

AGENDA

KANSAS RACING AND GAMING COMMISSION
9:00 a.m., Friday, December 4, 2009

SANTA FE DEPOT
201 EAST WYATT EARP
DODGE CITY, KS

A. CALL TO ORDER

B. APPROVAL OF THE AGENDA

C. APPROVAL OF MINUTES

1. [Minutes of October 8, 2009](#)

D. CONSENT AGENDA

Items listed on the consent agenda are a variety of different contract and items which are routine in nature. If requested by a Commissioner, an item on the consent agenda may be removed from the Consent Agenda and placed under Commission Items for further discussion and consideration.

1. Electronic Gaming Machines and Electronic Lottery Facility Games
 - a. [Staff Memo](#)
 - b. [Machines and Games Tested by GLI](#)

E. KANSAS LOTTERY COMMISSION REPORT

F. LOTTERY GAMING FACILITY REPORTS/ITEMS

1. Butler National Service Corp./Boot Hill Casino and Resort

G. COMMISSION ITEMS

1. Final Approval of K.A.R. 112-108-1 *et seq.*, Table Games

Commission Action: Commission review, discussion and action

Staff Presentation: Patrick D. Martin, Chief Counsel and Assistant Attorney General

Staff Recommendation: Approval by roll call

- a. [Staff Memo](#)
- b. [K.A.R. 112-108-1 et seq., Double Stamped](#)

2. Final approval of Boot Hill Casino and Resort Internal Control Plan

Commission Action: Commission review, discussion and action

Staff Presentation: Charles LaBoy, Deputy Director for Audit and Electronic Security; David Schultz, Chief Audit Officer; Brandi Baer, Internal Controls Auditor; Representative, Boot Hill Casino and Resort

Staff Recommendation: Approval

a. [Staff Memo](#)

NOTE: The commission will adjourn into executive session during a portion of this discussion to receive confidential information regarding the subject matter before it.

3. Approval of GTech Central Computer System

Commission Action: Commission review, discussion and action

Staff Presentation: Charles LaBoy, Deputy Director for Audit and Electronic Security; Bill Smith, Chief Electronic Security Officer; Representative, GLI; Representative, GTech; Representative, Kansas Lottery

Staff Recommendation: Approval

a. [Staff Memo](#)

NOTE: The commission will adjourn into executive session during a portion of this discussion to receive confidential information regarding the subject matter before it.

4. Final approval of Boot Hill Casino and Resort Responsible Gambling Plan

Commission Action: Commission review, discussion and action

Staff Presentation: Mike Deines, Director of Communications and Responsible Gambling; Carol Spiker, Responsible Gambling Co-ordinator; Representative, Boot Hill Casino and Resort

Staff Recommendation: Approval

a. [Staff Memo](#)

NOTE: The commission will adjourn into executive session during a portion of this discussion to receive confidential information regarding the subject matter before it.

5. Final approval of Boot Hill Casino and Resort Security Plan

Commission Action: Commission review, discussion and action

Staff Presentation: Don Brownlee, Deputy Director of Security and Licensing; Representative, Boot Hill Casino and Resort

Staff Recommendation: Approval

a. [Staff Memo](#)

NOTE: The commission will adjourn into executive session during a portion of this discussion to receive confidential information regarding the subject matter before it.

6. Final approval of Boot Hill Casino and Resort Surveillance Plan

Commission Action: Commission review, discussion and action

Staff Presentation: Don Brownlee, Deputy Director of Security and Licensing; Representative, Boot Hill Casino and Resort

Staff Recommendation: Approval

a. [Staff Memo](#)

NOTE: The commission will adjourn into executive session during a portion of this discussion to receive confidential information regarding the subject matter before it.

7. Final approval of conditional certification order regarding Boot Hill Casino and Resort

Commission Action: Commission review, discussion and action

Staff Presentation: Stephen Martino, Executive Director; and Patrick Martin, Chief Counsel and Assistant Attorney General

Staff Recommendation: Approval

a. [Staff Memo](#)

b. [Conditional Certification Order](#)

NOTE: The commission will adjourn into executive session during a portion of this discussion to receive confidential information regarding the subject matter before it.

H. PUBLIC COMMENTS

I. STAFF REPORTS

1. Executive Director
2. Director of Communications/Responsible Gambling

J. EXECUTIVE SESSION

1. Attorney-client communication
2. Background reports

K. OTHER BUSINESS/FURTHER COMMISSION ACTION

1. Discussion, consideration and possible action on Licenses and Positions

a. Boot Hill Casino

- | | |
|---------------------|---------------------------|
| i. Melvin Bollinger | Surveillance Operator |
| ii. Diane Giardine | Risk/Benefits Coordinator |
| iii. Dustin Gross | Security Officer |
| iv. Stacia Jester | Revenue Audit Clerk |
| v. Thomas Renner | Server |

b. Racing or Wagering Equipment or Services Providers

i. Midwest Game Supply Co. and its employees:

- a) Linda Sohm
- b) Charles Sohm
- c) Kimberly Adkins
- d) Sammy Green

- ii. Hydeman Company, Inc., and its employees:
 - a) Douglas Hydeman
 - b) Deborah Hydeman
 - c) Christopher Bennett
- iii. GTech and its employees:
 - a) Gary Cherwinski
 - b) Ernest Clark
- c. KRGC contractors and employees who do not have current backgrounds
 - i. Colby Ellis Enforcement Agent
 - ii. Rick Langdon Enforcement Agent
 - iii. James Reynolds Enforcement Agent
 - iv. Kent Schoen Enforcement Agent
 - v. Todd Wasinger Enforcement Agent
 - vi. Elmer Joe York Enforcement Agent

L. ADJOURNMENT

KANSAS RACING AND GAMING COMMISSION

MINUTES – OCTOBER 8, 2009

CALL TO ORDER:
(A.)

Chair Sader called the October 8, 2009, meeting to order at 10:10 a.m. at 700 SW Harrison, Auditorium A, Suite 450, Topeka, Kansas. Commissioners Sader, Braun, and Falstad were present at the meeting. Commissioner McKechnie participated by phone. Commission Schwann was absent. Others present included Executive Director Stephen Martino; Assistant Attorney General Patrick Martin; Director of Audit/Electronic Security Charles LaBoy; Director of Security Don Brownlee; Director of Communications/Responsible Gaming Mike Deines; Commission Recording Secretary Linda Pendarvis; and other staff.

MOTION, APPROVE
AGENDA:
(B.)

Mr. Martino mentioned that according to Mr. Martin the attorney-client communication executive session would not be necessary. Commissioner Falstad (Braun) moved to approve the agenda as presented. Motion passed unanimously.

MOTION, APPROVE
SEPTEMBER 11, 2009,
MEETING MINUTES:
(C.)

Commissioner Braun (Falstad) moved to approve the minutes of the September 11, 2009, commission meeting as submitted. Motion passed unanimously.

KANSAS LOTTERY
COMMISSION REPORT:
(D.)

The commission heard Stephen Durrell, chief counsel for the Kansas Lottery, report on their current activities. Those activities include that the Lottery:

- is currently running “parallel paths” with KRGC on approval of details for the opening of the Boot Hill Casino and the upcoming controlled demonstration plans.
- has been working with Boot Hill on the language for the purchase of the electronic gaming machines.
- is having a conference call every-other week with the Lottery, KRGC, and Butler.
- has no new activity to report in the Northeast and South Central gaming zones. The Kansas Lottery Gaming Facility Review Board has the contracts and proposals that exist in those zones.
- is currently performing customer acceptance testing on the central computer system.
- has received occasional questions from developers concerning the Southeast gaming zone. The current deadline for proposals is October 19 at 2 p.m. If no proposals are received by that time, there will likely be an extension.
- has received no communication from any parimutuel licensees or racetrack facilities.

LOTTERY GAMING
FACILITY
REPORTS/ITEMS:
(E.1.)

The commission heard Clark Stewart, president of Butler National Service Corp. d/b/a Boot Hill Casino and Resort. Mr. Stewart:

- provided the commissioners with pictures showing a chronology of progress on the Boot Hill Casino.
- noted that Butler National has been in frequent contact with the electronic gaming machine manufacturers to be sure the delivery schedule is met.
- anticipates that Phase I will open in mid-December.
- Noted that most job applicants have been from the Dodge City area. He also noted that another job fair is planned for a future weekend to accommodate applicants who have difficulty attending during the week. Boot Hill's senior staff are all experienced in casinos, and job training will be provided for the remaining jobs.

DISCUSSION, UPDATE
STATUS OF KRGC
GREYHOUND AND
EQUINE RESEARCH
GRANTS:
(F.1.)

The Commission heard David Schultz, Chief Audit Officer, give an update on the status of greyhound and equine research grants. Three grants remain open, all with unspent money but with plans to spend those funds and extend the due dates for project completion. Those grants are:

- (2008) An Equine Leg Stress Sensor Feasibility Study – Phase I, Pittsburg State, due March 31, 2010;
- (2006) Field Applications of Advanced Diagnostic Testing for Kennel Cough Agents Including Canine “Influenza Virus,” KSU, due June 30, 2010;
- (2008) Evaluation of the Safety and Efficacy of a New Bordetella Bronchiseptic Vaccine on Dogs, KSU, due September 30, 2010.

The kennel cough and Bordetella grants are contingent upon the availability of samples from greyhounds. Those samples are difficult to obtain without active racing.

DISCUSSION, SEMI-
ANNUAL ACTIVITY
REPORT OF BINGO
OPERATIONS:
(F.2.)

The commission discussed the semi-annual activity report of inspections and investigations of bingo operations provided by the Department of Revenue's charitable gaming.

MOTION, APPROVE SEMI-
ANNUAL ACTIVITY
REPORT OF BINGO
OPERATIONS:
(F.2.)

Commissioner Falstad (Braun) moved to acknowledge receipt of the semi-annual activity report of bingo operations. Motion passed unanimously.

CALL FOR PUBLIC
COMMENTS:
(G.)

Chair Sader called for public comments.

- Doug Lawrence, executive director of the Kansas Greyhound Association, updated the commission on the status of KGA's

discussions with Howard Grace of The Woodlands. Mr. Lawrence said that KGA has received no response to their communications to date.

STAFF REPORT,
MARTINO:
(H.1.)

The commission heard a staff report from Mr. Martino.

- The next meeting will be on Friday, December 4, in Dodge City. The time of that meeting is to be determined. There will be a public forum hosted by KRGC the night before the meeting.
- Several staff will be traveling to Dodge City on October 19 to appear before the Dodge City Commission and Ford County Commission regarding the KRGC's duties and responsibilities. That will also be the first day for the KRGC's Dodge City enforcement agents.
- Sometime between now and the December 4 meeting, commissioners will be provided a memo to bring them up-to-date on plans for opening the Boot Hill facility. The commission will be asked at the December 4 meeting to grant their regulatory approvals, which would be conditioned upon successful completion of the controlled demonstrations.
- The Kansas Lottery Gaming Facility Review Board will be meeting on October 26 and 27 in Topeka. Consultants for the Review Board will present their expert opinions regarding the applications, after which each applicant will be given 45 minutes to respond or make additional presentations.

INTRODUCTIONS:

Mr. Clark Stewart, Butler National, introduced Roy Evans who is Boot Hill's internal auditor.

STAFF REPORT, DEINES:
(H.2.)

The commission heard a staff report from Mr. Deines.

- The *ksgamblinghelp.com* website is very close to being complete. Marketing efforts for the website and the new telephone hotline will begin in earnest once the website is complete..
- The marketing efforts include state-wide radio spots, a television spot, and billboards.

MOTION, EXECUTIVE
SESSION:
(I.2.)

Commissioner Braun (Falstad) moved that the commission adjourn into a 30-minute executive session from 11 a.m. to 11:30 a.m. for the purpose of discussing electronic security issues. Those included in the executive session were the commission, Mr. Martino, Mr. Martin, Mr. Brownlee, Mr. LaBoy, and Bill Smith, chief electronic security officer. No action is to be taken in executive session, and the subjects discussed are to be limited as previously described. A full record of this motion is to be maintained as a part of the permanent record of the Kansas Racing and Gaming Commission. At the conclusion of

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the executive session, the meeting is to be continued in open session. Motion passed unanimously.

END OF CONFERENCE
CALL:

Commissioner McKechnie ended her telephone participation at 11 a.m.

RECONVENE:

The commission meeting reconvened at 11:30 a.m. with all members present as previously noted.

MOTION, EXECUTIVE
SESSION:
(I.2.)

Commissioner Braun (Falstad) moved to take a five-minute recess followed by a 15-minute executive session to continue the discussion on electronic security issues to include the same persons who were in the earlier executive session and concluding at 11:50 a.m. Motion passed unanimously.

RECONVENE:

The commission meeting reconvened at 11:54 a.m. with all members present as previously noted.

MOTION, EXECUTIVE
SESSION :
(I.3.)

Commissioner Braun (Falstad) moved to go into a 10-minute executive session from 11:55 a.m. to 12:05 p.m. for the purpose of reviewing 10 background reports. Those included in the executive session were the commission, Mr. Martino, Mr. Martin, and Mr. Brownlee. No action is to be taken in executive session, and the subjects discussed are to be limited as previously described. A full record of this motion is to be maintained as a part of the permanent record of the Kansas Racing and Gaming Commission. At the conclusion of the executive session, the meeting is to be continued in open session. Motion passed unanimously.

RECONVENE:

The commission meeting reconvened at 12:05 p.m. with all members present as previously noted.

DISCUSSION, TWO
ELECTRONIC GAMING
MACHINES:
(J.1.)

The commission heard Mr. LaBoy discuss the test results of the Aristocrat MKVI upright video machine and new associated software, and the Aristocrat Viridian GEN7 upright video machine and new associated software. K.A.R. 112-107-3(j) requires the commission to take action after review of the independent testing laboratory's report.

MOTION, APPROVE TWO
ELECTRONIC GAMING
MACHINES:
(J.1.)

Commissioner Falstad (Braun) moved to approve the Aristocrat MKVI and Aristocrat Viridian as prototype devices. Motion passed unanimously. Additionally, the commission agreed that future approvals of this type be scanned and posted on the KRGC website for the commission's review without the need to supply paper copies. Further, future approvals will be placed on the consent agenda.

MOTION, APPROVE
POSITIONS:
(J.2.)

Commissioner Braun (Falstad) moved that the following positions be approved:

- a. Boot Hill Casino
 - i. Kerry Kaiser Director of Human Resources
 - ii. Rhonda Hasse Finance Director
- b. GTECH
 - i. Thomas Bailey Senior Network Engineer
 - ii. Jason Bickham Field Service Technician
 - iii. Charles Calhoun, Jr. Field Service Technician
 - iv. Heather Clifford Consulting Software Engineer
 - v. Brenda Henry-Sewell Software Engineer, Spielo
- c. KRGC staff
 - i. D. J. Lopez Enforcement Agent
 - ii. Dennis Bachman Enforcement Agent
 - iii. Carol Spiker Responsible Gambling Coordinator

Motion passed unanimously.

ADJOURN:

Commissioner Braun (Falstad) moved to adjourn at 12:15 p.m.
Motion passed unanimously.

SUBMITTED BY:

(Signature on File)

William Falstad
Secretary

APPROVED BY:

(Signature on File)

Carol H. Sader
Chair

Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Approval of Electronic Gaming Machines and Electronic Lottery Facility Games**

PRESENTER: Charles LaBoy, Deputy Director for Audit and Electronic Security

ISSUE SUMMARY: Listed in the consent agenda are 968 electronic gaming machine hardware components and electronic lottery facility games that have been tested by Gaming Laboratories International and determined to be in accordance with our technical specifications as outlined in K.A.R. 112-110-1(a). As requested by the Commission, Gaming Summaries of the hardware and software are listed on the KRGC website in the KRGC Meeting Information section. K.S.A. 74-8750 requires KRGC approval of all electronic gaming machines and lottery facility games.

COMMISSION ACTION REQUIRED/REQUESTED: Commission review, discussion and approval.

STAFF RECOMMENDATIONS: Staff recommends approval.

Games and Machines Tested and Approved by GLI

File Number	ID Number	Version	Date Code	Game Name
MO-73-ARI-06-28	0152600	N/A	N/A	100 LIONS
MO-73-ARI-08-77	1.00-60382	GEN7	2CAN	2CAN
MO-73-ARI-07-73	1.00-60052	GEN7	5 DRAGONS	5 DRAGONS
MO-22-ARI-08-14	1.00-60125	GEN7	50 DRAGONS	50 DRAGONS
MO-22-ARI-08-41	1.00-60044	GEN7	50 LIONS	50 LIONS
MO-73-ARI-08-41	1.01-60016	GEN7	AFRICAN DUSK (CASHMAN TONIGHT)	AFRICAN DUSK (CASHMAN TONIGHT)
MO-22-ARI-08-104	1.00-60383	GEN7	AFRICAN STORM	AFRICAN STORM
MO-22-ARI-03-45	0251034	MKVI SERIES	ARCTIC WINS	ARCTIC WINS
MO-73-ARI-08-81	1.02-60347	GEN7	ATTACK OF THE MONSTERS	ATTACK OF THE MONSTERS
MO-22-ARI-03-23	0251064	MKVI SERIES	BETTING ZOO	BETTING ZOO
MO-73-ARI-08-79	1.03-60240	GEN7	BOLLY BOOGIE	BOLLY BOOGIE
MO-22-ARI-08-06	1.00-60101	GEN7	BUFFALO	BUFFALO
MO-73-ARI-08-35	0154017	MKVI PLATFORM	CACTUS CORRAL	CACTUS CORRAL
MO-73-ARI-08-06	1.00-60185	N/A	N/A	Choy Sun Doa
MO-73-ARI-07-80	1.00-60034	GEN7	CHOY SUN RETURNS (POWER PAY)	CHOY SUN RETURNS (POWER PAY)
MO-22-ARI-09-18	1.00-60122	GEN7	DIAMOND DESTINY CASHMAN TONIGHT	DIAMOND DESTINY CASHMAN TONIGHT
MO-73-ARI-08-71	1.00-60117	GEN7	DOLPHIN TREASURE (BANANA KING)	DOLPHIN TREASURE (BANANA KING)
MO-07-ARI-07-23	1.00-60018	GEN7	DRAGON LORD REEL POWER	DRAGON LORD REEL POWER
MO-07-ARI-07-16	0152150	MKVI SERIES	DREAM TIME	DREAM TIME
MO-73-ARI-08-74	1.02-60094	N/A	N/A	Dream Time
MO-22-ARI-09-06	1.00-60472	GEN7	ENCHANTED HEART	ENCHANTED HEART
MO-22-ARI-06-39	HARDWARE	P/N 410663	EXPANSION BOARD	EXPANSION BOARD
MO-22-ARI-08-61	1.00-60150	GEN7	FLIGHTS OF FANCY	FLIGHTS OF FANCY
MO-73-ARI-08-58	1.00-60269	GEN7	FORTUNE FOO	FORTUNE FOO
MO-22-ARI-09-74	GAMBS2.5M	02.06.03	COMM SOFT	GamBS2.5M 02.06.03
MO-73-ARI-08-14	1.00-60200	GEN7	GOLD MAKER	GOLD MAKER
MO-73-ARI-08-83	1.02-60238	GEN7	HARLEQUIN HEARTS	HARLEQUIN HEARTS
MO-73-ARI-08-78	1.00-60430	GEN7	HIPPO LUCK	HIPPO LUCK
MO-22-ARI-04-69	HARDWARE	P/N 07-10232	HYPRLNK REPEATR ASY	HYPERLINK REPEATER ASSY
MO-22-ARI-03-51	0251018	MKVI SERIES	JAILBIRD	JAILBIRD
MO-22-ARI-09-20	1.02-60546	GEN7	JAWS	JAWS
MO-22-ARI-09-20	HARDWARE	592001	JAWS CONVERSION KIT	JAWS
MO-73-ARI-08-76	1.00-60345	GEN7	KICK 'N ASS	KICK 'N ASS
MO-22-ARI-08-136	1.02-60012	GEN7	KING GALAH (CASHMAN TONIGHT)	KING GALAH (CASHMAN TONIGHT)
MO-07-ARI-07-31	1.00-60120	GEN7	LET'S GO FISH'N	LET'S GO FISH'N
MO-22-ARI-08-132	1.01-60097	GEN7	LUCKY MINER (CASHMAN TONIGHT)	LUCKY MINER (CASHMAN TONIGHT)
MO-22-ARI-08-10	1.00-60204	GEN7	MACAW MAGIC	MACAW MAGIC
MO-22-ARI-09-09	1.02-60343	GEN7	MAMMOTH THUNDER	MAMMOTH THUNDER
MO-22-ARI-04-40	HARDWARE	SC6607	MARS CASHFLOW BV	MARS CASHFLOW BILL VALID
MO-05-ARI-03-14	HARDWARE	P/N 07-20886	SECURITY/ CAGE SWITCH	MAV500 CABINET/ MKV PLATFORM
MO-05-ARI-03-14	HARDWARE	P/N 571848	STACKER SWTCH LOOPBK	MAV500 CABINET/ MKV PLATFORM
MO-10-ARI-07-13	1.00-60121	GEN7	METEOR STORM	METEOR STORM
MO-22-ARI-06-67	HARDWARE	P/N 434049	MICROTOUCH CONTROLLER	MICROTOUCH CONTROLLER
MO-73-ARI-07-87	1.00-60075	GEN7	MISS KITTY	MISS KITTY
MO-73-ARI-07-84	2.02-60011	GEN7	MOON FESTIVAL	MOON FESTIVAL
MO-04-ARI-02-07	HARDWARE	P/N 410485	SYSTEM EP ADAPTOR BD	N/A
MO-04-ARI-99-12	HARDWARE	P/N 410461-A	MAIN BOARD	N/A
MO-10-ARI-09-01	SET CHIP	06.03.06	MKVI SERIES	N/A
MO-15-ARI-01-47	MACHINE	MAV500 CABINET	MKV SERIES	N/A
MO-21-ARI-09-02	Linux Operating System	2.05.1	LINUX OPERATING SYSTEM	N/A
MO-21-ARI-09-02	Set Chip	7.00.14	GEN7	N/A
MO-22-ARI-03-69	HARDWARE	P/N 410748	COMM CONFIG BOARD (CCB)	N/A
MO-22-ARI-03-69	HARDWARE	P/N 410541	MK6 XP MAIN BOARD	N/A
MO-22-ARI-03-69	HARDWARE	P/N 410550	BACKPLANE BOARD	N/A
MO-22-ARI-03-69	HARDWARE	P/N 410569	EXTENDED I/O DRIVER BOARD	N/A
MO-22-ARI-07-22	HARDWARE	P/N 07-40562	PROLINK PROGRESSIVE CONTROLLER	N/A
MO-22-ARI-07-38	HARDWARE	P/N 442137	MAV500 MAIN MONITOR KIT	N/A
MO-22-ARI-07-43	HARDWARE	P/N 442001_02	FIBER OPTICS CONVERTER ASSEMBLY	N/A
MO-22-ARI-07-46	ProLink	1.17d	7/23/07	N/A
MO-22-ARI-08-114	PSA-66-ST2R	GRUSA5015	FUTURELOGIC GEN2 PRINTER FIRMWARE	N/A
MO-22-ARI-08-169	HARDWARE	P/N 494077B	PCBA CARRIER BOARD REV. B	N/A
MO-22-ARI-08-169	HARDWARE	P/N 494083B	PCBA BACKPLANE REV. B	N/A
MO-22-ARI-08-169	HARDWARE	P/N 432394_1	PCBA COMMS EXPRESS II MODULE	N/A
MO-22-ARI-08-22	HARDWARE	P/N 578657_101	VIRIDIAN 6 BUTTON PANEL	N/A
MO-22-ARI-08-22	HARDWARE	P/N 589657_201	VIRIDIAN 13 BUTTON PANEL	N/A
MO-22-ARI-08-66	66B250032232	V2.50/V2.32	MEI EBDS	N/A
MO-22-ARI-08-68	HARDWARE	P/N 07-40574	FUTURELOGIC GEN2 ROHS PRINTER	N/A
MO-22-ARI-08-69	66B160032232_AXC	V1.60/V2.32	MEI EBDS	N/A
MO-22-ARI-08-77	HARDWARE	P/N 442001_05	ROHS FIBER OPTIC ASSEMBLY	N/A
MO-22-ARI-09-12	HARDWARE	07-10267	SPC2.5 BOARD	N/A
MO-22-ARI-09-29	01.04.08	MKVI SERIES	SYSTEM BASE CHIP	N/A

