension of credit to him by the gaming operation.

*Marker credit play* means that players are allowed to purchase chips using credit in the form of a marker.

*Marker inventory form* means a form maintained at table games or in the gaming operation pit that are used to track marker inventories at the individual table or pit.

*Marker transfer form* means a form used to document transfers of markers from the pit to the cage.

*Master credit record* means a form to record the date, time, shift, game, table, amount of credit given, and the signatures or initials of the persons extending the credit.

*Master game program number* means the game program number listed on a gaming machine EPROM.

*Master game sheet* means a form used to record, by shift and day, each table game's winnings and losses. This form reflects the opening and closing table inventories, the fills and credits, and the drop and win.

**Comment** (January): Separately define "match play" as a discount wager requiring an equal wager.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comment:

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

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

*Meter* means an electronic (soft) or mechanical (hard) apparatus in a gaming machine. 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* means minimum internal control standards in this part 542.

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

Comment (March): Recommend replacing "predetermined" with "designated".

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment.

### <u>Mobile gaming system means a system that allows for the conduct of games through</u> <u>mobile communications devices operated solely within a <del>predetermined</del> designated, <u>authorized area of a gaming operation.</u></u>

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

*Multi-game machine* means a gaming machine that includes more than one type of game. option.

**Comment** (March): Recommend deletion of the word "option" for clarity.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment:

*Multi-game machine* means a gaming machine that includes more than one type of game. **option.** 

*Multi-race ticket* means a keno ticket that is played in multiple games.

**Comment** (January): Clarify relation of the term "race" to keno.

**Note** (January): Discussion postponed to future committee consideration of proposed revisions to Section 542.10.

*On-line gaming machine monitoring system* means a system used by a gaming operation to monitor gaming machine meter readings and/or other activities on an on-line basis.

**Comment** (December): Recommend replacement of the term with a more widely applicable term.

Response: Agree.

**Comment** (December): After much discussion, the Committee members agreed upon the term "*computerized casino accounting system*" (see definition above).

Response: Agree. Term deleted accordingly.

## *On-line gaming machine monitoring system* means a system used by a gaming operation to monitor gaming machine meter readings and/or other activities on an on-line basis.

*Order for credit* means a form that is used to request the transfer of chips or markers from a table to the cage. The order precedes the actual transfer transaction that is documented on a credit slip.

**Comment** (January): The term does not appear in the standards. The equivalent term "credit request" is used, but is not included in the definitions. Similarly, the term "fill request" appears in the standards, but is not defined.

**Response:** The term "order for credit" is used in the proposed revisions to §542.12. Disagree. The term "fill request" has been struck from the MICS.

*Outstation* means areas other than the main keno area where bets may be placed and tickets paid.

*Par percentage* means the percentage of each dollar wagered that the house wins (i.e., gaming operation advantage).

**Comment** (March): Recommend adding a cross-reference between "par sheet" and "theoretical hold worksheet" as the terms are often used interchangeably.

Response: Agree. Reference added.

Proposed revision as a result of March comment:

### Par sheet (See Theoretical hold worksheet.)

*Pari-mutuel wagering* means a system of wagering on horse races, jai-alai, greyhound, and harness racing, where the winners divide the total amount wagered, net of commissions and operating expenses, proportionate to the individual amount wagered.

*Payment slip* means that part of a marker form on which customer payments are recorded.

Payout means a transaction associated with a winning event.

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

*Pit podium* means a stand located in the middle of the tables used by gaming operation supervisory personnel as a workspace and a record storage area.

Pit supervisor means the employee who supervises all games in a pit.

*Player tracking system* means a system typically used in gaming machine departments that can record the gaming machine play of individual customers.

**Comment** (January): Remove "typically used in gaming machine departments" and "gaming machine". Current technology allows tracking of play for all gaming activity.

**Response:** Agree. Definition has been modified accordingly.

Proposed revision as a result of January comment:

*Player tracking system* means a system **typically** used **in gaming machine departments that can to** record the gaming **machine** play of individual customers.