Games and Machines Tested and Approved by GLI

File Number	ID Number	Version	Date Code	Game Name
MO-286-ARI-09-01	SET CHIP	06.03.08	MKVI SERIES	N/A
MO-286-ARI-09-02	SET CHIP	7.00.18	GEN7	N/A
MO-73-ARI-09-22	2.12.1-1.25.1	GEN7	PLATFORM/MARKET	N/A
PA-22-ARI-07-01	MACHINE	P/N 578658_0601	VIRIDIAN GEN7	N/A
PA-22-ARI-07-01	HARDWARE	P/N 578660_120601	CASINO TOP BOX	N/A
PA-22-ARI-07-01	HARDWARE	P/N 432394	COMM EXPRESS MODULE	N/A
PA-22-ARI-07-01	HARDWARE	P/N 494083	BACKPLANE BOARD	N/A
PA-22-ARI-07-01	HARDWARE	P/N 494077	CARRIER BOARD	N/A
PA-22-ARI-07-01	HARDWARE	P/N 432660	GRAPHICS ADAPTER	N/A
PA-22-ARI-07-01	HARDWARE	P/N 494027	DC CONVERTER ROHS	N/A
PA-22-ARI-07-01	HARDWARE	P/N PCBA 2501-494111	COMMS INTERFACE BOARD	N/A
PA-22-ARI-07-01	HARDWARE	P/N 442127	LCD MAIN MONITOR ASSEMBLY	N/A
PA-22-ARI-07-01	HARDWARE	P/N 442128	LCD TOP BOX MONITOR ASSEMBLY	N/A
PA-22-ARI-07-01	1.00.4	GEN7	SYSTEM BASE	N/A
SY-04-ARI-08-02	DIAGMON.EXE	11.6.1.2	OASIS 11.6.0	N/A
SY-22-ARI-08-26	DPU II V11.8d-1.BIN	11.8d-1	10/16/2008	N/A
SY-22-ARI-08-26	DPU II (EPROM)	11.8d-1	10/16/2008	N/A
SY-22-ARI-09-12	Sentinel II V11.8h-1.2MG	11.8h-1	OASIS 11.6.1	N/A
SY-22-ARI-09-12	Sentinel II V11.8h-1.4MG	11.8h-1	OASIS 11.6.1	N/A
SY-22-ARI-09-12	Sentinel II V11.8h-1.SDA	11.8h-1	OASIS 11.6.1	N/A
SY-22-ARI-09-12	Sentinel II (FLASH)	11.8h-1	6/2/2009	OASIS 11.6.1
SY-22-ARI-09-12	Sentinel II (EPROM)	11.8h-1	6/2/2009	OASIS 11.6.1
MO-73-ARI-08-70	1.00-60116	N/A	N/A	Panther Magic (Banana King)
MO-22-ARI-08-09	1.00-60206	GEN7	PELICAN PETE	PELICAN PETE
MO-73-ARI-08-48	1.01-60212	GEN7	POLYNESIAN PEARL	POLYNESIAN PEARL
MO-07-ARI-07-27	1.00-60020	GEN7	POMPEII REEL POWER	POMPEII REEL POWER
MO-22-ARI-02-19	HARDWARE	P/N 00-95074-B	MOD KIT	PROLINK
MO-73-ARI-08-19	1.00-60201	GEN7	PROPHECY	PROPHECY
MO-07-ARI-07-21	1.00-60045	GEN7	REELIN N BOPPIN POWER PAY	REELIN N BOPPIN POWER PAY
MO-22-ARI-08-11	1.00-60099	GEN7	SHAMAN'S MAGIC	SHAMAN'S MAGIC
MO-73-ARI-07-78	2.02-60013	GEN7	SUN AND MOON	SUN AND MOON
MO-73-ARI-08-65	1.00-60346	GEN7	TIGER LILY	TIGER LILY
MO-07-ARI-07-19	1.00-60086	GEN7	TIGRESS	TIGRESS
MO-73-ARI-07-79	1.00-60028	GEN7	TIKI TORCH	TIKI TORCH
MO-73-ARI-09-21	1.01-60584	GEN7	TIMBER WOLF XTRA REEL POWER	Timber Wolf Xtra Reel Power
MO-22-ARI-08-08	1.00-60103	GEN7	TURTLE TREASURE	TURTLE TREASURE
MO-73-ARI-04-55	0551311	MKVI	WHALES OF CASH	WHALES OF CASH
MO-22-ARI-08-15	1.00-60202	GEN7	WHERE'S THE...GOLD	WHERE'S THE...GOLD
MO-73-ARI-07-81	1.00-60054	GEN7	WICKED WINNINGS II (POWER PAY)	WICKED WINNINGS II (POWER PAY)
MO-73-ARI-08-40	1.01-60014	GEN7	WILD COUGAR (CASHMAN TONIGHT)	WILD COUGAR (CASHMAN TONIGHT)
MO-22-ARI-08-32	1.00-60199	GEN7	WILD COUGAR (POWER PAY)	WILD COUGAR (POWER PAY)
MO-73-ARI-06-32	0152603	MKVI SERIES	WILD PANDA	WILD PANDA
MO-73-ARI-08-73	1.00-60475	GEN7	WILD STALLION (POWER PAY)	WILD STALLION (POWER PAY)
MO-22-ARI-08-33	1.00-60187	GEN7	WILD WAYS	WILD WAYS
MO-73-ARI-08-69	1.00-60022	GEN7	WILD WAYS (BANANA KING)	WILD WAYS (BANANA KING)
MO-22-BAL-06-96	HARDWARE	P/N 200951	VIDEO BOARD	ALPHA
PA-73-BAL-07-01	MACHINE	P/N AV-1	ALPHA VISION CABINET	ALPHA VISION CABINET
MO-73-BAL-05-39	AVGAMOG00100-01	01	7/20/05	AMERICAN ORIGINAL
MO-73-BAL-08-125	AVGARTR017UI-00	N/A	12/11/2008	ARCTIC TREASURES
PA-73-BAL-07-01	HARDWARE	P/N 204836	ASY MAIN CABINET	ASY MAIN CABINET
PA-73-BAL-07-01	HARDWARE	P/N 204786	ASY PNL FAUX FIREBALL FLIP	ASY PNL FAUX FIREBALL FLIP
MO-22-BAL-08-17	AVBBPRORIMPU-01	N/A	04/01/2008	BIOS
MO-38-BAL-09-03	ASGBL73317UI-00	N/A	06/29/2009	BLAZING 7S
MO-73-BAL-07-75	ASGBL7321702-00	N/A	11/05/2007	BLAZING 7'S
MO-73-BAL-09-74	300325A	N/A	09/15/2009	BLAZING 7'S
MO-73-BAL-09-84	300274B	N/A	10/23/2009	BLAZING DOLLARS
MO-73-BAL-07-42	AVGBFFG017UI-00	N/A	07/06/07	BONUS FRENZY FREE GAMES TWO WAY FRENZY
MO-73-BAL-07-81	ASGBTMS21702-00	N/A	10/17/2007	BONUS TIMES
MO-73-BAL-08-16	ASGBTMS317UI-00	N/A	02/22/2008	BONUS TIMES
MO-73-BAL-09-37	ASGCASHWHL00-01	CASH WHEEL	07/09/2009	CASH WHEEL
MO-73-BAL-09-44	HARDWARE	P/N 203500	N/A	CASH WHEEL
MO-73-BAL-08-49	AVGCHKENABX-01	N/A	05/20/2008	CHINESE KITCHEN
PA-22-BAL-05-02	MACHINE	MDL# C9-1	CINEVISION ALPHA	CINEVISION ALPHA
MO-73-BAL-08-87	ASGDMDV1NVUI-01	N/A	09/17/2008	DIAMONDS & DEVILS
MO-73-BAL-09-86	ASGDBL7317UI-01	N/A	10/26/2009	DOUBLE BLAZING 7'S
MO-22-BAL-06-99	AVGDDF701600-00	N/A	10/04/06	DOUBLE DRAGON 2 WAY FRENZY
MO-73-BAL-07-80	ASGDBL7321702-00	N/A	11/20/2007	DOUBLE JACKPOT TRIPLE BLAZING 7S
MO-22-BAL-09-01	AVGGTDL017UI-01	N/A	01/06/2009	DOUBLOON LAGOON
MO-73-BAL-09-43	ATGDRDY02600-01	N/A	07/24/2009	DRAGON DYNASTY
MO-66-BAL-09-01	HARDWARE	203971	N/A	ELLIPTICAL TOPPER
MO-73-BAL-08-100	AVGFTWD017UI-00	N/A	09/16/2008	FOREST WILD
MO-73-BAL-07-37	AVGFRTN017UI-00	N/A	06/07/07	FORTUNE 8S TWO WAY FRENZY
MO-73-BAL-08-59	AVGGMM152300-00	N/A	06/24/2008	GAME MAKER

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File Number	ID Number	Version	Date Code	Game Name
MO-73-BAL-09-81	AVGGMM702500-01	N/A	10/07/2009	GAME MAKER
MO-73-BAL-09-39	AVGGMM702500-00	N/A	07/02/2009	GAME MAKER HD SUITE 7
MO-73-BAL-08-101	AVGGLWD017UI-00	N/A	09/15/2008	GLACIER WILD
MO-73-BAL-08-88	AVGGZWD017UI-01	N/A	09/12/2008	GRIZZLY WILD
MO-73-BAL-08-29	ASGITM5117UI-01	N/A	4/03/2008	IN THE MONEY
MO-73-BAL-08-30	ASGITM5217UI-00	IN THE MONEY	4/04/2008	IN THE MONEY
MO-22-BAL-09-04	AVGJGTR017UI-00	N/A	12/08/2008	JUNGLE TREASURES
MO-49-BAL-09-01	AVGGTMT017UI-00	N/A	12/02/2008	MERMAID'S TREASURE
MO-22-BAL-08-13	HARDWARE	P/N 206424	ASY, TB M7 C9	MILLIONAIRE 7'S
MO-22-BAL-08-13	HARDWARE	P/N 206509	KITS CMN CAB M7 C9	MILLIONAIRE 7'S
MO-22-BAL-08-13	HARDWARE	P/N 206471	ASY, DOOR, TB RW'S	MILLIONAIRE 7'S
MO-73-BAL-06-10	HARDWARE	P/N 201080	CONTROLLER KIT	MILLIONAIRE SEVENS
MO-73-BAL-06-10	HARDWARE	P/N 201705-XXXX	TOPPER ASSEMBLY	MILLIONAIRE SEVENS
MO-73-BAL-06-10	HARDWARE	P/N 200586-XXXX	CABINET ASSEMBLY 17" OVAL TOP	MILLIONAIRE SEVENS
MO-05-BAL-09-04	103563-V3.75E	PAY-3.75E	NANOPTIX PAYCHECK 3 PRINTER FIRMWARE	N/A
MO-158-BAL-07-18	HARDWARE	P/N PCA105889-0-0	GADGET BOARD	N/A
MO-15-BAL-06-27	HARDWARE	P/N 200519	17" TB W/HIDDEN HINGES	N/A
MO-15-BAL-06-27	HARDWARE	P/N PCA107230-0-0	3-REEL LED BOARD	N/A
MO-15-BAL-06-36	HARDWARE	P/N PCA105736-0-0	CREDIT METER BOARD	N/A
MO-166-BAL-08-10	HARDWARE	203936	UNIVERSAL OVAL TOPPER	N/A
MO-22-BAL-06-103	HARDWARE	P/N 201305	ROHS 5 REEL DOOR FRAME	N/A
MO-22-BAL-06-103	HARDWARE	P/N 200648-00003	ROHS 3 REEL KIT	N/A
MO-22-BAL-06-103	HARDWARE	P/N 200648-00004	ROHS 4 REEL KIT	N/A
MO-22-BAL-06-103	HARDWARE	P/N 200648-00005	ROHS 5 REEL KIT	N/A
MO-22-BAL-06-103	HARDWARE	P/N PCA40223-0-0 REV B	ROHS AUDIO BOARD	N/A
MO-22-BAL-06-103	HARDWARE	P/N PCA108486-0-0	ROHS 15 LINE DISPLAY BOARD	N/A
MO-22-BAL-06-104	HARDWARE	P/N 200653	ROHS LOWER DOOR	N/A
MO-22-BAL-06-105	HARDWARE	P/N 201309	ROHS 5 BUTTON DECK WITH 5-BUTTON HARNES	N/A
MO-22-BAL-06-106	HARDWARE	P/N 200925	ROHS REEL DOOR	N/A
MO-22-BAL-06-109	HARDWARE	P/N 201245	ROHS FUTURE LOGIC GEN 2 PRINTER	N/A
MO-22-BAL-06-110	HARDWARE	201408	ROHS ITHACA EPIC 950 PRINTER	N/A
MO-22-BAL-06-113	HARDWARE	P/N 201299	ROHS 15 BUTTON DECK	N/A
MO-22-BAL-06-113	HARDWARE	P/N 201640-00005	ROHS MARS CASHFLOW BILL ACCEPTOR	N/A
MO-22-BAL-06-122	HARDWARE	P/N 200435	ROHS C-9 CABINET	N/A
MO-22-BAL-06-122	HARDWARE	P/N 200248	ROHS 10" OVAL TOP BOX WITH DOOR	N/A
MO-22-BAL-06-122	HARDWARE	P/N 200390	ROHS 14 BUTTON DECK	N/A
MO-22-BAL-06-122	HARDWARE	P/N 200372	ROHS 10" DOOR ARCH TOP BOX	N/A
MO-22-BAL-07-06	HARDWARE	P/N 203277	14 BUTTON PANEL W/BA DOOR	N/A
MO-22-BAL-07-13	HARDWARE	P/N 201217-00013_ROHS	JCM WBA-13-SS/501-03-104-(R)	N/A
MO-22-BAL-07-14	HARDWARE	203978	26" FLAT PANEL DIS MON	N/A
MO-22-BAL-07-18	HARDWARE	201217-00014_ROHS	WBA-12-SS-USA/501-03-104	N/A
MO-22-BAL-07-19	HARDWARE	P/N 203077	8 BUTTON DECK FOR C9-1	N/A
MO-22-BAL-07-21	HARDWARE	P/N 201296	12 BUTTON DECK W/COIN HANDLING	N/A
MO-22-BAL-07-28	AVRU6REEL180-03	03	8/14/2007	N/A
MO-22-BAL-07-29	HARDWARE	P/N 201217-00020	ROHS UBA-10-SS	N/A
MO-22-BAL-07-30	HARDWARE	P/N PCA108599-0-0 REV B	RCU BOARD	N/A
MO-22-BAL-07-30	HARDWARE	P/N PCA108129-0-0 REV C	BACKPLANE BOARD	N/A
MO-22-BAL-07-31	HARDWARE	PCA40939-0-0 REV E	BACKPLANE BOARD	N/A
MO-22-BAL-08-03	HARDWARE	P/N 205280	ASY PANEL 5BTN FLIP C/R	N/A
MO-22-BAL-08-03	HARDWARE	P/N 205219	KIT REEL SET 3 REEL C/R	N/A
MO-22-BAL-08-04	WBA-12/13(USA)-SS	V3.75-32I	ID-003	N/A
MO-22-BAL-08-04	WBA-12/13(USA)-SS	V3.75-32I	ID-003_12/27/2007	N/A
MO-22-BAL-08-05	UBA 10-SS	V1.71-16	ID-003	N/A
MO-22-BAL-08-06	HARDWARE	P/N 204022	8 BUTTON FAUX FIREBALL DECK W/BILL ACCEPTOR DOOR	N/A
MO-22-BAL-08-11	AVRU6REEL188-03	03	CHKSM:908A	N/A
MO-22-BAL-08-11	HARDWARE	P/N PCA202585-0-0 Rev D	PCBA UPSD RCU	N/A
MO-22-BAL-08-12	66B250138200	V2.50/V2.00	MEI EBDS	N/A
MO-22-BAL-08-14	HARDWARE	206409	LCD MONITOR 32"	N/A
MO-22-BAL-09-02	HARDWARE	208916	NANOPTIX PAYCHECK 3 PRINTER	N/A
MO-22-BAL-09-07	HARDWARE	PCA209364-0-0	PCBA UPSD RCU MICROSTEPPING, W/SPI SM FORM	N/A
MO-22-BAL-09-07	HARDWARE	PCA209450-0-0	PCBA RCU BKPLN.TOP BOX	N/A
MO-22-BAL-09-08	AXDU0ABZL020-02	02	CHKSM:13E9	N/A
MO-22-BAL-09-08	HARDWARE	209600-00005	KIT, 5 REEL	N/A
MO-22-BAL-09-08	HARDWARE	209491	5 BUTTON DECK	N/A
MO-22-BAL-09-13	AVRU6REEL180J01	01	CHKSM:ABOC	N/A
MO-286-BAL-09-01	AVJURUSKSST0-01	N/A	JURISDICTIONAL EPROM_KRC	N/A
MO-286-BAL-09-02	AVJURUSKSST0-02	N/A	JURISDICTIONAL EPROM_KRC	N/A
MO-66-BAL-06-09	HARDWARE	P/N 200598	ROUND CABINET	N/A

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MO-66-BAL-06-09	HARDWARE	P/N 200413	ROUND DOOR	N/A
MO-73-BAL-06-07	HARDWARE	P/N PCA106408-0-0	BEZEL BOARD	N/A
MO-73-BAL-06-08	HARDWARE	P/N 202914	20" MONITOR	N/A
MO-73-BAL-06-08	HARDWARE	P/N 200525	20" DOOR ASSEMBLY	N/A
MO-73-BAL-07-12	HARDWARE	P/N 203666	8 BUTTON DECK W/COIN HANDLING	N/A
MO-73-BAL-07-64	HARDWARE	P/N 203556	15 BUTTON DECK UNI-BUTTON	N/A
MO-73-BAL-07-64	HARDWARE	P/N 203647	15 BUTTON DECK UNI-BUTTON W/ COIN HANDLING	N/A
MO-73-BAL-07-76	HARDWARE	P/N 205214	REEL KIT SET	N/A
MO-73-BAL-07-76	HARDWARE	P/N 204782	14 BUTTON ASSEMBLY PANEL	N/A
MO-73-BAL-08-123	HARDWARE	204694 REV E	ASY,MPU 1 GHZ INTEGRATED CHIP	N/A
MO-73-BAL-08-123	HARDWARE	PCA204934-0-0 REV E	PCBA,IMPU,1GB,1GHZ	N/A
MO-73-BAL-09-02	HARDWARE	206245	ASY DIGITAL TOWER TOP BOX	N/A
MO-73-BAL-09-02	HARDWARE	206279	32" TATUNG MONITOR	N/A
MO-73-BAL-09-02	HARDWARE	207006	ASY BEZEL FIREBALL DTTB	N/A
MO-73-BAL-09-09	HARDWARE	207000	ASY BEZEL JACKPOT 7S DTTB	N/A
MO-73-BAL-09-20	HARDWARE	208102	DWG, ASY, DR. PLEX, 28" O/T	N/A
MO-73-BAL-09-37	AVRU1CASHW74-00	RCU FIRMWARE	12/12/08	N/A
MO-73-BAL-09-37	HARDWARE	P/N 208276	ASY MOT CASH WHEEL	N/A
MO-73-BAL-09-37	HARDWARE	P/N 208336	SY DOOR RND CASH	N/A
MO-73-BAL-09-37	HARDWARE	P/N 209626	DWG ASY T/B CASH WHEEL	N/A
PA-22-BAL-05-01	MACHINE	S9-1	N/A	N/A
PA-22-BAL-05-01	AVDUOABZL020-00	00	7/8/05	N/A
PA-22-BAL-09-01	HARDWARE	206315	ASY CABINET	N/A
PA-22-BAL-09-01	HARDWARE	208072	ASY T/B 28" O/T R/W	N/A
PA-22-BAL-09-01	HARDWARE	208036	ASY LOWER DOOR	N/A
PA-22-BAL-09-01	HARDWARE	208078	ASY SECURITY DOOR	N/A
PA-22-BAL-09-01	HARDWARE	209261	ASY VIDEO DOOR	N/A
PA-22-BAL-09-01	HARDWARE	207500	ASY DR VIDEO 28" O/T	N/A
PA-22-BAL-09-01	HARDWARE	208064	MONITOR32" C-FRAME	N/A
PA-22-BAL-09-01	HARDWARE	208459	ASY, DECK 14 BUTTON DECK W/O COIN	N/A
PA-22-BAL-09-01	MACHINE	AJ-1	ALPHA JUMBO CABINET	N/A
PA-22-BAL-09-01	HARDWARE	209260	ASY DOOR 3/4/5RL	N/A
PA-22-BAL-09-01	HARDWARE	PCA106408-0-0 REV A	PCBA USB BZL GADGET UPSD	N/A
PA-22-BAL-09-01	HARDWARE	209600-00003	3 REEL KIT	N/A
PA-22-BAL-09-01	HARDWARE	208188	ASY DECK 8 BUTTON FAUX FIREBALL	N/A
PA-22-BAL-09-01	HARDWARE	208519	ASY FILIGREE R/W	N/A
PA-22-BAL-09-01	HARDWARE	209432	ASY COMMON T/B R/W	N/A
PA-49-BAL-08-03	HARDWARE	206490	ASY/LWR DOOR, W/CN. BLK/CHR.C/R	N/A
SY-73-BAL-09-04	CCMS.exe	1.6.0.0	MAPSX 3.3	N/A
SY-73-BAL-09-04	Config_Wizard.exe	1.0.2.0	MAPSX 3.3	N/A
SY-73-BAL-09-04	LSService.exe	1.0.10.0	MAPSX 3.3	N/A
SY-73-BAL-09-04	CONFIG.exe	1.3.1.0	MAPSX 3.3	N/A
SY-73-BAL-09-04	GMM	3.8	MAPSX 3.3	N/A
SY-73-BAL-09-04	GMS	25_50	MAPSX 3.3	N/A
SY-73-BAL-09-04	GSPC	30.0	MAPSX 3.3	N/A
MO-22-BAL-09-03	AVOS00000326-00	N/A	02/04/2009	OPERATING SYSTEM
MO-122-BAL-08-05	AVGPFTR017UI-00	N/A	11/14/2008	Pacific Treasures
MO-122-BAL-09-02	Hardware	PCA204361-0-0 REV B	N/A	PCBA, RCU BKPL.MICROSTEPPING W/REEL MASK SUPPORT,C/R
MO-22-BAL-08-20	AVGGTPB017UI-02	N/A	11/25/2008	PIRATE BEACH
MO-73-BAL-08-53	AVGQPB701700-00	N/A	05/27/2008	PLATINUM TRIPLE BLAZING 7'S
MO-22-BAL-09-06	AVGPBLO1700-00	N/A	03/06/2009	PLAYBOY PLATINUM
MO-73-BAL-08-120	ASGPPDD017UI-03	N/A	10/30/2008	POWER PROGRESSIVES DOUBLE DYNAMITE
MO-73-BAL-08-110	ASGPPDW11702-00	N/A	10/10/2008	POWER PROGRESSIVES DOUBLE WILD ROSE
MO-73-BAL-09-01	ASGPPFT01702-00	N/A	12/18/2008	Power Progressives Five & Ten Times
MO-73-BAL-08-124	ASGPPRF11702-00	N/A	10/07/2008	POWER PROGRESSIVES RICH & FAMOUS
MO-22-BAL-09-05	ASGPPWL117UI-02	N/A	02/05/2009	POWER PROGRESSIVES WHITE LIGHTNING
MO-73-BAL-08-118	ASGPPWW017UI-00	N/A	10/03/2008	POWER PROGRESSIVES WILD WINNERS
MO-22-BAL-08-22	AVGPGSG8017UI-01	N/A	12/19/2008	POWER STRIKE GOLDEN 8'S
MO-22-BAL-08-21	AVGPGSC017UI-01	N/A	12/19/08	POWER STRIKE GOLDEN CROWN
MO-50-BAL-08-01	AVGPSR7017UI-01	N/A	12/19/2008	POWER STRIKE ROYAL 7'S
MO-73-BAL-09-16	AVGODWF017UI-00	N/A	04/06/2009	QH Diamond White Fire
MO-73-BAL-09-58	300221A	N/A	08/25/09	QUICK HIT 5 AND 10 TIMES
MO-73-BAL-09-59	300217A	N/A	08/26/2009	QUICK HIT 5 AND 10 TIMES PAY
MO-66-BAL-09-05	300215A	Quick Hit Black And White	08/27/09	QUICK HIT BLACK AND WHITE
MO-73-BAL-09-18	AVGQDGB017UI-00	N/A	04/08/2009	QUICK HIT DIAMOND GOLDEN BELL
MO-73-BAL-09-19	AVGQDWB017UI-00	N/A	03/31/2009	Quick Hit Diamond Wild Blue
MO-73-BAL-09-17	AVGQDWR017UI-00	N/A	03/31/2009	Quick Hit Diamond Wild Red
MO-66-BAL-09-06	300216A	Quick Hit Double jackpot Triple Blazing 7's	8/31/2009	Quick Hit Double Jackpot Triple Blazing 7's
MO-73-BAL-07-71	AVGQPBG017GL-00	N/A	10/12/2007	QUICK HIT PLATINUM BLACK GOLD

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MO-73-BAL-07-73	AVGQPSB017GL-00	N/A	10/12/2007	QUICK HIT PLATINUM STARS & BARS
MO-73-BAL-08-43	ASGQHB731001-01	QUICK HITS TRIPLE BLAZING 7'S 3 REEL	04/12/2008	QUICK HIT TRIPLE BLAZING 7'S 3 REEL
MO-73-BAL-08-103	ASGQHAR01001-00	N/A	09/18/2008	QUICK HITS AMBER RAYS
MO-73-BAL-08-40	ASGQHBW31001-01	QUICK HITS BLACK AND WHITE SEVENS	04/11/2008	QUICK HITS BLACK AND WHITE SEVENS
MO-22-BAL-07-24	ASGQHBG01001-01	N/A	06/01/07	QUICK HITS BLACK GOLD
MO-73-BAL-08-39	ASGQHBG31001-01	QUICK HITS BLACK GOLD WILD 3-REEL	04/16/2008	QUICK HITS BLACK GOLD WILD 3-REEL
MO-73-BAL-08-98	ASGQHS01001-00	N/A	09/19/2008	QUICK HITS GOLD STORM
MO-73-BAL-08-85	ASGQHBG01001-01	N/A	09/05/2008	QUICK HITS GOLDEN BELL
MO-73-BAL-07-72	AVGQPBW017GL-00	N/A	10/12/2007	QUICK HITS PLATINUM BLACK & WHITE
MO-73-BAL-08-94	ASGQHSR01001-00	N/A	09/16/2008	QUICK HITS SILVER RAIN
MO-73-BAL-08-99	ASGQHSF01001-01	N/A	09/12/2008	Quick Hits Starlight Fire
MO-73-BAL-08-44	ASGQHSB31001-01	QUICK HITS STARS & BARS 3 REEL	04/15/2008	QUICK HITS STARS & BARS 3 REEL
MO-73-BAL-08-84	ASGQHWF01001-01	N/A	09/05/2008	QUICK HITS WHITE FIRE
MO-73-BAL-08-83	ASGQHWB01001-01	N/A	09/08/2008	Quick Hits Wild Blue Jackpot
MO-73-BAL-07-35	ASGQHBW01001-01	N/A	06/01/2007	QUICK HITS WILD JACKPOT BLACK AND WHITE
MO-22-BAL-07-23	ASGQHB701001-01	N/A	06/01/2007	QUICK HITS WILD JACKPOT TRIPLE BLAZING 7S
MO-73-BAL-08-85	ASGQHW01001-01	N/A	09/08/2008	QUICK HITS WILD RED JACKPOT
MO-22-BAL-07-25	ASGQHSB01001-01	N/A	06/01/2007	QUICK HITS WILD STARS AND BARS
PA-73-BAL-07-01	HARDWARE	P/N 205152	REEL KIT SET	REEL KIT SET
MO-73-BAL-08-113	AVGRVWD017UI-00	N/A	09/18/2008	RIVER WILD
MO-122-BAL-07-01	S03524	N/A	ROHS ITHACA EPIC 950 PRINTER FIRMWARE	ROHS ITHACA EPIC 950 PRINTER FIRMWARE
MO-22-BAL-06-96	HARDWARE	P/N 200860	BASE CABINET	S9-1 ALPHA
MO-22-BAL-06-96	HARDWARE	P/N 200057	ASY,MID CABINET	S9-1 ALPHA
MO-22-BAL-06-96	HARDWARE	P/N 200062	ASY, CABINET 7"	S9-1 ALPHA
MO-22-BAL-06-96	HARDWARE	P/N 200084	ASY, TB DOOR 7"	S9-1 ALPHA
MO-22-BAL-06-96	HARDWARE	P/N 202113	ASY, T/B LIGHT	S9-1 ALPHA
MO-22-BAL-06-96	HARDWARE	P/N 200075	ASY, DOOR	S9-1 ALPHA
MO-22-BAL-08-23	AVGSHTRO17UI-00	N/A	12/01/2008	SAVANNAH TREASURES
MO-15-BAL-06-47	AVGSFBF01600-01	01	11/01/06	SUPER FIREBALL FRENZY
MO-73-BLY-09-15	20544H	77777 Jackpot	06/09/2009	77777 Jackpot
MO-73-BLY-09-33	20544I	77777 JACKPOT	09/30/2009	77777 JACKPOT
MO-73-BLY-07-23	20363C	N/A	12/11/2007	ALL ABOUT MONEY HOT SHOT PROGRESSIVE
MO-73-BLY-09-10	20392C	Blazing 7's Hot Shot Progressive	03/25/2009	Blazing 7's Hot Shot Progressive
MO-73-BLY-09-08	20556B	FIREBALL	03/04/2009	FIREBALL
MO-22-BLY-09-02	20572C	FLYING CARPET	07/17/2009	FLYING CARPET
MO-73-BLY-09-18	20630A	Greek Heroes - Bellerophon	06/17/2009	Greek Heroes - Bellerophon
MO-73-BLY-09-13	20629A	N/A	05/07/2009	GREEK HEROES - HERACLES
MO-73-BLY-09-17	20631A	Greek Heroes - Jason	06/17/2009	Greek Heroes - Jason
MO-73-BLY-09-16	20632A	Greek Heroes - Perseus	06/17/2009	Greek Heroes - Perseus
MO-73-BLY-08-10	20388D	LUCKY LAMP	03/14/2008	LUCKY LAMP
MO-73-BLY-07-22	20540B	N/A	11/20/2007	MEGA WINNER
MO-14-BLY-07-04	GRU561C35	N/A	FUTURE LOGIC GEN2 RS232 FIRMWARE	N/A
MO-14-BLY-07-04	AVOCLEAR0320-00	N/A	02/01/2007	N/A
PA-48-BLY-06-01	HARDWARE	P/N 200791	MIDDLE DOOR ASSEMBLY	N/A
MO-73-BLY-08-04	20370A	WINNING TIMES HOT SHOT PROGRESSIVE	01/11/2008	WINNING TIMES HOT SHOT PROGRESSIVE
MO-22-IGT-08-231	GI014-001CU5-0001	AVP INSTALL	05/28/08	100 LADIES
MO-22-IGT-08-231	GAME014-001CU5-001	AVP GAME PACKAGE	05/28/08	100 LADIES
MO-22-IGT-08-422	GI014-001AW2-0001	AVP INSTALL	08/29/08	100 PANDAS
MO-22-IGT-08-422	GAME014-001AW2-001	AVP GAME PACKAGE	08/29/08	100 PANDAS
MO-22-IGT-08-108	GI014-001X40-0001	AVP INSTALL	03/10/08	100 WOLVES
MO-22-IGT-08-108	GAME014-001X40-001	AVP GAME PACKAGE	03/10/08	100 WOLVES
MO-22-IGT-09-189	GT014-004-00601-02	AVP INSTALL	08/04/09	2 FOR 1
MO-22-IGT-09-189	TYPE014-004-00601-02	AVP TYPE PACKAGE	08/04/09	2 FOR 1
MO-22-IGT-08-305	GC014-004X48-0001	AVP INSTALL	06/24/08	3X2X SUPER SEVENS
MO-22-IGT-08-305	GCON014-004X48-001	AVP CONTENT PACKAGE	06/24/08	3X2X SUPER SEVENS
MO-73-IGT-07-202	HARDWARE	P/N 309230XXW	950L USB UNIVERSAL PRINTER	950L USB UNIVERSAL PRINTER
MO-22-IGT-08-53	GE011-000091-0020	AVP INSTALL	01/29/08	ALL STAR POKER
MO-22-IGT-08-53	GBE011-000091-020	AVP GAME PACKAGE	01/29/08	ALL STAR POKER
MO-22-IGT-08-287	QNX6.3.2-0002	QNX PACKAGE	07/09/08	AVP
MO-22-IGT-08-537	AVPSB014-10E-04 BOOT1	V3.0	09/06/07	AVP
MO-22-IGT-08-537	AVPSB014-10E-04 BOOT2	V3.0	09/15/08	AVP
MO-22-IGT-08-537	AVPSB014-10E-04.PACKAGE	AVP PACKAGE	12/23/08	AVP

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MO-22-IGT-09-153	AVPSB014-10E-05 BOOT1	3.0	07/11/02	AVP
MO-22-IGT-09-153	AVPSB014-10E-05 BOOT2	3.0	08/10/09	AVP
MO-22-IGT-09-165	DIAGNOSTIC-014-03	57509390	08/25/09	AVP
MO-22-IGT-09-181	AI014-069	AVP INSTALL	09/24/09	AVP
MO-22-IGT-09-181	AVP014-00315	AVP PACKAGE	09/24/09	AVP
MO-22-IGT-09-181	CONFIG014-007-115	CONFIG PACKAGE	09/24/09	AVP
MO-22-IGT-09-43	DIAGNOSTIC-014-02	P/N 57509390	2/19/09	AVP
MO-22-IGT-09-85	AVPSB014-30E-04 BOOT1	AVP	05/22/2008	AVP
MO-22-IGT-09-85	AVPSB014-30E-04 BOOT2	AVP	09/15/2008	AVP
SY-73-IGT-09-03	QNX6.3.2-0004	QNX PACKAGE	12/31/08	AVP
MO-22-IGT-09-152	AI014-060	AVP INSTALL	08/24/09	AVP / AVP STEPPER
MO-22-IGT-09-152	AVP014-00311	AVP PACKAGE	08/24/09	AVP / AVP STEPPER
MO-22-IGT-09-152	CONFIG014-007-106	CONFIG PACKAGE	08/24/09	AVP / AVP STEPPER
MO-22-IGT-09-18	BFB0002	AVP	11/24/08	AVP / AVP STEPPER DYNAMIC BUTTON PROGRAM
MO-22-IGT-08-285	HARDWARE	P/N 50062001W	CPU BOX	AVP 3.0
MO-22-IGT-08-285	HARDWARE	P/N 75515001W	MOTHERBOARD	AVP 3.0
MO-22-IGT-08-285	HARDWARE	P/N 75438800W REV B	PCI UNIV SLOT	AVP 3.0
MO-66-IGT-08-06	HARDWARE	P/N 50062100W	BOX,CPU,AVP3.0M,TURION,2GB RAM,V2	AVP 3.0 MULTI-CORE BRAIN BOX
MO-22-IGT-08-522	BFB00003	AVP	11/05/08	AVP BLACK FIN BOOT
MO-22-IGT-08-14	MACHINE	P/N 96499417	WIDESCREEN SLANT	AVP CABINET G22
MO-22-IGT-08-14	HARDWARE	P/N 699704XXW	NO TS MONITOR	AVP CABINET G22
MO-22-IGT-08-14	HARDWARE	P/N 699703XXW	DT-TS MONITOR	AVP CABINET G22
MO-22-IGT-08-14	HARDWARE	P/N 62577690	JCM SENTRY BEZEL	AVP CABINET G22
MO-73-IGT-09-12	GI014-001DR2-0001	AVP INSTALL	1/29/09	AVP FIRE HORSE
MO-73-IGT-09-12	GAME014-001DR2-001	AVP GAME PKG	1/29/09	AVP FIRE HORSE
MO-73-IGT-07-24	GE011-000176-0010	AVP INSTALL	07/10/07	AVP GAME KING 6.0M
MO-73-IGT-07-24	GBE011-000176-010	AVP GAME PACKAGE	07/10/07	AVP GAME KING 6.0M
MO-22-IGT-06-361	CONFIG-00000002	CONFIG PACKAGE	10/05/06	AVP GAME KING EMULATOR
MO-158-IGT-09-69	GI014-000174-0007	1.0	N/A	AVP Poker 1.0
MO-158-IGT-09-69	Game014-000174-007	1.0	N/A	AVP Poker 1.0 (Multi Game)
MO-22-IGT-08-310	GT014-004-00601-01	AVP INSTALL	06/26/08	AVP STEPPER / REELDEPTH
MO-22-IGT-08-310	TYPE014-004-00601-01	AVP TYPE PACKAGE	06/26/08	AVP STEPPER / REELDEPTH
MO-22-IGT-08-24	HARDWARE	P/N 96499412	S AVP SLOT	AVP STEPPER AND COMPONENTS
MO-22-IGT-08-522	BFRD0009	AVP STEPPER	11/07/08	AVP STEPPER BLACK FIN REEL DRIVER
MO-22-IGT-08-506	HARDWARE	P/N 75832300W	PCB, CABINET CNTRLR, G20BT, ASY	AVP VIDEO BAR TOP MOTHERBOARD
MO-22-IGT-09-55	AI014-045	AVP INSTALL	03/10/09	AVP/AVP STEPPER
MO-22-IGT-09-55	AVP014-00235	AVP PKG	3/10/09	AVP/AVP STEPPER
MO-22-IGT-09-55	CONFIG014-007-017	CONFIG PKG	3/10/09	AVP/AVP STEPPER
MO-73-IGT-09-18	GC014-004X54-0001	AVP INSTALL	01/23/09	BAM!
MO-73-IGT-09-18	GCON014-004X54-001	AVP CONTENT PACKAGE	01/23/09	BAM!
MO-73-IGT-09-18	GT014-004-00201-02	AVP INSTALL	12/17/08	BAM!
MO-73-IGT-09-18	TYPE014-004-00201-02	AVP TYPE PACKAGE	12/17/08	BAM!
MO-22-IGT-09-188	BFRD0015	AVP STEPPER	09/29/09	BLACK FIN REEL DRIVER
MO-22-IGT-08-278	HARDWARE	P/N 75832000W	CABINET CONTROLLER	CABINET CONTROLLER
MO-22-IGT-09-158	GI014-001H32-E003	AVP INSTALL	07/13/09	CAPTAIN PAYBACK
MO-22-IGT-09-158	GAME014-001H32-E03	AVP GAME PACKAGE	07/13/09	CAPTAIN PAYBACK
MO-22-IGT-08-457	GI014-001T60-0003	AVP INSTALL	09/18/08	CAVE KING
MO-22-IGT-08-457	GAME014-001T60-003	AVP GAME PKG	09/18/08	CAVE KING
MO-22-IGT-08-458	GI014-001U29-0001	AVP INSTALL	09/25/08	CLOVERS AND GOLD
MO-22-IGT-08-458	GAME014-001U29-001	AVP GAME PKG	09/25/08	CLOVERS AND GOLD
MO-73-IGT-09-23	GI014-001F01-0001	AVP INSTALL	02/19/09	COYOTE MOON
MO-73-IGT-09-23	GAME014-001F01-001	AVP GAME PACKAGE	02/19/09	COYOTE MOON
MO-22-IGT-09-154	GI014-001U32-E005	AVP INSTALL	08/05/09	CROWN OF EGYPT
MO-22-IGT-09-154	GAME014-001U32-E05	AVP GAME PACKAGE	08/05/09	CROWN OF EGYPT
SY-22-IGT-03-09	CPB0006A	CVT PLUS BOOT PROG	02/20/03	CVT PLUS BOOT
MO-22-IGT-08-157	GI014-001Q69-0001	AVP INSTALL	04/01/08	DIAMOND QUEEN
MO-22-IGT-08-157	GAME014-001Q69-001	AVP GAME PACKAGE	04/01/08	DIAMOND QUEEN
MO-22-IGT-08-325	GC014-004AR3-0001	AVP INSTALL	6/27/08	DOUBLE 3X4X5X TIMES PAY
MO-22-IGT-08-325	GCON014-004AR3-001	AVP CONTENT PACKAGE	6/27/08	DOUBLE 3X4X5X TIMES PAY
MO-73-IGT-09-74	GT014-004-00701-01	AVP INSTALL	03/05/09	DOUBLE 4X WILD CHERRY
MO-73-IGT-09-74	TYPE014-004-00701-01	AVP TYPE PACKAGE	03/05/09	DOUBLE 4X WILD CHERRY
MO-22-IGT-08-421	GC014-004CO9-0001	AVP INSTALL	8/22/08	DOUBLE DIAMOND
MO-22-IGT-08-421	GCON014-004CO9-001	AVP CONTENT PKG	8/22/08	DOUBLE DIAMOND
MO-22-IGT-08-437	GC014-004BP8-0001	AVP INSTALL	08/05/08	DOUBLE DIAMOND
MO-22-IGT-08-437	GCON014-004BP8-001	AVP CONTENT PACKAGE	08/05/08	DOUBLE DIAMOND
MO-22-IGT-08-470	GC014-004BP7-0001	AVP INSTALL	09/30/08	DOUBLE DIAMOND
MO-22-IGT-08-470	GCON014-004BP7-001	AVP CONTENT PKG	09/30/08	DOUBLE DIAMOND