**Comment** (March): A player tracking system is a component of a computerized casino accounting system, not a stand-alone system.

**Response:** Disagree. A player tracking system may exist independently of a computerized casino accounting system. Definition has been modified clarity.

Proposed revision as a result of March comment:

*Player tracking system* means a system **typically** <u>or a component of a computerized</u> <u>casino accounting system</u> used <del>in gaming machine departments that can</del> <u>to</u> record the gaming <del>machine</del> play of individual customers.

<u>Points means a representative of value awarded to a customer based upon specific</u> <u>criterion established by the gaming operation. Commonly, points are earned by</u> <u>placing a wager or purchasing room, food, beverages or entertainment admissions.</u> <u>Customer accounts in player tracking systems are used to track points</u> <u>earned/awarded to customers.</u>

**Comment** (January): The first sentence effectively defines the term. Remove the second and third sentences.

**Response:** Agree. Definition has been modified accordingly.

Note (January): Change "criterion" to "criteria".

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of January comments:

<u>Points means a representative of value awarded to a customer based upon specific</u> <u>criteria established by the gaming operation.</u>

*Post time* means the time when a pari-mutuel track stops accepting bets in accordance with rules and regulations of the applicable jurisdiction.

### <u>Premium points means points earned as a result of a winning event and the award is</u> <u>reflected on the payout schedule.</u>

**Comment** (January): Revise to include games other than gaming machines.

**Response:** Agree. Definition has been modified accordingly.

**Comment** (January): Committee recommended definition - Premium Points means points earned as a result of a winning event and the award is reflected on the payout schedule.

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of January comments:

### <u>Premium points means points earned as a result of a winning event and the award is</u> reflected on the payout schedule.

### <u>Primary and secondary jackpots means promotional pools offered at certain card</u> games that can be won in addition to the primary pot.

**Note:** Upon review, it was determined that deletion of the word primary before "pot" provides clarity.

Revised proposal incorporating note:

### <u>Primary and secondary jackpots means promotional pools offered at certain card</u> games that can be won in addition to the pot.

*Progressive gaming machine means* a gaming machine, with a payoff indicator, in which the payoff increases as it is played (i.e., deferred payout). The payoff amount is accumulated, displayed on a machine, and will remain until a player lines up the jackpot symbols that result in the progressive amount being paid.

**Comment** (January): Replace "lines up the jackpot symbols that result in the" with "wins". A legitimate win is determined by the gaming software and RNG, not the reel position.

**Response**: Disagree in favor of the following related comment.

**Comment** (January): Remove reference to lining up symbols.

Response: Agree. See below proposed revised definition.

**Comment** (January): Committee recommended definition - Progressive gaming machine means a gaming machine, with a payoff indicator, in which the payoff increases as it is played (i.e., deferred payout). The payoff amount is accumulated, displayed on a machine, and will remain until a player achieves the jackpot criteria that result in the progressive amount being paid.

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of January comments:

*Progressive gaming machine* means a gaming machine, with a payoff indicator, in which the payoff increases as it is played (i.e., deferred payout). The payoff amount is accumulated, displayed on a machine, and will remain until a player **lines up the jackpot** symbols <u>achieves the jackpot criteria</u> that results in the progressive amount being paid.

**Comment** (March): Recommend deleting the reference to deferred payout and the word "jackpot".

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of March comment:

*Progressive gaming machine* means a gaming machine, with a payoff indicator, in which the payoff increases as it is played (i.e., deferred payout) and may be linked to other machines. The payoff amount is accumulated, displayed on a machine, and will remain until a player lines up the jackpot symbols <u>achieves jackpot the criteria</u> that results in the progressive amount being paid.

*Progressive jackpot* means deferred payout from a progressive gaming machine.

**Comment:** Recommend deleting the reference to deferred payout.

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of March comment:

*Progressive jackpot* means **deferred** payout from a progressive gaming machine.

*Progressive table game* means table games that offer progressive jackpots.

## *Promotional account* means an electronic ledger used in a cashless wagering system to record transactions involving a customer or customers that are not otherwise recorded in a wagering account.

*Promotional payout* means merchandise or awards given to players by the gaming operation based on a wagering activity.

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

## *PTZ camera* means a pan-tilt-zoom camera capability of rotating on a horizontal plane (panning), a vertical plane (tilting) and possesses lens elements with the ability to vary its focal length (zoom).

Note: Upon review, sentence structure and wording were modified for clarity.

### Revised proposal incorporating note:

<u>PTZ camera (Pan Tilt Zoom Camera) means a camera capable of rotation on a horizontal plane (pan) and a vertical plane (tilt), and possessing lens elements with the ability to vary its focal length (zoom).</u>

**Note** (January): Remove term and definition. Corresponding paragraph was removed from the proposed surveillance standards. (Verify no other mention of PTZ in the standards.)

**Note:** On review, there is no other mention of the terms PTZ or Pan-Tilt-Zoom in the proposed surveillance standards. Strike the proposed definition.

Revised proposal as a result of January comments:

<u>PTZ camera (Pan Tilt Zoom Camera) means a camera capable of rotation on a</u> horizontal plane (pan) and a vertical plane (tilt), and possessing lens elements with the ability to vary its focal length (zoom).

*Rabbit ears* means a device, generally V-shaped, that holds the numbered balls selected during a keno **or bingo** game so that the numbers are visible to players and employees.

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

*Rake circle* means the area of a table where rake is placed.

*Random number generator (RNG)* means a device that generates numbers in the absence of a pattern. May be used to determine numbers selected in various games such as keno **and bingo.** Also commonly used in gaming machines to generate game outcome.

**Comment** (March): A random number generator is a program (software), not a device. Recommend replacing "device" with "program".

**Response:** Disagree. RNG could be a device. Definition has been modified accordingly.

Revised proposal as a result of March comment:

Random number generator (RNG) means a software module, hardware component or combination of these designed to device that generates numbers in the absence of a pattern. May be used to determine numbers selected in various games such as keno and bingo. Also commonly used in gaming machines to generate game outcome. that are effectively random.

Reel symbols means symbols listed on reel strips of gaming machines.

**Comment** (March): Please confirm that the term "reel symbols" is used in the MICS. If not, recommend deleting the term.

**Response:** The term "reel symbols" is found in §542.13 (c) (iv) with reference to the requirements for jackpot documentation in the absence of a computerized casino accounting system.

<u>Rejected currency means 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.</u>

*Rim credit* means extensions of credit that are not evidenced by the immediate preparation of a marker and does not include call bets.

*Runner* means a gaming employee who transports chips/cash to or from a gaming table and a cashier.

Safe Deposit Box means a type of safe usually located in the cage area or hotel front desk to hold items of value. Typically, gaming operations provide the boxes at no charge to patrons, which can be opened only with production of an assigned key issued to the customer, the casino guard key, and proper signature. The content is not subject to casino access within the normal course of business and is not included in its accountability record keeping.

**Comment** (January): Replace "usually" with "may be". Remove "or hotel front desk" and "Typically, gaming operations provide the boxes at no charge to patrons." Renew the previous objection to safe deposit box standards for reasons offered in the definition itself.

**Response**: Agree with suggested replacement and removals. A response to the objection to including safe deposit box standards in the proposed standards was previously provided.

**Comment** (January): Remove the second sentence.

Response: Agree. See below proposed revised definition.

**Comment** (January): Could be interpreted to include hotel room safe deposit boxes.

**Response**: Disagree, but the proposed revised definition removes the reference to hotel front desk and as a result potential misinterpretation regarding hotel room safes.

**Comment** (January): Committee recommended definition - Safe Deposit Box means 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.