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MO-22-IGT-08-315	GC014-004AR8-0001	AVP INSTALL	05/30/08	DOUBLE DIAMOND STRIKE / DOUBLE DOLLARS STRIKE
MO-22-IGT-08-315	GCON014-004AR8-001	AVP CONTENT PACKAGE	05/30/08	DOUBLE DIAMOND STRIKE / DOUBLE DOLLARS STRIKE
MO-22-IGT-09-132	GC014-004U80-A003	AVP INSTALL	07/01/09	DOUBLE GOLD
MO-22-IGT-09-132	GCON014-004U80-A03	AVP CONTENT PACKAGE	07/01/09	DOUBLE GOLD
MO-22-IGT-08-451	GC014-004BQ2-0001	AVP INSTALL	09/16/08	DOUBLE GOLD/DOUBLE STRIKE
MO-22-IGT-08-451	GCON014-004BQ2-001	AVP CONTENT PKG	09/16/08	DOUBLE GOLD/DOUBLE STRIKE
MO-22-IGT-08-371	GC014-004X52-0004	AVP INSTALL	8/11/08	DOUBLE JACKPOT 7S
MO-22-IGT-08-371	GCON014-004X52-004	AVP CONTENT PKG	8/11/08	DOUBLE JACKPOT 7S
MO-22-IGT-09-124	GC014-004AR7-0001	AVP INSTALL	05/27/09	DOUBLE RED WHITE & BLUE/HOT PEPPERS
MO-22-IGT-09-124	GCON014-004AR7-001	AVP CONTENT PKG	05/27/09	DOUBLE RED WHITE & BLUE/HOT PEPPERS
MO-22-IGT-08-363	GC014-004AR6-0001	AVP INSTALL	6/04/08	DOUBLE STRIKE/ DOUBLE GOLD
MO-22-IGT-08-363	GCON014-004AR6-001	AVP CONTENT PKG	6/04/08	DOUBLE STRIKE/ DOUBLE GOLD
MO-22-IGT-08-435	GI014-001CU6-0001	AVP INSTALL	09/12/08	DUCK STAMPS
MO-22-IGT-08-435	GAME014-001CU6-001	AVP GAME PACKAGE	09/12/08	DUCK STAMPS
MO-22-IGT-08-159	HARDWARE	P/N 75401300W	PCB, CPU	DYNAMIC BUTTONS
MO-22-IGT-08-159	HARDWARE	P/N 51801000	SWITCH ASSEMBLY	DYNAMIC BUTTONS
MO-22-IGT-08-159	HARDWARE	P/N 75805100W	PCB ASSEMBLY	DYNAMIC BUTTONS
MO-22-IGT-08-159	HARDWARE	P/N 76301600W	PCB FLEX CABLE	DYNAMIC BUTTONS
MO-158-IGT-09-20	AE011-027	N/A	02/13/09	Emulated System program
MO-158-IGT-09-20	AVE011-00303	N/A	02/13/09	Emulated System program
MO-22-IGT-09-134	GI014-001V85-0008	AVP INSTALL	04/30/09	FIRE OPALS MULTI-WAY
MO-22-IGT-09-134	GAME014-001V85-008	AVP GAME PACKAGE	04/30/09	FIRE OPALS MULTI-WAY
MO-22-IGT-09-187	GI014-001V85-E010	AVP INSTALL	10/05/09	FIRE OPALS MULTI-WAY
MO-22-IGT-09-187	GAME014-001V85-E10	AVP GAME PKG	10/05/09	FIRE OPALS MULTI-WAY
MO-22-IGT-08-449	GC014-004BQ7-0001	AVP INSTALL	09/08/08	FIVE TIMES PAY
MO-22-IGT-08-449	GCON014-004BQ7-001	AVP CONTENT PKG	09/08/08	FIVE TIMES PAY
MO-22-IGT-06-196	GUN0010020	FUTURE LOGIC	05/10/06	FUTURE LOGIC GEN-2 UNIVERSAL PRINTER
MO-63-IGT-08-01	HARDWARE	P/N 309210XXW	FUTURE LOGIC GEN-2 UNIVERSAL PRINTER	FUTURE LOGIC GEN-2 UNIVERSAL PRINTER
MO-73-IGT-08-82	GUR001502	N/A	10/31/08	FUTURE LOGIC GEN-2 UNIVERSAL RS232 PRINTER
MO-294-IGT-09-222	GUU0010500	N/A	06/04/09	FUTURE LOGIC GEN2 UNIVERSAL USB
MO-73-IGT-07-93	HARDWARE	P/N 309200XXW	FUTURE LOGIC PRINTER	FUTURE LOGIC PRINTER
PA-22-IGT-08-01	HARDWARE	P/N 96499411	G20 BARTOP VIDEO	G20 BARTOP
PA-22-IGT-08-01	HARDWARE	P/N 699712XXW	20.1 IN AVP WIDE LCD MON	G20 BARTOP
MO-22-IGT-08-274	HARDWARE	P/N 62578390	JCM SENTRY BEZEL	G20 BARTOP SENTRY BEZEL
MO-22-IGT-09-174	HARDWARE	699720xxW	MON-LCD,ASSY,20IN,16X9,DT-TS, SLP	G20 GAME KING AVP WIDESCREEN TOP BOX AND BASE GAME 20
MO-22-IGT-09-174	HARDWARE	699721xxW	MON-LCD,ASSY,20IN,16X9,NO-TS, SLP	G20 GAME KING AVP WIDESCREEN TOP BOX AND BASE GAME 20
MO-22-IGT-08-51	HARDWARE	P/N 96499410	G20 GAME K ING AVP VIDEO	G20 GK AVP WS JR & COMPONENTS
MO-22-IGT-08-51	HARDWARE	P/N 699705XXW	MON-LCD, 20.1 IN, AVP WIDE, USB, 3M-TS	G20 GK AVP WS JR & COMPONENTS
MO-22-IGT-08-51	HARDWARE	P/N 699706XXW	MON-LCD, 20.1 IN, AVP WIDE, NO TS	G20 GK AVP WS JR & COMPONENTS
MO-22-IGT-06-153	CSV00097	IPC	02/28/06	GAME KING CLEAR CHIP
MO-21-IGT-06-11	GNU5A5500	5500	N/A	GEN2 THERMAL PRINTER
MO-15-IGT-08-02	HARDWARE	P/N 75402300W	RS232 DAU	GK SLANT AND MULTIPLAYER STATION
MO-15-IGT-08-02	HARDWARE	P/N 75402600W	F/O DAU	GK SLANT AND MULTIPLAYER STATION
MO-22-IGT-08-173	GI014-001W72-0001	AVP INSTALL	04/02/08	GRAND MONARCH
MO-22-IGT-08-173	GAME014-001W72-001	AVP GAME PACKAGE	04/02/08	GRAND MONARCH
MO-22-IGT-08-395	BFRD0004	AVP STEPPER	7/03/08	INDIANA JONES
MO-22-IGT-08-395	BFS00001	AVP	7/21/08	INDIANA JONES
MO-22-IGT-05-67	CPB0007A	IPC	11/04/04	IPC
MO-22-IGT-06-189	CPF0015F	IPC	04/26/06	IPC PROGRESSIVE CONTROLLER
MO-73-IGT-07-126	HARDWARE	P/N 96459900	IPC PROGRESSIVE CONTROLLER	IPC PROGRESSIVE CONTROLLER
MO-22-IGT-08-192	HARDWARE	P/N 62577890	JCM SENTRY BEZEL	JCM SENTRY BEZEL
MO-22-IGT-09-03	GI014-001X38-0001	AVP INSTALL	11/24/08	JOLLY ROGER
MO-22-IGT-09-03	GAME014-001X38-001	AVP GAME PKG	11/24/08	JOLLY ROGER
MO-73-IGT-02-98	EKEY000003	AVP EZ PAY	08/31/02	LIFESTYLES OF THE RICH & FAMOUS
MO-73-IGT-02-98	EKEY000004	AVP EZ PAY	08/31/02	LIFESTYLES OF THE RICH & FAMOUS
MO-73-IGT-02-98	EKEY000005	AVP EZ PAY	08/31/02	LIFESTYLES OF THE RICH & FAMOUS
MO-22-IGT-09-171	GI014-001CZ4-E005	AVP INSTALL	08/04/09	MAGGIE AND THE MARTIANS
MO-22-IGT-09-171	GAME014-001CZ4-E05	AVP GAME PKG	08/04/09	MAGGIE AND THE MARTIANS
MO-22-IGT-09-171	GI014-001FO4-E003	AVP INSTALL	08/04/09	MAGGIE AND THE MARTIANS
MO-22-IGT-09-171	GAME014-001FO4-E03	AVP GAME PKG	08/04/09	MAGGIE AND THE MARTIANS
MO-22-IGT-08-140	HARDWARE	P/N 62542590W	ROHS MARS CASHFLOW B/A, FLASH/EPROM	MARS BILL VALIDATOR
MO-22-IGT-08-189	M6048F 2.13 032 2.32	V2.13/V2.32	ID024	MARS BILL VALIDATOR
MO-22-IGT-07-270	HARDWARE	P/N 62548990	MEI CASH FLOW BILL ACCEPTOR	MEI CASH FLOW BILL ACCEPTOR
MO-22-IGT-07-270	HARDWARE	P/N 62548890	MEI BILL ACCEPTOR	MEI CASH FLOW BILL ACCEPTOR (UPSTACKER)
MO-22-IGT-09-19	HARDWARE	P/N 75441800W	PCB, 8 METER AVPWS, ASY	METER ASSEMBLIES

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MO-22-IGT-09-19	HARDWARE	P/N 75441801W	PCB, 6 METER AVPWS, ASY	METER ASSEMBLIES
MO-22-IGT-09-19	HARDWARE	P/N 75441802W	PCB, 5 METER AVPWS, ASY	METER ASSEMBLIES
MO-22-IGT-09-19	HARDWARE	P/N 75441803W	PCB, 4 METER AVPWS, ASY	METER ASSEMBLIES
MO-22-IGT-09-19	HARDWARE	P/N 75441804W	PCB, 3 METER AVPWS, ASY	METER ASSEMBLIES
CS-286-IGT-09-01	FOR ACCOUNTING USE	N/A	N/A	N/A
MO-22-IGT-06-13	KBE011-000028-001	AVP KEY PACKAGE	12/06/05	N/A
MO-22-IGT-06-14	KBE011-000022-001	AVP KEY PACKAGE	12/16/05	N/A
MO-22-IGT-08-383	HARDWARE	P/N 62576490	MEI SC66 EASITRAX,LRG CPCTY,USB/NETPLEX,UPSTACKER	N/A
MO-22-IGT-09-61	M6028F 2.20 032 2.32	2.20/2.32	IDO28	N/A
MO-72-IGT-07-01	HARDWARE	P/N 62547790	ROHS MEI CASH FLOW LG CAPACITY BILL VALIDATOR	N/A
MO-72-IGT-07-01	HARDWARE	P/N 62575290	MARS CASHFLOW BILL ACCEPTOR W/ EASITRAX	N/A
MO-72-IGT-07-01	HARDWARE	P/N 62546401	ROHS MARS CASHFLOW BILL ACCEPTOR	N/A
SY-73-IGT-02-06	CSV00080	EZPAY 1.4.2	03/19/02	N/A
MO-22-IGT-08-389	HARDWARE	P/N 62575590	MEI SC66 EASITRAX,STD CPCTY,USB/NETPLEX,DWNSTACKER	NEW EASITRAX BILL ACCEPTORS
MO-22-IGT-08-389	HARDWARE	P/N 62575890	MEI SC66 EASITRAX,LRG CPCTY,USB/NTEPLEX,DWNSTACKER	NEW EASITRAX BILL ACCEPTORS
MO-22-IGT-08-389	HARDWARE	P/N 62576190	MEI SC66 EASITRAX,STD CPCTY,USB/NETPLEX,UPSTACKER	NEW EASITRAX BILL ACCEPTORS
MO-22-IGT-09-09	GC014-004EA3-0001	AVP INSTALL	10/31/08	PINK DIAMOND
MO-22-IGT-09-09	GCON014-004EA3-001	AVP CONTENT PKG	10/31/08	PINK DIAMOND
MO-22-IGT-09-10	GC014-004BB7-0001	AVP INSTALL	10/31/08	PINK DIAMOND
MO-22-IGT-09-10	GCON014-004BB7-001	AVP CONTENT PKG	10/31/08	PINK DIAMOND
MO-73-IGT-09-208	GI014-001FN8-B004	AVP INSTALL	08/10/09	RED MANSIONS
MO-73-IGT-09-208	GAME014-001FN8-B04	AVP GAME PACKAGE	08/10/09	RED MANSIONS
MO-22-IGT-08-336	GI014-001BA8-0003	AVP INSTALL	7/10/08	RED ROOSTER
MO-22-IGT-08-336	GAME014-001BA8-003	AVP GAME PKG	7/10/08	RED ROOSTER
MO-73-IGT-09-25	GC014-004BQ9-0001	AVP INSTALL	02/11/09	RED, WHITE & BLUE/HOT PEPPERS
MO-73-IGT-09-25	GCON014-004BQ9-001	AVP CONTENT PKG	02/11/09	RED, WHITE & BLUE/HOT PEPPERS
MO-22-IGT-08-307	HARDWARE	P/N 699713XXW	MONITOR	REEL DEPTH MULTI LAYER DISPLAY & MONITOR ASSEMBLY
MO-22-IGT-08-524	HARDWARE	P/N 96499406	96499406 ICOM ROHS	ROHS ICOM
MO-22-IGT-08-92	HARDWARE	P/N 62577790	ROHS JCM S-AVP SENTRY BEZEL	ROHS JCM S-AVP SENTRY BEZEL
MO-22-IGT-08-411	GI014-001AH4-0001	AVP INSTALL	09/04/08	SAVANNA
MO-22-IGT-08-411	GAME014-001AH4-001	AVP GAME PACKAGE	09/04/08	SAVANNA
MO-22-IGT-08-525	GI014-001EL3-0001	AVP INSTALL	10/24/08	SAVANNA
MO-22-IGT-08-525	GAME014-001EL3-001	AVP GAME PACKAGE	10/24/08	SAVANNA
MO-22-IGT-08-397	HARDWARE	P/N 75437500W	PCB, SMLC-SPECTRUM INTERFACE ASSY	S-AVP INDIANA JONES THE LAST CRUSADE
MO-22-IGT-08-397	HARDWARE	P/N 75514701W	PCB, SERIAL MTR & LIGHT CNTRL, V4, ASY	S-AVP INDIANA JONES THE LAST CRUSADE
MO-22-IGT-08-358	GI014-001U33-0003	AVP INSTALL	07/11/08	SECRETS OF STONEHENGE
MO-22-IGT-08-358	GAME014-001U33-003	AVP GAME PKG	07/11/08	SECRETS OF STONEHENGE
MO-22-IGT-08-465	GI014-001CY9-0001	AVP INSTALL	9/29/08	SIRENS
MO-22-IGT-08-465	GAME014-001CY9-001	AVP GAME PKG	9/29/08	SIRENS
MO-22-IGT-08-498	GC014-004BS4-0001	AVP INSTALL	10/06/08	SIZZLING 7
MO-22-IGT-08-498	GCON014-004BS4-001	AVP CONTENT PKG	10/06/08	SIZZLING 7
MO-22-IGT-08-412	GC014-004U82-0001	AVP INSTALL	08/15/08	SIZZLING WILD! 7
MO-22-IGT-08-412	GCON014-004U82-001	AVP CONTENT PACKAGE	08/15/08	SIZZLING WILD! 7
MO-22-IGT-08-380	GI014-001CE4-0001	AVP INSTALL	08/12/08	SNAPDRAGON
MO-22-IGT-08-380	GAME014-001CE4-001	AVP GAME PKG	08/12/08	SNAPDRAGON
MO-22-IGT-09-157	GI014-001CZ1-E005	AVP INSTALL	08/05/09	SOUTHERN BELLE
MO-22-IGT-09-157	GAME014-001CZ1-E05	AVP GAME PKG	08/05/09	SOUTHERN BELLE
MO-294-IGT-09-188	SDF107	SPECTRUM DISPLAY FLASH	01/12/2009	SPECTRUM DISPLAY FLASH
MO-22-IGT-08-390	HARDWARE	P/N 91161001	ASSY-CAB CONTROLLER	STEPPER CABINET CONTROLLER ASSEMBLY
MO-22-IGT-08-390	HARDWARE	P/N 75831401W	STEPPER DIST AND CNTRL ASY	STEPPER CABINET CONTROLLER ASSEMBLY
MO-22-IGT-08-529	GI014-000101-0001	AVP INSTALL	11/05/08	STINKIN' RICH
MO-22-IGT-08-529	GAME014-000101-001	AVP GAME PACKAGE	11/05/08	STINKIN' RICH
MO-22-IGT-08-290	GC014-004X08-0001	AVP INSTALL	06/24/08	SUPER 2X3X4X5X TIMES PAY
MO-22-IGT-08-290	GCON014-004X08-001	AVP CONTENT PACKAGE	06/24/08	SUPER 2X3X4X5X TIMES PAY
MO-22-IGT-08-294	GC014-004V13-0001	AVP INSTALL	06/13/08	SUPER 2X3X4X5X TIMES PAY
MO-22-IGT-08-294	GCON014-004V13-001	AVP CONTENT PACKAGE	06/13/08	SUPER 2X3X4X5X TIMES PAY
MO-22-IGT-08-330	GC014-004AU7-0001	AVP INSTALL	07/07/08	SUPER 2X3X4X5X TIMES PAY/ SUPER 2X3X4X5X X
MO-22-IGT-08-330	GCON014-004AU7-001	AVP CONTENT PKG	07/07/08	SUPER 2X3X4X5X TIMES PAY/ SUPER 2X3X4X5X X
MO-73-IGT-09-109	GT014-004-00K01-01	AVP INSTALL	05/12/09	SUPER HYPER PAYS
MO-73-IGT-09-109	TYPE014-004-00K01-01	AVP TYPE PKG	05/12/09	SUPER HYPER PAYS
MO-73-IGT-09-109	GC014-004EF1-0001	AVP INSTALL	04/29/09	SUPER HYPER PAYS LUCKY CRICKETS
MO-73-IGT-09-109	GCON014-004EF1-001	AVP CONTENT PKG	04/29/09	SUPER HYPER PAYS LUCKY CRICKETS

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File Number	ID Number	Version	Date Code	Game Name
MO-73-IGT-09-108	GC014-004ED9-0001	AVP INSTALL	05/01/09	SUPER HYPER PAYS SILVERHAWK
MO-73-IGT-09-108	GCON014-004ED9-001	AVP CONTENT PKG	05/01/09	SUPER HYPER PAYS SILVERHAWK
MO-22-IGT-08-447	GC014-004AX8-0001	AVP INSTALL	09/13/08	SUPER LUCKY LOTUS
MO-22-IGT-08-447	GCON014-004AX8-001	AVP CONTENT PACKAGE	09/13/08	SUPER LUCKY LOTUS
MO-73-IGT-07-191	GE011-000087-0008	AVP INSTALL	11/16/07	SUPER TIMES PAY POKER
MO-73-IGT-07-191	GBE011-000087-008	AVP GAME PACKAGE	11/16/07	SUPER TIMES PAY POKER
MO-22-IGT-09-129	GI014-002CF5-A003	AVP INSTALL	07/17/09	THE JOKER'S WILD CATEGORIES MLP
MO-22-IGT-09-129	GAME014-002CF5-A03	AVP GAME PKG	07/17/09	THE JOKER'S WILD CATEGORIES MLP
MO-22-IGT-09-173	GI014-002CF5-A004	AVP INSTALL	09/14/09	THE JOKER'S WILD CATEGORIES MLP
MO-22-IGT-09-173	GAME014-002CF5-A04	AVP GAME PKG	09/14/09	THE JOKER'S WILD CATEGORIES MLP
MO-158-IGT-09-82	SIGN1059	N/A	04/17/09	THE JOKER'S WILD MLP
MO-158-IGT-09-82	CPF0057A	IPC	02/17/09	THE JOKER'S WILD MLP
MO-22-IGT-09-131	GI014-002CF6-A003	AVP INSTALL	07/17/09	THE JOKER'S WILD PRIZES MULTI-WAY MLP
MO-22-IGT-09-131	GAME014-002CF6-A03	AVP GAME PKG	07/17/09	THE JOKER'S WILD PRIZES MULTI-WAY MLP
MO-22-IGT-09-173	GI014-002CF6-A004	AVP INSTALL	09/14/09	THE JOKER'S WILD PRIZES MULTI-WAY MLP
MO-22-IGT-09-173	GAME014-002CF6-A04	AVP GAME PKG	09/14/09	THE JOKER'S WILD PRIZES MULTI-WAY MLP
MO-73-IGT-09-58	GT014-004-00101-03	AVP INSTALL	03/06/09	TOURNAMENT RED WHITE & BLUE
MO-73-IGT-09-58	TYPE014-004-00101-03	AVP TYPE PKG	03/06/09	TOURNAMENT RED WHITE & BLUE
MO-73-IGT-09-56	GT014-004-00001-06	AVP INSTALL	03/17/09	TOURNAMENT TRIPLE STARS/TRIPLE BUTTERFLY SEVENS/TRIPLE LUCKY 7S/TRIPLE RED HOT 7
MO-73-IGT-09-56	Type014-004-00001-06	AVP TYPE PKG	03/17/09	TOURNAMENT TRIPLE STARS/TRIPLE BUTTERFLY SEVENS/TRIPLE LUCKY 7S/TRIPLE RED HOT 7
MO-22-IGT-09-50	IUS0000105	950 UNIVERSAL	02/25/09	TRANSACT/ ITHACA 950 UNIVERSAL PRINTER
MO-22-IGT-09-48	IUU0010119	950 UNIVERSAL	02/25/09	TRANSACT/ ITHACA 950 UNIVERSAL USB PRINTER
MO-22-IGT-08-314	IUN0010116	N/A	06/18/08	TRANSACT/ITHACA 950 UNIVERSAL PRINTER
MO-22-IGT-08-455	GC014-004CK1-0001	AVP INSTALL	09/10/08	TRIPLE DIAMOND/TRIPLE DOLLARS
MO-22-IGT-08-455	GCON014-004CK1-001	AVP CONTENT PKG	09/10/08	TRIPLE DIAMOND/TRIPLE DOLLARS
MO-22-IGT-08-456	GC014-004CK2-0001	AVP INSTALL	09/18/08	TRIPLE DIAMOND/TRIPLE DOLLARS
MO-22-IGT-08-456	GCON014-004CK2-001	AVP CONTENT PKG	09/18/08	TRIPLE DIAMOND/TRIPLE DOLLARS
MO-22-IGT-09-79	GC014-004V03-0001	AVP INSTALL	03/09/09	TRIPLE DOUBLE 3X2X SCATTER PAYS
MO-22-IGT-09-79	GCON014-004V03-001	AVP CONTENT PACKAGE	03/09/09	TRIPLE DOUBLE 3X2X SCATTER PAYS
MO-22-IGT-09-82	GC014-004CG1-0001	AVP INSTALL	03/10/09	TRIPLE DOUBLE 3X2X SCATTER PAYS
MO-22-IGT-09-82	Gcon014-004CG1-001	AVP CONTENT PKG	03/10/09	TRIPLE DOUBLE 3X2X SCATTER PAYS
MO-22-IGT-08-430	GC014-004X10-0001	AVP INSTALL	07/08/08	TRIPLE DOUBLE DIAMOND
MO-22-IGT-08-430	GCON014-004X10-001	AVP CONTENT PKG	07/08/08	TRIPLE DOUBLE DIAMOND
MO-73-IGT-09-39	GC014-004CN6-0001	AVP INSTALL	02/11/09	TRIPLE DOUBLE DIAMOND / TRIPLE DOUBLE DOLLARS
MO-73-IGT-09-39	GCON014-004CN6-001	AVP CONTENT PACKAGE	02/11/09	TRIPLE DOUBLE DIAMOND / TRIPLE DOUBLE DOLLARS
MO-22-IGT-08-483	GC014-004C14-0001	AVP INSTALL	9/30/08	TRIPLE DOUBLE GOLD DOUBLOON
MO-22-IGT-08-483	GCON014-004C14-001	AVP CONTENT PKG	9/30/08	TRIPLE DOUBLE GOLD DOUBLOON
MO-22-IGT-08-495	GC014-004C13-0001	AVP INSTALL	09/29/08	TRIPLE DOUBLE GOLD DOUBLOON
MO-22-IGT-08-495	GCON014-004C13-001	AVP CONTENT PKG	09/29/08	TRIPLE DOUBLE GOLD DOUBLOON
MO-73-IGT-09-49	GC014-004BO7-0001	AVP INSTALL	02/11/09	TRIPLE DOUBLE STARS / TRIPLE DOUBLE LUCKY 7S / TRIPLE DOUBLE BUTTERFLY SEVENS
MO-73-IGT-09-49	Gcon014-004BO7-001	AVP CONTENT PACKAGE	02/11/09	TRIPLE DOUBLE STARS / TRIPLE DOUBLE LUCKY 7S / TRIPLE DOUBLE BUTTERFLY SEVENS
MO-22-IGT-08-507	GC014-004AB9-0001	AVP INSTALL	10/15/08	TRIPLE RED HOT GOLD
MO-22-IGT-08-507	GCON014-004AB9-001	AVP CONTENT PACKAGE	10/15/08	TRIPLE RED HOT GOLD
MO-22-IGT-09-84	GC014-004AU6-0001	AVP INSTALL	04/06/09	TRIPLE STARS / TRIPLE LUCKY 7S / TRIPLE RED HOT 7S / TRIPLE BUTTERFLY SEVENS
MO-22-IGT-09-84	GCON014-004AU6-001	AVP CONTENT PACKAGE	04/06/09	TRIPLE STARS / TRIPLE LUCKY 7S / TRIPLE RED HOT 7S / TRIPLE BUTTERFLY SEVENS
MO-22-IGT-08-479	GC014-004AR4-0001	AVP INSTALL	09/29/08	TRIPLE STARS/TRIPLE LUCKY 7S/TRIPLE BUTTERFLY
MO-22-IGT-08-479	GCON014-004AR4-001	AVP CONTENT PKG	09/29/08	TRIPLE STARS/TRIPLE LUCKY 7S/TRIPLE BUTTERFLY
MO-22-IGT-09-05	GT014-004-00J01-01	AVP INSTALL	12/10/08	ULTIMATE SEVENS
MO-22-IGT-09-05	TYPE014-004-00J01-01	AVP TYPE PACKAGE	12/10/08	ULTIMATE SEVENS
MO-73-IGT-09-07	GC014-004EC4-0003	AVP INSTALL	02/03/09	ULTIMATE SEVENS PHARAOHS 7S
MO-73-IGT-09-07	GCON014-004EC4-003	AVP CONTENT PKG	02/03/09	ULTIMATE SEVENS PHARAOHS 7S
MO-73-IGT-09-06	GC014-004EC3-0005	AVP INSTALL	02/03/09	ULTIMATE SEVENS SUNSHINE 7S
MO-73-IGT-09-06	GCON014-004EC3-005	AVP CONTENT PKG	02/03/09	ULTIMATE SEVENS SUNSHINE 7S
MO-22-IGT-08-368	GE011-001W81-0001	AVP INSTALL	08/04/08	ULTIMATE X POKER
MO-22-IGT-08-368	GBE011-001W81-001	AVP GAME PKG	08/04/08	ULTIMATE X POKER
MO-22-IGT-09-11	GI014-001X35-0001	AVP INSTALL	12/29/08	VESUVIUS
MO-22-IGT-09-11	GAME014-001X35-001	AVP GAME PKG	12/29/08	VESUVIUS
MO-22-IGT-09-203	GI014-000185-B004	AVP INSTALL	09/14/09	WHITE ORCHID
MO-22-IGT-09-203	GAME014-000185-B04	AVP GAME PKG	09/14/09	WHITE ORCHID
MO-22-IGT-08-387	GI014-001S97-0001	AVP INSTALL	08/13/08	WILD WOLF
MO-22-IGT-08-387	GAME014-001S97-001	AVP GAME PACKAGE	08/13/08	WILD WOLF
MO-22-IGT-09-178	GI014-001R67-B005	AVP INSTALL	09/11/09	WILDWOOD
MO-22-IGT-09-178	GAME014-001R67-B05	AVP GAME PACKAGE	09/11/09	WILDWOOD

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MO-22-IGT-08-221	GI014-001V82-0001	AVP INSTALL	05/13/08	WITCHES RICHES
MO-22-IGT-08-221	GAME014-001V82-0001	AVP PACKAGE	05/13/08	WITCHES RICHES
MO-22-IGT-08-243	GI014-001O75-0003	AVP INSTALL	05/09/08	WOLF RUN
MO-22-IGT-08-243	GAME014-001O75-0003	AVP GAME PACKAGE	05/09/08	WOLF RUN
MO-07-KON-08-60	AFDV103G12	GAME PROGRAM	04/25/08	AFRICAN DIAMOND
MO-07-KON-08-60	AFDV103G12-CF	SOUND/GRAPHICS	04/25/08	AFRICAN DIAMOND
MO-07-KON-09-53	8AFV103G12	GAME PROGRAM	08/07/09	African Diamond
MO-07-KON-09-53	8AFV103G12-CF	SOUND/GRAPHICS	08/07/09	African Diamond
MO-07-KON-08-64	ADJF101G23	GAME PROGRAM	05/01/08	AFRICAN DIAMOND JEWELS OF THE WILD
MO-07-KON-08-64	ADJF101G23-CF	SOUND/GRAPHICS	05/01/08	AFRICAN DIAMOND JEWELS OF THE WILD
MO-07-KON-09-40	ADGV103G12	GAME PROGRAM	05/13/09	African Diamond: Glittering Jewels
MO-07-KON-09-40	ADGV103G12-CF	SOUND/GRAPHICS	05/13/09	African Diamond: Glittering Jewels
MO-07-KON-09-38	TATS102G12	GAME PROGRAM	05/14/09	African Treasure Deluxe Tiki Tiki Adventure
MO-07-KON-09-38	TATS102G12-CF	SOUND/GRAPHICS	05/14/09	African Treasure Deluxe Tiki Tiki Adventure
MO-07-KON-08-100	ARDV103G12	GAME PROGRAM	08/26/08	ARCTIC DIAMONDS
MO-07-KON-08-100	ARDV103G12-CF	SOUND/GRAPHICS	08/26/08	ARCTIC DIAMONDS
MO-07-KON-09-52	CHPF101G23	GAME PROGRAM	08/06/09	Challenge of Perseus
MO-07-KON-09-52	CHPF101G23-CF	SOUND/GRAPHICS	08/06/09	Challenge of Perseus
MO-07-KON-08-13	CHSV100G12	GAME PROGRAM	1/10/08	CHINA SHORES
MO-07-KON-08-13	CHSV100G12-CF	SOUND/GRAPHICS	1/10/08	CHINA SHORES
MO-07-KON-08-21	CHCV102G12	GAME PROGRAM	01/21/08	CHIP CITY
MO-07-KON-08-21	CHCV102G12-CF	SOUND/GRAPHICS	01/21/08	CHIP CITY
MO-07-KON-08-14	CLMV103G12	GAME PROGRAM	01/14/08	CLUB MOULIN
MO-07-KON-08-14	CLMV103G12-CF	SOUND/GRAPHICS	01/14/08	CLUB MOULIN
PA-73-KON-01-01	HARDWARE	MC-40	CONDOR CN130 COIN AC.	CONDOR CN130 COIN ACCEPTOR
MO-07-KON-08-20	DIQV102G12	GAME PROGRAM	01/16/08	DIAMOND QUEST
MO-07-KON-08-20	DIQV102G12-CF	SOUND/GRAPHICS	01/16/08	DIAMOND QUEST
MO-07-KON-07-23	DSDS101G12	GAME PROGRAM	08/30/07	DIAMOND SOLITAIRE DELUXE
MO-07-KON-07-23	DSDS101G12-CF	SOUND/GRAPHICS	08/30/07	DIAMOND SOLITAIRE DELUXE
MO-73-KON-09-10	TDSS100G12	GAME PROGRAM	07/10/09	Diamond Solitare Deluxe Tiki Tiki Adventure
MO-73-KON-09-10	TDSS100G12-CF	SOUND/GRAPHICS	07/10/09	Diamond Solitare Deluxe Tiki Tiki Adventure
MO-07-KON-08-30	DSPF101G23	GAME PROGRAM	01/31/08	DIAMOND SPINNER
MO-07-KON-08-30	DSPF101G23-CF	SOUND/GRAPHICS	01/31/08	DIAMOND SPINNER
MO-07-KON-08-67	DCRF102G23	GAME PROGRAM	05/12/08	DRAGON CRYSTAL
MO-07-KON-08-67	DCRF102G23-CF	SOUND/GRAPHICS	05/12/08	DRAGON CRYSTAL
MO-07-KON-08-01	EDEV102G12	GAME PROGRAM	12/14/07	EGYPTIAN EYES
MO-07-KON-08-01	EDEV102G12-CF	SOUND/GRAPHICS	12/14/07	EGYPTIAN EYES
MO-73-KON-09-22	GISF101G23	GAME PROGRAM	08/06/09	Gigantic 7s
MO-73-KON-09-22	GISF101G23-CF	SOUND/GRAPHICS	08/06/09	Gigantic 7s
MO-73-KON-09-21	GIDF101G23	GAME PROGRAM	08/06/09	Gigantic Dragons
MO-73-KON-09-21	GIDF101G23-CF	SOUND/GRAPHICS	08/06/09	Gigantic Dragons
MO-07-KON-08-90	GOFF101G23	GAME PROGRAM	07/11/08	GOLD FRENZY
MO-07-KON-08-90	GOFF101G23-CF	SOUND/GRAPHICS	07/11/08	GOLD FRENZY
MO-07-KON-08-98	GTDS102G12	GAME PROGRAM	08/01/08	GOLDEN THEATER DELUXE
MO-07-KON-08-98	GTDS102G12-CF	SOUND/GRAPHICS	08/01/08	GOLDEN THEATER DELUXE
MO-73-KON-09-23	ICCV100G12	GAME PROGRAM	08/13/09	Ice Cap Cash
MO-73-KON-09-23	ICCV100G12-CF	SOUND/GRAPHICS	08/13/09	Ice Cap Cash
MO-22-KON-02-01	HARDWARE	MDL# X-10	X-10 IDX COIN ACCEP.	IDX COIN ACCEPTOR
MO-07-KON-09-21	JSFV100G12	GAME PROGRAM	02/19/09	JACKPOT SAFARI: FREE GAME HUNT
MO-07-KON-09-21	JSFV100G12-CF	SOUND/GRAPHICS	02/19/09	JACKPOT SAFARI: FREE GAME HUNT
MO-07-KON-09-70	JSFV101G12	Game Program	10/27/09	Jackpot Safari: Free Game Hunt
MO-07-KON-09-70	JSFV101G12-CF	Sound/Graphics	10/27/09	Jackpot Safari: Free Game Hunt
MO-07-KON-09-57	JUVV103G12	GAME PROGRAM	08/07/09	Jumpin Jalapenos
MO-07-KON-09-57	JUVV103G12-CF	SOUND/GRAPHICS	08/07/09	Jumpin Jalapenos
SY-22-KON-09-04	2_WAPDBObjectsClient.jar	2.0.0.0	LOT-A-BUCKS 2.0	Lot-A-Bucks
MO-22-KON-04-45	HARDWARE	SC6607	MARS CASHFLOW	MARS CASH FLOW
MO-73-KON-02-19	HARDWARE	14-112	MICROTOUCH CTRL	MICROTOUCH CONTROLLER
MO-73-KON-02-19	HARDWARE	13-5622-01-01MA	MICROTOUCH SCREEN	MICROTOUCH SENSOR SCREEN
MO-07-KON-07-51	MYTC102G12	GAME PROGRAM	11/30/07	MYSTICAL TEMPLE
MO-07-KON-07-51	MYTC102G12-CF	SOUND/GRAPHICS	11/30/07	MYSTICAL TEMPLE
MO-05-KON-09-03	SFAC106G16	SYSTEM FIXED CHIP	07/27/09	N/A
MO-07-KON-08-39	HARDWARE	530218 MODEL # WGF0004	19" MONITOR W/O TOUCH SCREEN	N/A
MO-07-KON-08-39	HARDWARE	530229 MODEL # KT-LS190E4(T)	19" MONITOR WITH TOUCH SCREEN	N/A
MO-07-KON-09-51	PLAV107G16	PLATFORM CHIP	08/06/09	N/A
MO-07-KON-09-58	PLAF109G27	PLATFORM CHIP	08/18/09	N/A
MO-07-KON-09-58	SFAF106G27	SYSTEM FIX CHIP	08/18/09	N/A
MO-07-KON-09-59	PLAS103G16	PLATFORM CHIP	08/19/09	N/A
MO-11-KON-08-01	HARDWARE	530229 MODEL # WGF1990-TSSS62D	19" MONITOR WITH TOUCH SCREEN	N/A
MO-15-KON-06-02	POSITIVE DOOR LOCK	P/N 191158A	N/A 10	N/A

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MO-15-KON-08-01	HARDWARE	PSA-66-ST2RU	FUTURELOGIC GEN2 UNIVERSAL PRINTER	N/A
MO-22-KON-03-48	310089A	0.25	ASAHI SEIKO HOPPER	N/A
MO-22-KON-03-48	310090A	0.05	ASAHI SEIKO HOPPER	N/A
MO-22-KON-03-48	310091A	1.00	ASAHI SEIKO HOPPER	N/A
MO-22-KON-05-26	PSA-66-ST2R	GRUSA4710 TKT-2.2	SEIKO PRINTER S/W	N/A
MO-22-KON-05-26	HARDWARE	PSA-66-ST2R	SEIKO PRINTER	N/A
MO-22-KON-05-43	HARDWARE	890098	ROUND TOP BOX	N/A
MO-22-KON-05-43	HARDWARE	890099	EXTENDED TOP BOX	N/A
MO-22-KON-05-43	HARDWARE	530218 MODEL # KT-LS190E4	KORTEK 19" LCD MONITOR	N/A
MO-22-KON-05-46	HARDWARE	UBA-10-SS	BILL VALIDATOR	N/A
MO-22-KON-05-85	HARDWARE	995029A	HEXAGON TOPPER	N/A
MO-22-KON-05-85	HARDWARE	995010	STEP TOPPER	N/A
MO-22-KON-06-112	GFAC104G12	GAME PROGRAM	10/18/06	N/A
MO-22-KON-06-112	GFBC104G12	GAME PROGRAM	10/18/06	N/A
MO-22-KON-06-143	HARDWARE	P/N 530250	K2V MPU BOARD	N/A
MO-22-KON-06-157	HARDWARE	P/N 330530(A)	K2V UPRIGHT HEX BUTTON PANEL	N/A
MO-22-KON-06-41	PSA-66-ST2R	GRUSA4750 TKT-2.4	FUTURE LOGIC GEN2	N/A
MO-22-KON-07-117	HARDWARE	P/N 330627	TOMBSTONE TOP BOX WITH LCD	N/A
MO-22-KON-07-117	HARDWARE	P/N 530260	PCB, KS-M5R, RLHB	N/A
MO-22-KON-07-117	HARDWARE	P/N 330631	BUTTON PANEL	N/A
MO-22-KON-07-117	HARDWARE	P/N 530255	PCB, LED DISPLAY	N/A
MO-22-KON-07-117	HARDWARE	P/N 530261	PCB, KS-M5R, VFD, TOUCH PANEL	N/A
MO-22-KON-07-117	HARDWARE	P/N 330608	ASSY, VFD, HSG, DOOR, CRS-MEMBER	N/A
MO-22-KON-07-117	HARDWARE	P/N 530265	PCB, KS-M5R, LED, REEL LIGHT	N/A
MO-22-KON-07-117	HARDWARE	P/N 530266	PCB, KS-M5R, LED ART WORK	N/A
MO-22-KON-07-118	GFAC105G23	GAME FIX	06/04/07	N/A
MO-22-KON-07-118	GFBC105G23	GAME FIX	06/04/07	N/A
MO-22-KON-07-15	HARDWARE	P/N 330531(A)	K2V UPRIGHT BARREL BUTTON PANEL	N/A
MO-22-KON-07-25	HARDWARE	P/N 995039A	CANDLE TOPPER (CHROME BEZEL)	N/A
MO-22-KON-07-25	HARDWARE	P/N 995040A	CANDLE TOPPER (BLUE ANODIZED BEZEL)	N/A
MO-22-KON-08-02	UBA-10(USA)-SS	V1.71-16	02/11/08_ID-003	N/A
MO-22-KON-08-06	HARDWARE	P/N 330690	BUTTON PANEL	N/A
MO-22-KON-08-07	66B240032231	V2.40/V2.31	MEI EBDS	N/A
MO-22-KON-08-07	282236210	V2.10	MEI EBDS	N/A
MO-22-KON-09-07	HARDWARE	310191(B)	REEL MECHANISM	N/A
MO-22-KON-09-08	HARDWARE	310198(B)	REEL MECHANISM	N/A
MO-22-KON-09-15	PSA-66-ST2RU	GUR001106	FUTURELOGIC GEN2 PRINTER FIRMWARE	N/A
MO-286-KON-09-01	RCCC205KR-CF	RAM CLEAR	08/19/09	N/A
PA-22-KON-05-01	HARDWARE	810038	19" LCD TOP BOX	N/A
PA-22-KON-05-01	HARDWARE	P/N 530208/A2	BACKPLANE BOARD IFB	N/A
PA-22-KON-05-01	MACHINE	K2V	VIDEO UPRIGHT	N/A
PA-22-KON-05-01	HARDWARE	810030	CASINO TOP BOX	N/A
PA-22-KON-05-01	HARDWARE	P/N 530210/C1	EPROM BOARD MMB	N/A
PA-22-KON-07-01	HARDWARE	P/N 310192	LCD-7" ENCLOSED	N/A
PA-22-KON-07-01	HARDWARE	P/N 530241	KRLB REEL ILLUMINATION PCB	N/A
PA-22-KON-07-01	HARDWARE	P/N 530212	BILB BILL LED PCB	N/A
PA-22-KON-07-01	HARDWARE	P/N 530021	COUNTER BD-2 EM COUNTER PCB	N/A
PA-22-KON-07-01	HARDWARE	P/N 530242	RLHB REEL LED & HANDLE CONTROLLER	N/A
PA-22-KON-07-01	HARDWARE	P/N 530243	NASC WIN & CREDIT LED PCB	N/A
PA-22-KON-07-01	HARDWARE	P/N 330451	REEL MECHANISM ASSEMBLY	N/A
PA-22-KON-07-01	HARDWARE	P/N 530244	LED (4 7-SEGMENT) TOTAL BET LED PCB	N/A
PA-22-KON-07-01	HARDWARE	P/N 330431	SINGLE-LINE BUTTON PANEL ASSEMBLY	N/A
PA-22-KON-07-01	HARDWARE	P/N 330432	MULTI-LINE BUTTON PANEL ASSEMBLY	N/A
PA-22-KON-07-01	HARDWARE	P/N 530171	LED 9-LINE	N/A
PA-22-KON-07-01	MACHINE	ADVANTAGE+	KGI 2.0 URS	N/A
PA-22-KON-07-01	HARDWARE	P/N 330447	EXTENDED TOP BOX W/LCD	N/A
PA-22-KON-07-01	HARDWARE	P/N 330615	TOMBSTONE TOP BOX W/LCD	N/A
SY-22-KON-08-01	NAMB IIG	P/N 330665	HARDWARE	N/A
SY-22-KON-09-01	KCMS	3.17	SYSTEM	N/A
SY-22-KON-09-01	namb2.bin	2.9.24	NAMB II	N/A
SY-22-KON-09-01	BoardCollector.jar	2.9.12	MIDDLEWARE	N/A
SY-22-KON-09-01	4_EMSServlet.jar	3.17	EMSSERVLET	N/A
SY-22-KON-09-01	2_KCMSDBObjectsClient.jar	3.17.7.27	KCMS	N/A
SY-22-KON-09-01	Advanced Incentives	N/A	KCMS11	N/A