Response: Agree. Proposed revision follows.

Revised proposal as a result of January comments:

Safe Deposit Box means 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.

*SAM* means a screen-automated machine used to accept pari-mutuel wagers. SAM's also pay winning tickets in the form of a voucher, which is redeemable for cash.

Comment (March): Recommend inserting (betting kiosk) after SAM for clarity.

**Response:** Agree. Definition has been modified accordingly.

### Revised proposal as a result of March comment:

*SAM* <u>(betting kiosk)</u> means a screen-automated machine used to accept pari-mutuel wagers. SAM's also pay winning tickets in the form of a voucher, which is redeemable for cash.

Series number means 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.

<u>Server-based game system means a game system comprised of a server or system</u> part(s) and player terminals that, together, form a single integrated system in which the server determines the outcomes of the individual games.

**Comment** (March): Recommend replacing "game system" with "gaming system" as this is the prevalent terminology within the industry and deleting second reference to "game".

**Response:** Disagree. "Server-based game system" is the term used in the MICS. However, definition has been modified as a result of comment.

Revised proposal as a result of March comment:

<u>Server-based game system means a gaming system comprised of a server or system</u> part(s) and player terminals that, together, form a single integrated system in which the server determines the outcomes of the individual games.

<u>Server-supported game system means a game system comprised of gaming machines</u> connected to a server(s) for the purpose of downloading control programs (games) to gaming machines on an intermittent basis. The gaming machines are capable of operating independently of the server once the downloading process has been completed. In a server-supported game system, game outcome is determined by the gaming machines connected to the system and not by the system itself.

**Comment** (March): Recommend replacing "game system" with "gaming system" as this is the prevalent terminology within the industry and deleting second reference to "game".

**Response:** Disagree. "Server-supported game system" is the term used in the MICS. However, definition has been modified as a result of comment.

Revised proposal as a result of March comment:

<u>Server-supported game system means a gaming system comprised of gaming</u> machines connected to a server(s) for the purpose of downloading control programs (games) to gaming machines on an intermittent basis. The gaming machines are capable of operating independently of the server once the downloading process has

### been completed. In a server-supported game system, game outcome is determined by the gaming machines connected to the system and not by the system itself.

*Shift* means an eight-hour period, unless otherwise approved by the Tribal gaming regulatory authority, not to exceed twenty-four (24) hours.

*Shill* means an employee 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 means a payoff from a gaming machine that is less than the listed amount.

#### Smart card means a card with embedded integrated circuits which can process data.

**Comment** (March): Smart cards do not contain embedded integrated circuits and do not process data but can store and retrieve data electronically. Recommend revising.

Response: Agree. Definition has been modified to reflect its usage in the MICS.

### Revised proposal as a result of March comment:

### <u>Smart card means a card with embedded integrated circuits which can process data.</u> that possesses the means to electronically store and retrieve data.

Soft count means the count of the contents in a drop box or a bill acceptor canister.

*Statistical drop means* total amount of money, chips and tokens contained in the drop boxes, plus pit credit issued, minus pit credit payments in cash in the pit.

**Comment** (January): Appears to define actual drop, not statistical drop.

Response: Disagree. Actual and statistical drop are equivalent terms.

**Comment** (January): Definition should contain a reference to theoretical hold.

**Response**: Disagree. Game statistics, including statistical drop, are the basis for game performance analysis, and are determined from actual drop amounts, not theoretical hold.

**Comment** (January): To generalize the term, remove references to pit from the definition.

**Response**: Disagree. The term statistical drop is used in the standards only in reference to table games.

**Note** (January): Consider revising "Drop (for table games)" definition for consistency.

**Note** (January): Discussion postponed to future committee consideration of proposed revisions to Section 542.12.

*Statistical win* means closing bankroll, plus credit slips for cash, chips or tokens returned to the cage, plus drop, minus opening bankroll, minus fills to the table, plus marker credits.