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File Number	ID Number	Version	Date Code	Game Name
SY-22-KON-09-01	Electronic Point Redemption	N/A	KCMS	N/A
SY-22-KON-09-02	namb2.bin	2.9.24i	NAMB II/KCMS 3.17	N/A
SY-22-KON-09-03	namb2.bin	2.10.13	NAMB II/ KCMS 3.18	N/A
SY-22-KON-09-03	Electronic Point Redemption	N/A	KCMS 3.18	N/A
SY-22-KON-09-03	BoardCollector.jar	2.10.45	MIDDLEWARE/KCMS 3.18	N/A
SY-22-KON-09-03	2_KCMSDBObjectClient.jar	3.18.5.17	KCMS 3.18	N/A
SY-22-KON-09-03	Advanced Incentives	N/A	KCMS 3.18	N/A
SY-22-KON-09-03	namb2.bin	2.10.14	NAMB II/ KCMS 3.18	N/A
SY-22-KON-09-05	4_EMSServlet.jar	3.17.1	EMSSERVLET	N/A
MO-158-KON-06-39	HARDWARE	PWB (B5) 0000292786	MPU BOARD	NA
MO-07-KON-08-28	NOWV101G12	GAME PROGRAM	01/28/08	NORSE WARRIOR
MO-07-KON-08-28	NOWV101G12-CF	SOUND/GRAPHICS	01/28/08	NORSE WARRIOR
MO-07-KON-08-66	PHGF102G23	GAME PROGRAM	05/07/08	PELE:HAWAIIAN GODDESS
MO-07-KON-08-66	PHGF102G23-CF	SOUND/GRAPHICS	05/07/08	PELE:HAWAIIAN GODDESS
MO-07-KON-08-75	PROV101G12	GAME PROGRAM	05/27/08	PIRATE ROSE
MO-07-KON-08-75	PROV101G12-CF	SOUND/GRAPHICS	05/27/08	PIRATE ROSE
MO-07-KON-07-53	PILC100G12	GAME PROGRAM	12/03/07	PIRATES LOOT
MO-07-KON-07-53	PILC100G12-CF	SOUND/GRAPHICS	12/03/07	PIRATES LOOT
MO-07-KON-09-41	QUSC303G12	GAME PROGRAM	05/08/09	Quick Strike
MO-07-KON-09-41	QUSC303G12-CF	SOUND/GRAPHICS	05/08/09	Quick Strike
MO-07-KON-08-31	RNRV101G12	GAME PROGRAM	02/01/08	RAPA NUI RICHES
MO-07-KON-08-31	RNRV101G12-CF	SOUND/GRAPHICS	02/01/08	RAPA NUI RICHES
MO-07-KON-08-10	RAWV105G12	GAME PROGRAM	01/11/08	RAW HIDE
MO-07-KON-08-10	RAWV105G12-CF	SOUND/GRAPHICS	01/11/08	RAW HIDE
MO-07-KON-08-51	RMBF102G23	GAME PROGRAM	03/14/08	RAWHIDE: MARSHALS BOUNTY
MO-07-KON-08-51	RMBF102G23-CF	SOUND/GRAPHICS	03/14/08	RAWHIDE: MARSHALS BOUNTY
MO-07-KON-08-92	SEEF101G23	GAME PROGRAM	07/11/08	SECRETS OF EGYPT
MO-07-KON-08-92	SEEF101G23-CF	SOUND/GRAPHICS	07/11/08	SECRETS OF EGYPT
MO-07-KON-08-18	SADV101G12	GAME PROGRAM	01/21/08	STAND & DELIVER
MO-07-KON-08-18	SADV101G12-CF	SOUND/GRAPHICS	01/21/08	STAND & DELIVER
MO-07-KON-07-18	SGJS101G12	GAME PROGRAM	08/29/07	SUPER GOLDEN JACKPOT 5X
MO-07-KON-07-18	SGJS101G12-CF	SOUND/GRAPHICS	08/29/07	SUPER GOLDEN JACKPOT 5X
MO-07-KON-09-50	TSRS103G12	GAME PROGRAM	08/05/09	Super Ruins of Gold Tiki Tiki Adventure
MO-07-KON-09-50	TSRS103G12-CF	SOUND/GRAPHICS	08/05/09	Super Ruins of Gold Tiki Tiki Adventure
MO-07-KON-08-46	THWF102G23	GAME PROGRAM	03/06/08	THUNDER WARRIOR
MO-07-KON-08-46	THWF102G23-CF	SOUND/GRAPHICS	03/05/08	THUNDER WARRIOR
MO-07-KON-08-34	VISF102G23	GAME PROGRAM	01/31/08	VIBRANT 7s
MO-07-KON-08-34	VISF102G23-CF	SOUND/GRAPHICS	01/31/08	VIBRANT 7s
MO-07-KON-08-38	VILV101G12	GAME PROGRAM	01/25/08	VIKING LEGEND
MO-07-KON-08-38	VILV101G12-CF	SOUND/GRAPHICS	01/25/08	VIKING LEGEND
SY-22-MIK-03-01	CS000199	V1.72	SUPERLINK SYSTEM	N/A
SY-22-MIK-06-03	CS000179	V4.76	N/A	N/A
SY-22-MIK-06-06	CS000106	V1.48.1 MYS	DATA COLLECTION UNIT	N/A
MO-08-PGI-08-01	CS000020	v2.14	CHAM2+	N/A
SY-12-SDS-09-01	\Bally Technologies	N/A	DOWNLOAD CONFIGURATION MANAGER 10.1	N/A
SY-12-SDS-09-01	\lnetpub	N/A	DOWNLOAD CONFIGURATION MANAGER 10.1	N/A
SY-15-SDS-09-01	CODEDOWNLOAD.EXE	1.5	DOWNLOAD UTILITY	N/A
SY-22-SDS-06-22	HARDWARE	AS-205736 REV C	MC300	N/A
SY-22-SDS-09-07	T907117A.BIN	ECO 2139D	MC300	N/A
SY-282-SDS-09-02	bigsvc.jar	N/A	BIG 11.2	N/A
SY-282-SDS-09-05	big.jar	N/A	BIG 11.3	N/A
SY-282-SDS-09-05	bigui.jar	N/A	BIG 11.3	N/A
SY-282-SDS-09-06	SDS.ear	11.1.2	SDS 11.1.2	N/A
SY-282-SDS-09-06	FloorServer.bar	11.1.2	SDS 11.1.2	N/A
SY-73-SDS-09-13	G907117B.BIN	ECO 2121E	MC300	N/A
SY-73-SDS-09-17	Hardware	209002 Rev C	IVIEW DISPLAY MANAGER 2.0 HARDWARE DVI	N/A
SY-73-SDS-09-17	NK.BIN	INGT20000000015_1	IVIEW 2.0 SOFTWARE	N/A
SY-73-SDS-09-17	Hardware	209003 Rev C	IVIEW DISPLAY MANAGER 2.0 HARDWARE VGA	N/A
SY-73-SDS-09-17	Hardware	209343 Rev C	IVIEW 2.0	N/A
SY-85-SDS-09-02	CMPDesktop.exe	N/A	CMP 11.4	N/A
SY-85-SDS-09-02	Bally.CMP.Players.dll	N/A	CMP 11.4	N/A
SY-85-SDS-09-02	Bally.CMP.Tools.dll	N/A	CMP 11.4	N/A
SY-85-SDS-09-02	POWER BANK	N/A	CMP 11.4	N/A
SY-85-SDS-09-02	POWER PROMOTION	N/A	CMP 11.4	N/A
SY-85-SDS-09-02	ConnectionManager.exe	N/A	CMP 11.4	N/A

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File Number	ID Number	Version	Date Code	Game Name
MO-73-WEM-08-01	HARDWARE	FLS-2010	CASHCODE (FLS) FRONTLOAD STANDARD BILL VALIDATOR	N/A
MO-73-WEM-08-02	WBA-12/13-SS	v3.75-32i	ID-003F	N/A
MO-73-WEM-08-03	UBA-10/11-SS	Version 1.71-16	ID-003	N/A
MO-73-WEM-08-03	HARDWARE	UBA-10-SS	JCM BILL VALIDATOR HARDWARE	N/A
MO-73-WEM-09-01	FLS-US20-180704	180704	CASHCODE FLS BILL VALIDATOR FIRMWARE	N/A
MO-73-WEM-09-02	HARDWARE	WBA-12S	JCM BILL VALIDATOR	N/A
MO-73-WEM-09-02	HARDWARE	WBA-13S	JCM BILL VALIDATOR	N/A
MO-73-WEM-09-03	Paycheck 2	FX-3.11M	NANOPTIX PAYCHECK 2 PRINTER S/W	N/A
MO-73-WEM-09-03	HARDWARE	100318	NANOPTIX PAYCHECK 2 TICKET PRINTER	N/A
MO-73-WEM-09-03	HARDWARE	103563	NANOPTIX PAYCHECK 3 TICKET PRINTER	N/A
MO-73-WEM-09-03	HARDWARE	P400094	NANOPTIX PAYCHECK 4 TICKET PRINTER	N/A
MO-73-WEM-09-03	Paycheck 3/4	PAY-2.51H	NANOPTIX PAYCHECK 3/4 PRINTER S/W	N/A
SY-35-WEM-07-06	HARDWARE	CX2	N/A	N/A
SY-73-WEM-06-06	TXC/CXC BCM	N/A	HARDWARE	N/A
SY-73-WEM-09-12	ReportServ.exe	3.0.2.22	BACK OFFICE	N/A
SY-73-WEM-09-13	ReportServAgent.exe	1.0.0.9	BACK OFFICE	N/A
SY-73-WEM-09-20	CXC.exe	12.0.10.0	SDS/STC	N/A
SY-73-WEM-09-20	PXC.exe	4.0.8.0	SDS/STC	N/A
SY-73-WEM-09-23	ReportServ.exe	3.0.3.2	BACK OFFICE	N/A
SY-73-WEM-09-25	ReportServAgent.exe	1.0.0.11	BACK OFFICE	N/A
MO-73-WMS-09-37	SC56-000-1030C3	1030 H9.23	06/26/2009	2X WILD & CRAZY
MO-166-WMS-09-20	SC52-000-1020C3	1020 H9.23	06/26/2009	3 ALARM FIRE
MO-66-WMS-08-39	PA-024175-00	3 REEL/ 5 REEL LAVA	REEL MECH CONTROLLER FIRMWARE	BB2
MO-66-WMS-08-39	PA-024174-00	3 REEL/ 5 REEL LAVA	RGB BACKLIGHT LED CONTROLLER FIRMWARE	BB2
MO-66-WMS-08-08	SBOT-00002-3000	3000	N/A	BIOS
MO-22-WMS-07-63	SBOT-00001-2000	0.01.00	10/20/06	BIOS PROGRAM
MO-22-WMS-08-119	SA78-000-1000C0	1000/H9.20	09/23/08	BLACK KNIGHT
GL-66-WMS-08-02	S973B-00-1020B5	PAYGLASS	BLUE MOON	BLUE MOON
MO-22-WMS-09-08	SB40-000-1020C0	1020/H9.22	01/30/2009	BLUE MOON
PA-73-WMS-04-01	MACHINE	MDL# BBS- VIDEO	BLUEBIRD SL/TOP	BLUEBIRD
PA-08-WMS-03-01	MACHINE	MODEL# BBU	BLUEBIRD UP /VIDEO	BLUEBIRD UPRIGHT
PA-73-WMS-03-02	MACHINE	MODEL# BBU_MECH	BLUEBIRD UP /MECH	BLUEBIRD UPRIGHT
MO-73-WMS-06-77	S714-000-1010B4	1010B4	08/29/06	BRAZILIAN BEAUTY
MO-22-WMS-08-128	S940-000-1040B7	1040/H9.20	10/02/2008	BRUCE LEE
MO-22-WMS-09-99	SC19-000-1010C2	1010/H9.23	06/04/2009	Cascade Mountain
MO-22-WMS-09-07	SB45-000-1010C0	1010/H9.22	01/30/2009	CHIEFTAINS
MO-22-WMS-08-27	S987-000-1020B8	1020 H9.0	2/7/08	CHINA MOON
MO-22-WMS-06-54	S780-000-1010	1010	11/29/06	COUNT MONEY
MO-22-WMS-08-133	D855-000-1030	1030/H10.07	10/06/2008	CRYSTAL FOREST
MO-66-WMS-08-36	S945-000-1050	1050 H9.22	11/07/2008	DEAN MARTIN'S WILD PARTY
MO-15-WMS-07-36	S972-000-1000B5	1000	11/9/07	DIAMOND RING
GL-73-WMS-07-04	PAYGLASS	S915-000-1010B5	DIAMONDS IN THE ROUGH	DIAMONDS IN THE ROUGH
GL-73-WMS-07-04	S915A-00-1010B5	PAYGLASS	DIAMONDS IN THE ROUGH	DIAMONDS IN THE ROUGH - 9LN
MO-73-WMS-09-38	SC49-000-1030C3	1030 H9.23	06/26/2009	DIAMONDS OF DUBLIN
MO-22-WMS-08-150	SB63-000-1000	1000/H9.22	11/11/2008	EYE OF THE DRAGON
GL-05-WMS-08-02	S973A-00-1020B5	PAYGLASS	FIRE ISLAND	FIRE ISLAND
MO-66-WMS-08-18	S938-000-1070B9	1070/H9.1	7/16/08	FORTUNE SEEKER
PA-239-WMS-08-01	Hardware	20-014306-**	FUTURE LOGIC PSA-66-ST	Future Logic PSA-66-ST
MO-08-WMS-09-05	SC06-000-1020C0	1020/H9.23	05/14/2009	G+ Mechanical 5 Reel: Rose of Cairo
MO-08-WMS-09-04	SC05-000-1020C0	1020 H9.23	05/14/2009	G+ MECHANICAL 5 REEL: TREASURES OF MACHU PICCHU
MO-22-WMS-08-127	S942-000-1030B7	1030 H9.20	10/02/2008	GAME OF DRAGONS II
MO-66-WMS-08-37	S947-000-1050	1050/H9.22	11/07/2008	GLITZ
MO-73-WMS-09-07	SB25-000-1010C0	1010 H9.22	03/30/09	GOLD FISH 2-ARMADA
MO-73-WMS-09-08	SB26-000-1000C0	1000 H9.22	03/30/2009	GOLD FISH 2-MERMAIDS WONDERS
MO-22-WMS-09-104	SC58-000-1020C3	1020 H9.23	06/26/2009	GOLD GOLD GOLD
MO-22-WMS-09-133	DC09-000-1020	1020/H13.10	08/18/2009	GOLDEN MOAI
MO-22-WMS-09-69	SC18-000-1000C2	1000 H9.23	04/09/2009	GOLDEN PEARL
MO-22-WMS-08-70	S889-000-1080B2	1080/H9.1	5/8/08	GREAT EAGLE
MO-04-WMS-09-02	SA07-000-1040C0	1040 H9.0	01/22/2009	GRIFFIN'S GATE
MO-22-WMS-08-95	SA08-000-1030C0	1030/H9.0	7/10/08	HEARTS OF VENICE
MO-22-WMS-09-13	SB77-000-1040	1040/H9.22	02/07/2009	HOT HOT SUPER RESPIN: CHINA MOON
MO-22-WMS-09-12	SB78-000-1040	1040/H9.22	02/07/2009	HOT HOT SUPER RESPIN: RECORD JACKPOTS
MO-22-WMS-09-11	SB79-000-1050	1050/H9.22	02/07/2009	HOT HOT SUPER RESPIN: WISH YOU WERE HERE
MO-22-WMS-08-132	D854-000-1030	1030/H10.07	10/06/2008	INVADERS FROM THE PLANET MOOLAH
MO-22-WMS-08-60	SA93-000-1000C0	1000/H9.1	4/23/08	JACKPOT CANYON

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MO-22-WMS-09-43	SC16-000-1010C2	1010 H9.22	03/09/2009	JOHN WAYNE SPINNING STREAK
MO-22-WMS-08-14	S759-000-1040B2	1040 H9.0	1/11/08	JUNGLE WILD
MO-22-WMS-08-136	SB19-000-1020	1020/H9.20	10/13/2008	JUNGLE WILD II
MO-22-WMS-08-26	S977-000-1020B8	1020 H9.0	2/7/08	KILAUEA
MO-22-WMS-08-71	S838-000-1080B2	1080/H9.1	5/18/08	KING OF THE WILD
MO-22-WMS-09-44	SC17-000-1010C2	1010 H9.22	03/09/2009	KINGDOM OF THE TITANS SPINNING STREAK
GL-22-WMS-07-22	S916B-00-1010B5	PAYGLASS	LEPRECHAUNS GOLD	LEPRECHAUNS GOLD
MO-22-WMS-07-87	S930-000-1030B2	1030	9/7/07	LIFE OF LUXURY
GL-22-WMS-07-21	S915B-00-1010B5	PAYGLASS	LIGHTNING STRIKE	LIGHTNING STRIKE
GL-73-WMS-07-06	S916A-00-1010B5	PAYGLASS	LOOSE DIAMONDS	LOOSE DIAMONDS - 9LN
GL-66-WMS-08-05	S972B-00-1000B5	LUCKY LADIES	PAYGLASS	LUCKY LADIES
MO-22-WMS-09-85	SB23-000-1010C0	1010 H9.23	05/08/2009	LUCKY PENNY BRIGHT DIAMONDS
MO-22-WMS-09-84	SB24-000-1010C0	1010 H9.23	05/08/2009	LUCKY PENNY-TREASURE CEREMONY
MO-22-WMS-08-151	SB62-000-1000	1000/H9.22	11/11/2008	MAORI RICHES
MO-66-WMS-09-01	SB28-000-1020C0	1020/H9.20	12/17/2008	Money Burst-Return To Planet Loot
MO-22-WMS-08-162	SB27-000-1000C0	1000 H9.20	12/04/2008	MONEY BURST-XERXES
MO-04-WMS-06-03	HARDWARE	P/N EMSC-018315-**-**	13 BUTTON PANEL (BBU)	N/A
MO-04-WMS-06-03	HARDWARE	EMSC-018400-**-**	13 BUTTON PANEL (BBS)	N/A
MO-15-WMS-05-08	HARDWARE	EMSC-013083-012	13-BUTTON PANEL W/FEATURE BUTTON	N/A
MO-15-WMS-05-08	HARDWARE	EMSC-013091-009	13-BUTTON PANEL W/FEATURE BUTTON	N/A
MO-15-WMS-05-68	HARDWARE	P/N A-016707-**-**	BELLY DOOR LCD ASSEMBLY	N/A
MO-15-WMS-06-35	HARDWARE	P/N A-017096	ROHS CPU-NXT ASSEMBLY	N/A
MO-22-WMS-04-77	HARDWARE	P/N A-010785-06	CPU BOARD KIT	N/A
MO-22-WMS-04-79	HARDWARE	A-013471	19" LCD RPLCMNT KIT	N/A
MO-22-WMS-05-29	HARDWARE	P/N TBOX-013103-004	DUAL DISPLAY 21" TOP BOX	N/A
MO-22-WMS-06-06	PSA-66-ST	GNUSA7510	PSA-66-ST FUTURE LOGIC PRNTR SFTW	N/A
MO-22-WMS-06-06	PSA-66-ST	GNUSA7550	PSA-66-ST FUTURE LOGIC PRNTR SFTW	N/A
MO-22-WMS-06-45	HARDWARE	P/N A-017999-XX-YY	ROHS CPU-NXT2 ASSEMBLY	N/A
MO-22-WMS-06-56	HARDWARE	EMSC-018819-**-**	THREE-REEL MECH	N/A
MO-22-WMS-08-72	66B170032232_WMS	V1.70/V2.32	MEI EBDS	N/A
MO-22-WMS-08-74	HARDWARE	EMSC-022391-**-**	3 REEL LAVA CABINET	N/A
MO-22-WMS-09-01	HARDWARE	EMSC-013091-16-XY	BUTTON PANEL	N/A
MO-22-WMS-09-27	HARDWARE	EMSC-024374-**-**	BB2 3 REEL CABINET MODIFICATION *BT2.0)	N/A
MO-22-WMS-09-84	HARDWARE	A-024606-00-XX	MARQUEE	N/A
MO-286-WMS-09-01	SJUR-000141-100	1.00	JURISDICTIONAL EPROM_KRC	N/A
MO-286-WMS-09-02	SJUR-000141-110	1.10	JURISDICTIONAL EPROM_KRG	N/A
MO-35-WMS-07-01	HARDWARE	P/N SC6607E	MARS BILL ACCEPTOR	N/A
MO-35-WMS-07-01	HARDWARE	P/N 20-020411_**_**	MARS CASHFLOW EASITRAX CASHBOX	N/A
MO-35-WMS-07-01	66BE110032210	1.10/2.10	MEI SC66B	N/A
MO-35-WMS-08-01	HARDWARE	BBS-W A-023445-00-00	BBS CABINET WIDESCREEN MODIFICATION(BS 3.1)	N/A
MO-35-WMS-08-01	HARDWARE	TBOX-013103-007	BBS-W TOP BOX 22" LCD PANEL	N/A
MO-49-WMS-07-17	HARDWARE	A-010785-**	CPU BOARD	N/A
MO-66-WMS-08-39	HARDWARE	TBOX-013084-032	ACCESSORY TOP BOX	N/A
MO-66-WMS-08-39	HARDWARE	EMSC-024373-00-00	BB2 5 REEL CABINET MODIFICATION(BT2.0)	N/A
MO-73-WMS-04-50	HARDWARE	P/N A-013363-03	REEL MECH CONTROLLER ASSEMBLY	N/A
MO-73-WMS-05-07	HARDWARE	P/N TBOX-013103-003	21" BBS TB DUAL DISPLAY	N/A
MO-73-WMS-05-09	HARDWARE	EMSC-013091-005	8 BUTTON PANEL FOR BBS	N/A
MO-73-WMS-05-13	HARDWARE	75029	BBS VIDEO SLNT TB DSPLY	N/A
MO-73-WMS-05-15	HARDWARE	A-015061	BLUEBIRD OVAL MARQUEE	N/A
MO-73-WMS-06-31	HARDWARE	P/N EMSC-017564-00-00	FIVE-REEL MECH. HRDW.	N/A
MO-73-WMS-06-76	HARDWARE	EMSC-018818-**-**	FIVE-REEL MECH HARDWARE	N/A
MO-73-WMS-07-44	HARDWARE	P/N TBOX-013084-029	BBU-VIDEO TOP BOX	N/A
MO-73-WMS-09-08	HARDWARE	A-023567-XX-XX	MARQUEE	N/A
MO-73-WMS-09-08	HARDWARE	TBOX-013084-033	ACCESSORY TOP BOX	N/A
PA-66-WMS-08-01	MACHINE	BB2	BLUEBIRD II UPRIGHT GAMING DEVICE (BT1.0)	N/A
MO-22-WMS-09-200	SSSG-000-1460	1460/H9.25	10/15/2009	OPERATING SYSTEM
MO-22-WMS-09-29	SSOS-000-1860	1860/D1.3	02/16/2009	OPERATING SYSTEM
MO-22-WMS-09-47	SSOS-000-1930	1930 E1.1	03/20/2009	OPERATING SYSTEM
MO-22-WMS-09-74	SSSG-000-1453	1453 H9.23	04/26/2009	OPERATING SYSTEM
MO-22-WMS-09-98	SSSG-000-1502	1502/H10.07	06/04/2009	OPERATING SYSTEM
MO-73-WMS-09-28	SSSG-000-1630	1630/H13.10	06/01/2009	OPERATING SYSTEM
MO-73-WMS-09-39	SSSG-000-1242	1242/E1.11	07/09/2009	OPERATING SYSTEM
MO-22-WMS-08-10	S713-000-1050B4	1050	12/20/07	PALACE OF RICHES 2
MO-22-WMS-08-67	SA05-000-1010C0	1010/H9.0	5/8/08	PALACE OF RICHES III