Sufficient clarity means use of monitoring and recording at a minimum of twenty (20) frames per second. Multiplexer tape recordings are insufficient to satisfy the requirement of sufficient clarity. a video recording (tape or digital) that is at least 30 fps and can satisfy specified observation requirements reflected in this Part. If a digital record, the resolution must be at least 4 CIF (Common Intermediate Format), which is generally defined as resolution 704X576.

**Comment** (January): Recommended definition – the capacity of a surveillance system to record images at a minimum of 30 frames per second (fps), and, if digital, with a resolution of at least 4 common intermediate format (CIF), which is generally defined as resolution 704x576.

Response: Agree, with enhancements contained in the following comment.

**Comment** (January): Committee recommended definition - Sufficient clarity means 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 704X576.

**Response:** Agree. Definition has been modified accordingly.

### Revised proposal as a result of January comments:

Sufficient clarity means use of monitoring and recording at a minimum of twenty (20) frames per second. Multiplexer tape recordings are insufficient to satisfy the requirement of 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 704X576.

**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) means the area(s) of the surveillance department where surveillance is taking place and/or where the surveillance equipment is located.

Note: Upon review it was recommended that "secured" be added to the definition.

### Revised proposal incorporating note:

### <u>Surveillance operation room(s) means the secured area(s) of the surveillance</u> <u>department where surveillance is taking place and/or where the surveillance</u> <u>equipment is located.</u>

**Comment** (January): Separately define "VCR/DVR room – the secure area(s) where the surveillance recording equipment is located".

**Response**: Disagree. The term is not used in the current standards or the proposed revised standards, so does not require definition.

**Comment** (January): Include a reference to active equipment to differentiate from unused equipment and parts storage areas.

Response: Agree.

**Comment** (January): Recommended definition – the secure area(s) of the surveillance department where surveillance monitoring takes place.

Response: Agree, with enhancements contained in the following comment.

**Comment** (January): Committee recommended definition - Surveillance operation room(s) means the secured area(s) of the surveillance department where surveillance is taking place and/or where active surveillance equipment is located.

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of January comments:

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

*Surveillance room* means a secure location(s) in a gaming operation used primarily for casino surveillance.

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

*Table games* means games that are banked by the house or a pool whereby the house or the pool pays all winning bets and collects from all losing bets.

**Comment** (March) Needs to include wording regarding rotating banker table games.

**Response:** Disagree. Table games, as used in the MICS, does not apply to games which include a rotating banker.

Table inventory means the total coins, chips, and markers at a table.

*Table inventory form* means the form used by gaming operation supervisory personnel to document the inventory of chips, coins, and tokens on a table at the beginning and ending of a shift.

*Table tray* means the container located on gaming tables where chips, coins, or cash are stored that are used in the game.

*Take* means the same as earned and unearned take.

*Theoretical hold* means the intended hold percentage or win of an individual gaming machine as computed by reference to its payout schedule and reel strip settings or EPROM.

**Comment** (March): Question the use of the words "gaming machine, reel strips and EPROM" in the definition as they do not apply in all examples of theoretical hold.

**Response:** Agree. Definition modified accordingly.

Revised proposal as a result of March comment:

*Theoretical hold* means the intended hold percentage or win of an individual game. gaming machine as computed by reference to its payout schedule and reel strip settings or EPROM.

*Theoretical hold worksheet* means a worksheet provided by the manufacturer for all gaming machines that indicate the theoretical percentages that the gaming machine should hold based on adequate levels of coin-in. The worksheet also indicates the reel strip settings, number of credits that may be played, the payout schedule, the number of reels and other information descriptive of the particular type of gaming machine.

**Comment** (January): Differentiate between theoretical hold worksheet and par sheet. If the theoretical hold worksheet is produced by the gaming operation, remove "provided by the manufacturer".

Note (January): Review the standards for occurrences of each term.

542.13(h) (1) Accurate and current theoretical hold worksheets shall be maintained for each gaming machine.