Games and Machines Tested and Approved by GLI

File Number	ID Number	Version	Date Code	Game Name
MO-22-WMS-09-135	DC11-000-1010	1010/H13.10	08/18/2009	PANDA RICHES
MO-22-WMS-08-135	SB20-000-1020	1020/H9.20	10/13/2008	QUEENS KNIGHT
MO-22-WMS-07-63	SCLR-000-1810	1810	05/29/07	RAM CLEAR FLASHCARD
MO-66-WMS-08-21	S964-000-1080	1080/H9.1	7/30/08	REEL RICH DEVIL
MO-15-WMS-07-33	HARDWARE	P/N 75149		RING SERIES TOP BOX
MO-22-WMS-08-111	SB07-000-1010C0	1010/H9.20	8/28/08	RISING FORTUNES
MO-22-WMS-09-36	SC13-000-1010	1010/H9.23	02/25/2009	ROCKSTAR SEVENS
MO-15-WMS-07-24	SA23-000-1010B7	1010	10/12/07	ROMAN DYNASTY
MO-22-WMS-09-136	DC08-000-1020	1020 / H13.10	08/18/2009	ROYAL UNICORN
MO-05-WMS-08-05	S973-000-1020B5	1020/E1.11	8/28/08	RUBY RING
MO-22-WMS-07-89	SA26-000-1030B8	1030	10/4/07	SAMURAI MASTER
MO-22-WMS-08-54	SA80-000-1000C0	1000/H9.1	3/21/08	SHIMMER
MO-22-WMS-08-41	SA35-000-1010C0	1010/H9.1	3/21/08	SILK KIMONO
MO-22-WMS-08-61	SA94-000-1000C0	1000/H9.1	4/23/08	SILVERBACK
MO-22-WMS-09-134	DC10-000-1010	1010/H13.10	08/18/2009	SNOW LEOPARD
MO-73-WMS-07-27	S916-000-1010B5	1010	04/09/07	SUPER EASY MONEY
MO-73-WMS-07-08	HARDWARE	EMSC-019451-**-**		LAVA CABINET
MO-66-WMS-08-22	S963-000-1080	1080/H9.1	7/30/08	SURVIVOR
MO-15-WMS-08-02	SB42-000-1010C2	1010/H9.22	10/30/2008	SWORDS OF HONOR
MO-22-WMS-08-113	SB11-000-1000C0	1000/H9.20	09/09/08	THE BIG MONEY SHOW
MO-22-WMS-09-62	SB09-000-1020C2	1020/H9.22	03/23/2009	Tiger's Realm
MO-22-WMS-09-46	SC22-000-1000	1000 H9.23	03/06/2009	TIME MACHINE
MO-22-WMS-09-46	HARDWARE	75178		PARTICIPATION TOP BOX
MO-22-WMS-09-46	HARDWARE	75173		PARTICIPATION TOP BOX
MO-22-WMS-09-37	SC14-000-1010	1010/H9.23	02/25/2009	TRIPLE AMERICAN SPIRIT
MO-22-WMS-09-38	SC12-000-1010	1010/H9.23	02/25/2009	TRIPLE CHARMS
MO-22-WMS-09-102	SC54-000-1020C3	1020/H9.23	06/26/2009	Triple Golden Cherries
MO-73-WMS-07-25	S915-000-1010B5	1010	04/09/07	TRIPLE GOLDEN CHERRIES
GL-15-WMS-07-07	S972A-00-1000B5	PAYGLASS		WILD FLURRY
MO-22-WMS-09-58	SC07-000-1020C0	1020 H9.23	04/02/2009	WILD SAFARI
MO-22-WMS-09-103	SC50-000-1030C3	1030/H9.23	06/26/2009	Wild Zone
MO-209-WMS-07-03	HARDWARE	P/N 75128		UPRIGHT TOP BOX-NON WAP
MO-209-WMS-07-03	HARDWARE	P/N 75130		SLANT TOP BOX-NON WAP
MO-22-WMS-08-12	S933-000-1020	1020	1/15/08	WIZARD OF OZ
MO-22-WMS-08-96	HARDWARE	EMSC-013083-019		BUTTON PANEL
MO-22-WMS-08-55	SA20-000-1010C0	1010/H9.1	04/14/2008	WOLVERTON
MO-22-WMS-08-02	S712-000-1050B4	1050	12/20/07	ZEUS
MO-22-WMS-08-02	HARDWARE	EMSC-013083-17-**		BBU 13 POSITION PROGRAMMABLE BUTTON PANEL
MO-22-WMS-08-02	HARDWARE	TBOX-013084-030		BBU VIDEO TOP BOX DUAL DISPLAY 19" LCD
MO-22-WMS-09-57	SC04-000-1020C0	1020 H9.23	04/02/2009	ZEUS
MO-22-WMS-08-68	SA02-000-1030C0	1030/H9.0	5/8/08	ZEUS2

Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Final approval of gaming regulations 112-108-1 *et seq.*, Table Games**

PRESENTER: Patrick D. Martin, Assistant Attorney General

ISSUE SUMMARY: Staff asks the Commission to formally and finally approve this article of procedural regulations relating to lottery facility games, which are also known as “table games.” These proposed regulations fit the Expanded Lottery Act requirement that the Commission create and adopt “such rules and regulations as the commission deems necessary to carry out the duties and functions of the commission pursuant to Kansas expanded lottery act.” K.S.A. 74-8772. And as a part of that duty, the Commission is responsible for adopting regulations

[p]romoting the integrity of the gaming and finances of lottery gaming facilities and racetrack gaming facilities and [the Commission] shall meet or exceed industry standards for monitoring and controlling the gaming and finances of lottery gaming facility operations and racetrack gaming facility operations and shall give the Kansas racing and gaming commission sufficient authority to monitor and control the gaming operation and to ensure its integrity and security.

Id. at (a).

Generally, procedural regulations on table games are industry standard within states that offer casino-style gambling. And specifically, these particular regulations are very similar to other Midwestern states’ table games regulations.

Since the Commission’s preliminary approval of these regulations, they have followed the rigorous process involved in creating permanent regulations. That is, these regulations have been vetted by the Department of Administration, the Attorney General’s office, the Joint Committee on Administrative Rules and Regulations, and members of the regulated community. Suggested revisions from each entity have been adopted into the current set of regulations. The Commission’s formal approval is statutorily required before the regulations can be published in the Kansas Register as the last step to becoming permanent regulations.

COMMISSION ACTION REQUIRED/REQUESTED: Staff asks the Commission to conduct a **roll call vote** to approve table games, 112-108-1 *et seq.*

STAFF RECOMMENDATIONS: Staff recommends approval of the regulations.

112-108-1. Definitions. The following words and terms, when used in this article, shall have the following meanings unless the context clearly indicates otherwise:

(a) “Bad beat” means a jackpot prize that is paid in poker when a sufficiently strong hand is shown face down and loses to an even stronger hand held by another player.

(b) “Boxperson” means an individual who supervises dice games, including craps, guards the money and chips at a long table, issues chips, and settles conflicts about the plays.

(c) “Burning cards” means a process, performed by the dealer, in which one or more cards are removed from the top of the deck of cards and placed in the discard pile, after the cards have been cut.

(d) “Coloring up” means exchanging lower denomination chips for higher denomination chips.

(e) “Counterfeit chip” means any chip or chiplike objects that have not been approved pursuant to this article, including objects referred to as “slugs,” but not coins of the United States or other nations.

(f) “Day” means calendar day regardless of whether the day falls on a weekend or holiday.

(g) “Non-value chips” means chips without a value impressed, engraved, or imprinted on them.

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(h) "Pai gow" means a double-hand poker variation based on the Chinese dominos game of Pai Gow.

(i) "Patron" means any person present at a gaming facility who is not employed by the facility manager, the Kansas lottery, or the commission and is not on the premises as a vendor of the facility manager.

(j) "Pit area" means the immediate areas within a gaming facility where one or more table games are open for play.

(k) "Promotional coupon" means any instrument offering any person something of value issued by a facility manager to promote the lottery gaming facility or ancillary facility or for use in or related to certified gambling games at a facility manager's gaming establishment.

(l) "Promotional game" means a drawing, event, contest, or game in which patrons can, without giving consideration, participate or compete for the chance to win a prize or prizes of different values.

(m) "Promotional giveaway" means a promotional gift or item given by a facility manager to any person meeting the facility manager's promotional criteria, for which the person provides no consideration. No chance or skill is involved in the awarding of the promotional gift or item, and all persons meeting the facility manager's promotional criteria receive the same promotional gift or item.

(n) "Rake" means a commission charged by the house for maintaining or dealing a game, including poker.

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(o) "Special hand" means a secondary jackpot paid on a poker hand that does not qualify for the bad beat.

(p) "Table game" means any lottery facility game other than a game played on an electronic gaming machine.

(q) "Table game mechanism" means a component that is critical to the operation of a table game, including a roulette wheel and an electronic add-on for the placement of wagers.

(r) "Value chips" means chips with a value impressed, engraved, or imprinted on the chips. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-2. Consistency with the Kansas lottery's rules. Each facility manager shall conduct each lottery facility game in a manner consistent with the rules of the game approved by the Kansas lottery. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-3. Participation in table games by a certificate holder or a licensee.

(a) Except as provided in K.A.R. 112-108-37, no facility manager or any director, officer, key person, or any other agent of any facility manager shall play or be permitted to play any table game in the gaming facility where the person is licensed or employed.

(b) No holder of a gaming supplier certificate or any director, officer, key person, or any other agent of a gaming supplier shall play or be permitted to play at a table game in a gaming facility to which the gaming supplier provides its goods or services.

(Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-4. Testing and approval of table games. (a) Each table game, the rules of the game, and the associated equipment to be used in a gaming facility shall be submitted for approval in accordance with the act and these regulations.

(b) Each table game, the rules of the game, and associated equipment shall be evaluated by the commission for the following:

(1) Overall operational integrity and compliance with the act and these regulations;

(2) mathematical accuracy of the payout tables; and

(3) compatibility with any specifications approved by the Kansas lottery.

(c) A product submission checklist may be prescribed by the executive director.

(d) An independent testing laboratory may be used by the commission to evaluate the table game and associated equipment.

(e) A trial period may be required by the commission to assess the functionality of the table game, rules of the game, and associated equipment in a live gaming environment. The conduct of the trial period shall be subject to compliance by the facility manager with any conditions that may be required by the commission.

(f) A facility manager shall not install a table game or associated equipment unless the table game, rules of the game, and associated equipment have been approved by the commission and issued a certificate authorizing the use of the game, rules, or associated equipment at the gaming facility. The certificate shall be prominently displayed on the approved device. A facility manager shall not modify, alter, or tamper

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with an approved table game, rules of the game, or associated equipment or with a commission-issued certificate.

(g) The facility manager shall notify the executive director in writing and receive written approval at least five days before moving or disposing of a table game or associated equipment that has been issued a certificate. Before the removal of the table game or associated equipment from the gaming facility, the certificate shall be removed by a commission agent. A table game or the associated equipment installed in a gaming facility in contravention of this requirement shall be subject to seizure by any Kansas law enforcement officer.

(h) Any modification to a table game or the associated equipment may be authorized by the executive director on an emergency basis to prevent cheating or malfunction. The emergency request shall be documented by the facility manager. The request shall specify the name and employer of any persons to be involved in the installation of the modification and the manner in which the installation is to be effected. Within 15 days of receipt of any authorization to install an emergency modification, the facility manager shall submit the modification for full evaluation and approval in accordance with this article.

(i) Each facility manager shall notify the commission's security staff of any known or suspected defect or malfunction in any table game or associated equipment installed in the gaming facility no later than four hours after detection. The facility

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manager shall comply with any instructions from the commission staff for the use of the table game or associated equipment.

(j) Each facility manager shall include table games and associated equipment on the facility manager's master list of approved gaming machines as required by K.A.R. 112-107-10.

(k) All table games and associated equipment shall be noted on the gaming floor plan under K.A.R. 112-107-7. (Authorized by K.S.A. 2008 Supp. 74-8772; implementing K.S.A. 2008 Supp. 74-8750 and 74-8772; effective P-_____.)

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112-108-5. Compliance with law; prohibited activities. (a) Each facility manager shall comply with all federal and state regulations and requirements for the withholding of taxes from winnings and the filing of currency transaction reports (CTR).

(b) Each facility manager shall be prohibited from the following activities:

(1) Permitting persons who are visibly intoxicated to participate in table games;

(2) permitting any table game or associated table game equipment that could have been marked, tampered with, or otherwise placed in a condition or operated in a manner that might affect the normal game play and its payouts;

(3) permitting cheating, if the facility manager was aware of the cheating;

(4) permitting any cheating device to remain in or upon any gaming facility, or conducting, carrying on, operating, or dealing any cheating or thieving game or device on the premises; and

(5) permitting any gambling device that tends to alter the normal random selection of criteria that determines the results of the game or deceives the public in any way to remain in or upon any gaming facility, if the facility manager was aware of the device.

(c) Each violation of this regulation shall be reported within one hour to a commission agent.

(d) A facility manager shall not allow a patron to possess any calculator, computer, or other electronic, electrical, or mechanical device at any table game that meets any of the following conditions:

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- (1) Assists in projecting the outcome of a game;
- (2) keeps track of cards that have been dealt;
- (3) keeps track of changing probabilities; or
- (4) keeps track of playing strategies being utilized, except as permitted by the commission.

(e) A person who, without the assistance of another person or without the use of a physical aid or device of any kind, uses the person's own ability to keep track of the value of cards played and uses predictions formed as a result of the tracking information in their playing and betting strategy shall not be considered to be in violation of these regulations. Any facility manager may make its own determination of whether the behavior is disruptive to gaming. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-6. Table game internal controls. (a) Each facility manager shall establish a system of internal controls for the security and operation of table games as provided under this article. The internal controls for table games shall be submitted to the commission for approval under K.A.R. 112-104-1 and shall address the following:

(1) Object of the game and method of play, including what constitutes win, loss, or tie bets;

(2) physical characteristics of the game, gaming equipment, and gaming table;

(3) procedures for opening and closing of the gaming table;

(4) wagers and payout odds for each type of available wager, including the following:

(A) A description of the permissible wagers and payout odds;

(B) any minimum or maximum wagers, which shall be posted on a sign at each table; and

(C) any maximum table payouts, if any, which shall be posted at each table and shall not be less than the maximum bet times the maximum odds;

(5) for each game that uses any of the following, the applicable inspection procedures:

(A) Cards;

(B) dice;

(C) wheels and balls; or

(D) manual and electronic devices used to operate, display the outcome, or monitor live games;

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- (6) for each game that uses cards, a description of the following:
- (A) Shuffling procedures;
 - (B) card cutting procedures;
 - (C) procedures for dealing and taking cards; and
 - (D) burning cards;
- (7) procedures for the collection of bets and payouts including requirements for internal revenue service purposes;
- (8) procedures for handling suspected cheating or irregularities and immediate notification of commission agent on duty;
- (9) procedures for dealers being relieved;
- (10) procedures for immediate notification to the commission agent on duty when equipment is defective or malfunctioning; and
- (11) procedures to describe irregularities of the game, including dice off the table and soiled cards.
- (b) Each facility manager that provides table games shall include a table game department in the internal controls. That department shall be supervised by a person located at the gaming facility who functions as the table game director. The department shall be mandatory and shall cooperate with yet perform independently of other mandatory departments listed under K.A.R. 112-104-2. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-7. Publication of rules and payoff schedules for all permitted games. Each facility manager shall provide, free of charge and within one hour, a copy of the rules and accurate payoff schedules for any table game if requested by a patron. Each payoff schedule shall accurately state actual payoffs applicable to a particular game or device. No payoff schedule shall be worded in a manner that misleads the public. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-8. Payout for progressive table games. (a) Each table game that includes progressive jackpots shall have a progressive meter visible to patrons. If any part of the distribution to the progressive jackpots is being used to fund a secondary jackpot, visible signage informing players of this supplemental distribution shall be placed in the immediate area of the table. The existence of progressive jackpots and the distributions to those jackpots shall be set forth in the “rules of the game” within a facility manager’s internal controls for each game having a progressive jackpot. Each table game not meeting this distribution requirement shall be deemed an unauthorized gambling game.

(b) At least five days before the cancellation of any table game that includes a progressive jackpot that has not been awarded, the facility manager shall submit a plan for disbursement of that jackpot for approval by the executive director. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-9. Authorized table gaming suppliers. Chips, dice, and playing cards for use in table games may be purchased only from a permitted or certified gaming supplier.

(Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-10. Chip specifications. (a) Each value chip issued by a facility manager shall have the following characteristics:

(1) Be round;

(2) have clearly and permanently impressed, engraved, or imprinted on it the name of the facility manager and the specific value of the chip;

(3) have, at least on one side of the chip, the name of the city or other locality and the state in which the gaming facility is located and either the manufacturer's name or a distinctive logo or other mark identifying the manufacturer;

(4) have its center portion impressed, engraved, or imprinted with the value of the chip and the name of the facility manager that is issuing the chip;

(5) utilize a different center shape for each denomination;

(6) be designed so that the specific denomination of a chip can be determined on surveillance camera monitors when placed in a stack of chips of other denominations; and

(7) be designed, manufactured, and constructed so as to prevent the counterfeiting of value chips.

(b) Unless otherwise authorized by the executive director, value chips may be issued by facility managers in denominations of \$1, \$2.50, \$5, \$20, \$25, \$100, \$500, \$1,000, \$5,000, and \$10,000. Each facility manager shall have the discretion to determine the denominations to be utilized at its gaming facility and the amount of each denomination necessary for the conduct of gaming operations.

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(c) Unless otherwise authorized by the executive director, value chips worth less than \$500 shall have a diameter of 39 millimeters, and value chips worth equal to or greater than \$500 shall have a diameter of 43 millimeters.

(d) Each denomination of value chip shall have a different primary color from every other denomination of value chip. Unless otherwise approved by the executive director, value chips shall have the colors specified in this subsection when the chips are viewed both in daylight and under incandescent light. In conjunction with these primary colors, each facility manager shall utilize contrasting secondary colors for the edge spots on each denomination of value chip. Unless otherwise approved by the executive director, no facility manager shall use a secondary color on a specific denomination of chip identical to the secondary color used by another facility manager in Kansas on that same denomination of value chip. The primary color to be utilized by each facility manager for each denomination of value chip shall be as follows:

- (1) For \$1, white;
- (2) for \$2.50, pink;
- (3) for \$5, red;
- (4) for \$20, yellow;
- (5) for \$25, green;
- (6) for \$100, black;
- (7) for \$500, purple;
- (8) for \$1,000, fire orange;

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(9) for \$5,000, grey; and

(10) for \$10,000, burgundy.

(e)(1) Each non-value chip utilized by a facility manager shall be issued solely for roulette. Each non-value chip at each roulette table shall meet the following conditions:

(A) Have the name of the facility manager issuing it impressed into its center;

(B) contain a design, insert, or symbol differentiating it from the non-value chips being used at every other roulette table in the gaming facility;

(C) have "Roulette" impressed on it; and

(D) be designed, manufactured, and constructed so as to prevent counterfeiting;

(2) Non-value chips issued at a roulette table shall be used only for gaming at that table and shall not be redeemed or exchanged at any other location in the gaming facility.

When so presented, the dealer at the issuing table shall exchange these chips for an equivalent amount of value chips.

(f) No facility manager or its employees shall allow any patron to remove non-value chips from the table from which the chips were issued.

(g) No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at the same table. When a patron purchases non-value chips, a non-value chip of the same color shall be placed in a slot or receptacle attached

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to the outer rim of the roulette wheel. At that time, a marker denoting the value of a stack of 20 chips of that color shall be placed in the slot or receptacle.

(h) Each facility manager shall have the discretion to permit, limit, or prohibit the use of value chips in gaming at roulette. Each facility manager shall be responsible for keeping an accurate account of the wagers being made at roulette with value chips so that the wagers made by one player are not confused with those made by another player at the table. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-11. Submission of chips for review and approval. (a) Each facility manager shall submit a sample of each denomination of value chips and non-value chips to the executive director for approval. No facility manager shall utilize these chips for gaming purposes until approved in writing by the executive director.

(b) In requesting approval of any chips, a facility manager shall submit to the commission a detailed schematic of its proposed chips and a sample chip. The detailed schematic shall show the front, back, and edge of each denomination of value chip and each non-value chip and the design and wording to be contained on the chip. If the design schematics or chip is approved by the executive director, no value chip or non-value chip shall be issued or utilized unless a sample of each denomination of value chip and each color of non-value chip is also submitted to and approved by the executive director.

(c) The facility manager shall provide the name and address of the chip manufacturer to the commission.

(d) No facility manager or other person licensed by the commission shall manufacture for, sell to, distribute to, or use in any gaming facility outside of Kansas any value chips or non-value chips having the same design as that approved for use in Kansas. (Authorized by K.S.A. 2008 Supp. 74-8772; implementing K.S.A. 2008 Supp. 74-8752 and 74-8772; effective P-_____.)

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112-108-12. Primary, secondary, and reserve sets of gaming chips. Unless otherwise authorized by the executive director, each facility manager shall have a primary set of value chips, a separate secondary set of value chips, a primary set of non-value chips, and a non-value chip reserve, which shall conform to the color and design specifications set forth in K.A.R. 112-108-10. An approved secondary set of value chips and reserve non-value chips shall be placed into active play when the primary set of value chips or non-value chips is removed.

(a) The secondary set of value chips shall have different secondary colors than the primary set and shall be required for all denominations.

(b) Each facility manager shall have a non-value chip reserve for each color utilized in the gaming facility with a design insert or symbol different from those non-value chips comprising the primary set.

(c) The facility manager shall remove the primary set of gaming chips from active play if at least one of the following conditions is met:

(1) A determination is made by the facility manager that the gaming facility is receiving a significant number of counterfeit chips.

(2) Any other impropriety or defect in the utilization of the primary set of chips makes removal of the primary set necessary.

(3) The executive director orders the removal because of security or integrity.

(d) If the primary set of chips is removed from active play, the facility manager shall immediately notify a representative of the commission of the reason for this

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112-108-13. Exchange of value chips or non-value chips. (a) Chips shall be issued to a person only at the request of that person and shall not be given as change in any other transaction. Chips shall be issued to gaming facility patrons at cashiers' cages or at the live table games. Chips may be redeemed at cashiers' cages.

(b) Chips shall be redeemed only by a facility manager for its patrons and shall not be knowingly redeemed from a source other than a patron. Employees of the facility manager may redeem chips they have received as gratuities as allowed under these regulations.

(c) Each facility manager shall redeem its own chips by cash or by check dated the day of the redemption on an account of the facility manager as requested by the patron, except when the chips were obtained or used unlawfully.

(d) Any facility manager may demand the redemption of its chips from any person in possession of them. That person shall redeem the chips upon presentation of an equivalent amount of cash by the facility manager.

(e) No facility manager shall knowingly accept, exchange, use, or redeem gaming chips issued by another facility manager.

(f) Each facility manager shall cause to be posted and remain posted, in a prominent place on the front of a cashier's cage, a sign that reads as follows: "Gaming chips issued by another facility manager cannot be used, exchanged, or redeemed at this gaming facility." (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-14. Receipt of gaming chips from manufacturer. (a) When chips are received from the manufacturer, the chips shall be opened and checked by at least two employees, one from the table games department and one from the security department of the facility manager. Any deviation between the invoice accompanying the chips and the actual chips received or any defects found in the chips shall be reported to a security agent of the commission. A security agent of the commission shall be notified by both the gaming supplier and the facility manager of the time of delivery of any chips to the facility manager.