542.13(g) (3) The master game program number, par percentage, and the pay table shall be verified to the par sheet when initially received from the manufacturer.

**Note** (January): Discussion postponed to future committee consideration of proposed revisions to Section 542.13.

**Comment** (March): Recommend cross-referencing "par sheet", inserting the "PAR" between "theoretical" and "percentages" and adding "hit frequency" and "reel combinations" after "reel strip settings". Also recommend replacing "gaming machine" with "game".

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of March comment:

*Theoretical hold worksheet* (*par sheet*) means a worksheet provided by the manufacturer for all **gaming machines games** that indicates the theoretical **PAR** percentages that the **gaming machines games** should hold based on adequate levels of coin-in. The worksheet also indicates the reel strip settings, <u>hit frequency, reel combinations</u>, number of credits that may be played, the payout schedule, the number of reels and other information descriptive of the particular type of **gaming machine game**.

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

**Note:** In order to attain consistency in defining those gaming operations that are smaller than Tier A (small operations) and therefore may be exempt from many of the NIGC MICS requirements, it is recommended that the minimum threshold for Tier A be increased to "more than \$2 million."

Revised proposal incorporating note:

*Tier A means* gaming operations with annual gross gaming revenues of more than \$1 \$2 million but not more than \$5 million.

*Tier B* means gaming operations with annual gross gaming revenues of more than \$5 million but not more than \$15 million.

**Comment** (March, 2010): Recommend that Tier A be changed to more than \$3 million but not more than \$8 million and Tier B be changed to more than \$8 million but not more than \$15 million.

**Response:** Agree. Definitions modified accordingly.

Revised proposals as a result of March comment:

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

*Tier B* means gaming operations with annual gross gaming revenues of more than \$5 \$8 million but not more than \$15 million.

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

*Tokens* means a coin-like cash substitute, in various denominations, used for gambling transactions.

*Tribal gaming regulatory authority* means the tribally designated entity responsible for gaming regulation.

**Comment** (March): Recommend inserting (TGRA) after tribal gaming regulatory authority as this acronym is well accepted in the tribal gaming industry.

**Response:** Agree. Definition has been modified accordingly.

Revised proposal as a result of March comment:

*Tribal gaming regulatory authority* (**TGRA**) means the tribally designated entity responsible for gaming regulation.

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

<u>Wager means the placing at risk money or something of material value on a gambling game that has an uncertain outcome with the primary intent of winning additional money and/or material goods.</u>

**Note:** Upon review, it was recommended that "material" before value be deleted and that "personal property" be substituted for "material goods".

Revised proposal incorporating note:

*Wager* means the placing at risk 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.

*Wagering account* means an electronic ledger for a cashless wagering system customer deposit account wherein only the following types of transactions are recorded:

### (1) Deposits and withdrawals of cash or cash equivalents at a designated area of accountability;

### (2) Deposits initiated with a debit instrument;

### (3) Wagering account transfers to and from gaming devices; and

### (4) Wagering account adjustments.

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

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

*Weigh scale interface* means 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 means the tape where weighed coin is recorded.

*Wide area progressive gaming machine* means a progressive gaming machine that is linked to machines in other operations and play on the machines affect the progressive amount. As wagers are placed, the progressive meters on all of the linked machines increase. <u>Definition applies to shared linked progressives between gaming operations operated by the same tribe and those linked and monitored by an independent wide area service provider.</u>

**Comment** (May): If a Tribe operates linked progressives in three different gaming facilities, are those in-house progressives or wide area progressives?

**Response:** Based on the proposed revision to the definition (above), they would be considered wide area progressives.

*Win* means 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 means win divided by write to determine hold percentage.

*Wrap* means 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* means the total amount wagered in keno, bingo, pull tabs, and pari-mutuel operations.

*Writer* means an employee who writes keno, **bingo, pull tabs,** or pari-mutuel tickets. A keno writer usually also makes payouts.