(b) After checking the chips received, the facility manager shall report in a chip inventory ledger each denomination of the chips received, the number of each denomination of chips received, the number and description of all non-value chips received, the date of receipt, and the signature of the individuals who checked the chips. Chip shall be divided into the following categories:

- (1) Primary chips for current use;
- (2) reserve chips that may be placed into play as the need arises; and
- (3) secondary chips, both value chips and non-value chips, that are held to replace the primary set when needed.

(c) If any of the chips received are to be held in reserve and not utilized either at the table games or at a cashier's cage, the chips shall be stored in a separate, locked compartment either in the vault or in a cashier's cage and shall be recorded in the chip inventory ledger as reserve chips.

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(d) All chips received that are part of the facility manager's secondary set of chips shall be recorded in the chip inventory ledger as such and shall be stored in a locked compartment in the gaming facility vault separate from the reserve chips.

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112-108-15. Inventory of chips. (a) Chips shall be taken from or returned to either the reserve chip inventory or the secondary set of chips in the presence of at least two individuals, one from the table games department and one from the security department of the facility manager. The denominations, number, and amount of chips taken or returned shall be recorded in the chip inventory ledger, together with the date and signatures of the two individuals carrying out this process.

(b) The facility manager's accounting department shall monthly compute and record the unredeemed liability for each denomination of chips, take an inventory of chips in circulation, and record the result of this inventory in the chip inventory ledger. The accounting department shall take a monthly inventory of reserve chips and secondary chips and record the result of this inventory in the chip inventory ledger. Each individual who inspected and counted the chips shall sign either the inventory ledger or other supporting documentation. The procedures to be utilized to compute the unredeemed liability and to inventory chips in circulation, reserve chips, and secondary chips shall be submitted in the internal controls to the commission for approval. A physical inventory of chips in reserve shall be required annually only if the inventory procedures incorporate a commission-sealed, locked compartment and the seals have not been broken. Seals shall be broken only by a commission agent, with each violation of this requirement reported upon discovery to a commission agent on duty.

(c) During non-gaming hours, all chips in the possession of the facility manager shall be stored in the chip bank, in the vault, or in a locked compartment in a cashier's

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cage, except that chips may be locked in a transparent compartment on gaming tables if there is adequate security as approved by the commission.

(d) The internal control system shall include procedures for the removal and destruction of damaged chips from the gaming facility inventory. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-16. Destruction of chips. (a) At least 10 days before the anticipated destruction of chips, a facility manager shall notify the commission in writing of the following:

(1) The date on which and the location at which the destruction will be performed;

(2) the denomination of the chips to be destroyed;

(3) the number and amount of value chips to be destroyed;

(4) the description and number of non-value chips to be destroyed; and

(5) a detailed explanation of the method of destruction.

(b) The facility's surveillance staff and a commission agent shall be notified before the commencement of destruction.

(c) The destruction of chips shall occur in a room monitored by surveillance for the duration of destruction.

(d) Unless otherwise authorized by the executive director, the destruction of chips shall be carried out in the presence of at least two individuals, one from the table games department and the other one from the security department. The following information shall be recorded in the chip inventory ledger:

(1) The denomination, number, and amount of value chips or, in the case of non-value chips, the description and number so destroyed;

(2) the signatures of the individuals carrying out the destruction; and

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(3) the date on which destruction took place. (Authorized by and implementing
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112-108-17. Counterfeit chips. (a) The facility manager shall notify a commission security agent when a counterfeit chip is discovered and shall deliver the counterfeit chip to the commission security agent to investigate criminal prosecution.

(b) Each facility manager shall record the following information regarding counterfeit chips:

(1) The number and denominations, actual and purported, of the coins and counterfeit chips destroyed or otherwise disposed of pursuant to this regulation;

(2) the month during which they were discovered;

(3) the date, place, and method of destruction or other disposition, including, in the case of foreign coin exchanges, the exchange rate and the identity of the bank, exchange company, or other business or person at which or with whom the coins are exchanged; and

(4) the names of the persons carrying out the destruction or other disposition on behalf of the facility manager.

(c) Unless the executive director orders otherwise, facility managers may dispose of coins of the United States or any other nation discovered to have been unlawfully used at their establishments by either of the following:

(1) Including the coins in the coin inventories or, in the case of foreign coins, exchanging the coins for United States currency or coins and including the coins in the currency or coin inventories; or

(2) disposing of them in any other lawful manner.

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(d) The facility manager shall maintain each record required by this regulation for at least seven years, unless the executive director approves or requires otherwise.

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112-108-18. Tournament chips and tournaments. (a) "Tournament chip" shall mean a chip or chiplike object issued by a facility manager for use in tournaments at the facility manager's gaming facility.

(b) Tournament chips shall be designed, manufactured, approved, and used in accordance with the provisions of this article applicable to chips, except as follows:

(1) Tournament chips shall be of a shape and size and have any other specifications necessary to make the chips distinguishable from other chips used at the gaming facility.

(2) Each side of each tournament chip shall conspicuously bear the inscription "No Cash Value."

(3) Tournament chips shall not be used, and facility managers shall not permit their use, in transactions other than the tournaments for which the chips are issued.

(c) As used in this regulation, entry fees shall be defined as the total amount paid by a person or on a person's behalf for participation in a tournament. A tournament shall mean a contest offered and sponsored by a facility manager in which patrons may be assessed an entry fee or be required to meet some other criteria to compete against one another in a gambling game or series of gambling games in which winning patrons receive a portion or all of the entry fees, if any. These entry fees may be increased with cash or noncash prizes from the facility manager. Facility managers may conduct tournaments if all of the following requirements are met:

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- (1) The facility manager shall notify the executive director of the planned tournament at least 30 calendar days before the first day of the event.
- (2) The facility manager shall not conduct the tournament unless approved by the executive director.
- (3) The facility manager shall conduct the tournament in compliance with all applicable rules, regulations, and laws.
- (4) The facility manager shall maintain written, dated rules governing the event and the rules shall be immediately available to the public and the commission upon request. Tournament rules shall, at a minimum, include the following:
 - (A) The date, time, and type of tournament to be held;
 - (B) the amount of the entry fee, if any;
 - (C) the minimum and maximum number of participants;
 - (D) a description of the tournament structure, including number of rounds, time period, players per table, and criteria for determining winners;
 - (E) the prize structure, including amounts or percentages, or both, for prize levels; and
 - (F) procedures for the timely notification of entrants and the commission and the refunding of entry fees in the event of cancellation.
- (5) No false or misleading statements, written or oral, shall be made by a facility manager or its employees or agents regarding any aspect of the tournament, and all prizes

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offered in the tournament shall be awarded according to the facility manager's rules governing the event.

(6) The facility manager's accounting department shall keep a complete record of the rules of the event and all amendments to the rules, including criteria for entry and winning, names of all entrants, all prizes awarded, and prize winners, for at least two years from the last date of the tournament. This record shall be made readily available to the commission upon request.

(7) Entry fees shall accumulate to adjusted gross gaming receipts. Entry fees shall be considered as buy-in except when paid with chips or a ticket.

(8) Cash and noncash winnings paid in a tournament shall be deductible from adjusted gross gaming revenue, but any such deduction shall not exceed the total entry fees received for the tournament and noncash winnings shall be deductible only to the dollar value of the amount actually invoiced to and paid by the facility manager.

(9) Upon the completion of the tournament, documentation of entrants' names, names of prize winners and amounts won, and tax-reporting information shall be submitted to the commission.

(10) The facility manager shall designate in its internal control system an employee position acceptable to the commission that shall be responsible for ensuring adherence to the requirements in this regulation. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-19. Promotional activities. (a) Each facility manager shall establish a system of internal controls for promotional giveaways, conduct of promotional games, and similar activities. The internal controls shall be submitted to the commission under K.A.R. 112-104-1. Each promotion shall meet the following requirements:

(1) No false or misleading statements, written or oral, shall be made by a facility manager or its employees or agents regarding any aspect of any promotional activity.

(2) The promotional activity shall meet the requirements of all applicable laws and regulations and shall not constitute illegal gambling under federal or state law. An affidavit of compliance shall be signed by the legal counsel of the facility manager and be maintained on file for two years from the last day of the event.

(3) The facility manager shall create dated, written rules governing the promotional activity that shall be immediately available to the public and the commission upon request. The facility manager shall maintain the rules of the event and all amendments, including criteria for entry and winning, prizes awarded, and prize winners, for at least two years from the last day of the event.

(4) All prizes offered in the promotional activity shall be awarded according to the facility manager's rules governing the event.

(5) The facility manager's employees shall not be permitted to participate as players in any gambling, including promotional games, at the facility manager's gaming facility, including games for which there is no cost to participate.

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(6) The facility manager shall designate in its internal control system an employee position acceptable to the commission that shall be responsible for ensuring adherence to the requirements in this regulation.

(b) Each promotional coupon shall contain the following information preprinted on the coupon:

- (1) The name of the gaming facility;
- (2) the city or other locality and state where the gaming facility is located;
- (3) specific value of any monetary coupon stated in U.S. dollars;
- (4) sequential identification numbers, player tracking numbers, or other similar means of unique identification for complete, accurate tracking and accounting purposes;
- (5) a specific expiration date or condition;
- (6) all conditions required to redeem the coupon; and
- (7) a statement that any change or cancellation of the promotion shall be approved by the commission before the change or cancellation.

(c) Documentation of any change or cancellation of a promotional coupon, with the legal counsel's affidavit, shall be maintained on file for two years.

(d) Any facility manager may use mass media to provide promotional coupon offers to prospective patrons; however, these offers shall be redeemed only for a preprinted coupon that contains all of the information required for a promotional coupon in subsection (c).

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(e) Each facility manager offering promotional coupons shall track the issuance and redemption of each promotional coupon in accordance with K.A.R. 112-107-19. Documentation of the promotional coupon tracking shall be maintained on file for two years and made available to the commission upon request. The inventory of nonissued promotional coupons shall be maintained in accordance with K.A.R. 112-107-19.

(f) Promotional coupons shall be cancelled when they are redeemed, in a manner that prevents multiple redemptions of the same coupon. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-20. Table game and poker cards; specifications. (a) Unless otherwise documented in the internal controls and approved by the commission, all cards used for table games shall meet all of the following requirements:

(1) Cards shall be in standard decks of 52 cards, with each card identical in size and shape to every other card in the deck or as otherwise documented in the internal controls and approved by the commission.

(2) Each standard deck shall be composed of four suits: diamonds, spades, clubs, and hearts.

(3) Each suit shall consist of 13 cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. The face of the ace, king, queen, jack, and 10 value cards may contain an additional marking, as documented in the internal controls and approved by the commission, that will permit a dealer, before exposing the dealer's hole card at the game of blackjack, to determine the value of that hole card.

(4) The backs of all cards in the deck shall be identical and no card shall contain any marking, symbol, or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

(5) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings on the backs.

(6) The design to be placed on the backs of cards used by facility managers shall contain the name or trade name of the facility manager where the cards are to be used and

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shall be submitted to the executive director for approval before use of the cards in gaming activity.

(7) Each deck of cards for use in table games as defined in K.A.R. 112-108-1 shall be packaged separately with cellophane, shrink wrap, or another similar material as documented in the internal controls and approved by the commission. The packaging shall have a tamper-resistant security seal and a tear band. Each deck of poker cards shall be packaged in sets of two decks through the use of cellophane, shrink wrap, or another similar material as documented in the internal controls and approved by the commission and have a tamper-resistant security seal and a tear band.

(8) Nothing in this regulation shall prohibit decks of cards with one or more jokers. However, jokers may be used by the facility manager only in the play of any games documented in the internal controls and approved by the commission for that manner of play.

(b) The cards used by a facility manager in any poker room game shall meet the following requirements:

- (1) Be visually distinguishable from the cards used by that facility manager to play any table games;
- (2) be made of plastic; and
- (3) have two decks with visually distinguishable card backings for each set of poker cards. These card backings may be distinguished, without limitation, by different logos, different colors, or different design patterns.

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(c) For each table game utilizing cards, the cards shall be dealt from a dealing shoe or shuffling device, except the card games specified in K.A.R. 112-108-41.

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112-108-21. Table game cards; receipt, storage, inspections, and removal from use.

(a) Each facility manager shall use only plastic cards that have been approved by the commission as specified in K.A.R. 112-108-20.

(b) Each facility manager shall ensure that each card storage area contains an inventory ledger and that the facility manager's employees update the ledger when cards are added or removed from that storage area.

(c) When a deck of table game cards, including poker cards, is received for use in the gaming facility from a licensed gaming supplier, all of the following requirements shall be met:

(1) The decks shall be inspected for proper quantity and any obvious damage by at least two employees, one of whom shall be from the table games department and the other from the security department or accounting department.

(2) The decks shall be recorded in the card inventory ledgers by a member of the security or accounting department and a member of the table games department. If any discrepancies in the invoice or packing list or any defects are found, the discrepancies shall be reported to a commission agent on duty within 24 hours.

(3) The decks shall be placed for storage in a primary or secondary storage area by at least two employees, one of whom shall be from the table games department and the other from the security department or accounting department. The primary card storage area shall be located in a secure place, the location and physical characteristics of which shall be documented in the internal controls and approved by the commission.

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Secondary storage areas, if needed, shall be used for the storage of surplus decks. Decks maintained in any secondary storage area shall be transferred to the primary card storage area before being distributed to the pit area or poker tables. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be documented in the internal controls and approved by the commission.

(d) Each primary card storage area and each secondary card storage areas shall have two separate locks. The security department shall maintain one key to each storage area, and the table games department shall maintain the other key. No person employed by the table games department other than the pit manager, poker room manager, or the supervisor shall have access to the table games department key for the primary and secondary card storage areas.

(e) Immediately before the commencement of each gaming day and at other times as may be necessary, the pit manager, poker room manager, or the supervisor, in the presence of a security department employee and after notification to surveillance, shall remove the decks of table game cards or poker cards from the primary card storage area needed for that gaming day.

(f) All cards transported to a pit or the poker room shall first be recorded on the card inventory ledger. Both the authorized table games department employee and the security department employee shall sign to verify the information.

(g) Once the cards are removed from the primary card storage area, the pit manager, poker room manager, or the supervisor, in the presence of a security department

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employee, shall take the decks to the pit area or poker room and distribute the decks to the floor supervisors for distribution to the dealer at each table. The poker room manager, pit manager, or the supervisor shall place extra decks into a single locked compartment of a poker room or pit area stand. All authority shall be limited to the supervisor's or manager's respective area of duty. The poker room supervisor, pit area supervisor, or an employee in a higher position shall have access to the extra decks of cards to be used for that gaming day.

(h) Each movement of decks after delivery to the poker room or pit area shall be by a poker room manager, pit manager, or an employee in a higher position and shall require a security escort after notifying surveillance. The procedures for transporting used decks shall include the following:

- (1) A requirement that used decks be transported by security;
- (2) a requirement that the surveillance department be notified before movement of the decks;
- (3) specifications on the time that the procedures will be performed;
- (4) specifications on the location to which the decks will be taken;
- (5) specifications on the keys needed;
- (6) specifications on the employees who are responsible;
- (7) a requirement for updating inventory ledgers; and
- (8) any other applicable security measures that the facility manager deems appropriate.

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(i) Before being placed into play, each deck shall be inspected by the dealer, with the inspection verified by a floor supervisor or the floor supervisor's supervisor. Card inspection at the gaming table shall require the dealer to sort each deck into sequence and into suit to ensure that all cards are in the deck. The dealer shall also check each card to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity of the game.

(1) If, after checking the cards, the dealer finds that a card is unsuitable for use, a floor supervisor or an employee in a higher position shall either bring a replacement card from the replacement deck or replace the entire deck.

(2) A commission security agent on duty shall be notified immediately of the removal, including the card manufacturer's name, and the time of discovery and the location of where the unsuitable card was discovered. Cards may also be removed at the direction of the commission security agent on duty.

(3) Based upon the agent's discretion and circumstances as listed in subsection (t), all decks being removed from play shall be counted at the table to ensure that no cards are missing.

(4) The unsuitable cards shall be placed in a transparent sealed envelope or container, identified by the table number, date, and time, and shall be signed by the dealer and floor supervisor assigned to that table. The floor supervisor or an employee in a higher position shall maintain the envelope or container in a secure place within the

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enclosed and encircled area until collected by a facility manager's security department employee.

(5) Cards being removed from play shall be inspected by a member of the facility's security department within 48 hours of their removal.

(j) If an automated deck-checking device is used, the facility manager shall include the following procedures:

(1) Before the initial use of the automated deck-checking device, the critical program storage media and the camera software shall be verified and sealed by a commission security agent.

(2) The dealer shall complete the inspection of the cards. The dealer inspection shall ensure that the back of the cards are the correct color and free of any visible flaws.

(3) The automated deck-checking device shall be maintained in the enclosed and encircled area.

(4) The automated deck-checking device shall not be used in the card storage room.

(5) The automated deck-checking device shall be inspected on a weekly basis with decks that have preidentified missing cards from each suit. The devices shall properly identify each missing card in these decks.

(k) All envelopes and containers used to hold or transport cards collected by security shall be transparent.

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(1) The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering is evident.

(2) The envelopes or containers and seals shall be approved by the executive director.

(1) If any cards have been opened and placed on a gaming table, those cards shall be changed at least once every 24 hours. In addition, the following requirements shall be met:

(1) All cards opened for use on a traditional baccarat table shall be changed upon the completion of each shoe.

(2) All cards opened for use on any table game in which the cards are handled by the players shall be changed at least every six hours.

(3) All cards opened for use on any table game and dealt from the dealer's hand or held by players shall be changed at least every four hours.

(4) If any cards have been opened and placed on a poker table, those cards shall be changed at least once every six hours.

(m) Each card damaged during the course of play shall be replaced by the dealer, who shall request a floor supervisor or an employee in a higher position to bring a replacement card from the enclosed and encircled area.

(1) The damaged cards shall be placed in a sealed envelope, identified by table number, date, and time, and be signed by the dealer and the floor supervisor or the supervisor's supervisor who brought the replacement cards to the table.

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(2) The floor supervisor or an employee in a higher position shall maintain the envelope or container in a secure place within the enclosed and encircled area until collected by a security department employee.

(n)(1) The floor supervisor or an employee in a higher position shall collect all used cards either at the end of the gaming day or at least once each gaming day at the same time as designated by the facility manager and documented in the internal controls approved by the commission. A facility manager may choose to collect all used cards at other times as may be necessary.

(2) Used cards shall be counted and placed in a sealed envelope or container. A label shall be attached to each envelope or container that shall identify the table number, date and time and shall be signed by the dealer and floor supervisor assigned to the table. The floor supervisor or an employee in a higher position shall maintain the envelopes or containers in a secure place within the enclosed or encircled area until collected by a facility manager security department employee.

(o) The facility manager shall remove any cards from use whenever there is indication of tampering, flaws, scratches, marks, or other defects that might affect the integrity or fairness of the game, or at the request of the commission security agent on duty.

(p) Each extra deck with a broken seal shall be placed in a sealed envelope or container with a label attached to each envelope or container. The label shall identify the date and time the envelope was sealed and shall be signed by the floor supervisor and the

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pit manager. If the pit manager is not available to sign the label, then the floor supervisor and the floor supervisor's supervisor shall sign the label.

(q) At least once each gaming day at the time as designated by the facility manager in the internal controls, a facility manager security department employee shall collect, sign, and return to the security department all envelopes or containers containing the following:

- (1) Damaged cards;
- (2) cards used during the gaming day; and
- (3) all other decks with broken seals.

(r) Each poker room supervisor shall maintain in the poker room stand a specified number of replacement decks for replacing unsuitable cards. The poker room supervisor or an employee in a higher position shall have access to the replacement decks that are kept in a single locked compartment. The poker room supervisor or an employee in a higher position shall keep a record of all cards removed from the replacement decks. The record shall include the time, date, color, value, suit, reason for replacement, and name of the individual who replaced the cards. The replacement decks shall be reconciled to the record at least weekly. Once a replacement deck has been depleted to the point that the deck is no longer useful, the remaining cards in the replacement deck shall be picked up by security and destroyed or cancelled.

(s) At least once each gaming day as designated by the facility manager in the internal controls, a pit manager or the pit manager's supervisor may collect all extra

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decks of cards. If collected, all sealed decks shall be cancelled, destroyed, or returned to an approved storage area.

(t) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the security department, the used cards and reserve cards shall be inspected within 48 hours by a member of the facility manager's security department who has been trained in proper card inspection procedures. The cards shall be inspected for tampering, marks, alterations, missing or additional cards, or anything that might indicate unfair play.

(1) With the exception of the cards used on a traditional baccarat table, which are changed upon the completion of each shoe, all cards used in table games in which the cards are handled by the player shall be inspected.

(2) In other table games, if fewer than 300 decks are used in the gaming day, at least 10 percent of those decks shall be selected at random to be inspected. If 300 or more decks are used that gaming day, at least five percent of those decks but no fewer than 30 decks shall be selected at random to be inspected.

(3) The facility manager shall also inspect the following:

(A) Any cards removed from play as stated in paragraph (i)(3) based upon the agent's discretion and circumstances as listed in subsection (t);

(B) any cards that the facility manager has removed for indication of tampering;
and

(C) all cards used for poker.

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(4) The procedures for inspecting all decks required to be inspected under this subsection shall, at a minimum, include the following:

- (A) The sorting of cards sequentially by suit;
- (B) the inspection of the backs of the cards with an ultraviolet light;
- (C) the inspection of the sides of the cards for crimps, bends, cuts, and shaving;
- (D) the inspection of the front and back of all poker cards for consistent shading and coloring;
- (E) the positions authorized by job description to conduct the inspection;
- (F) surveillance notification before inspecting the cards;
- (G) time and location the inspection will be conducted;
- (H) minimum training requirements of persons assigned to conduct the inspections;
- (I) each type of inspection to be conducted and how each inspection will be performed, including the use of any special equipment;
- (J) any other applicable security measures;
- (K) immediate notification of the commission security agent on duty and the completion of an incident report describing any flawed, marked, suspects, or missing cards that are noted; and
- (L) reconciliation by an employee of the facility manager security department of the number of cards received with the number of cards destroyed or cancelled and any

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cards still pending destruction or cancellation. Each discrepancy shall be reported to the commission security agent on duty immediately.

(5) If, during the inspection procedures required in paragraph (t)(4), one or more poker cards in a deck are determined to be unsuitable for continued use, those cards shall be placed in a sealed envelope or container, and a three-part card discrepancy report shall be completed in accordance with paragraph (t)(10).

(6) Upon completion of the inspection procedures required in paragraph (t)(4), each deck of poker cards that is determined suitable for continued use shall be placed in sequential order, repackaged, and returned to the primary or poker card storage area for subsequent use.

(7) The facility manager shall develop internal control procedures for returning the repackaged cards to the storage area.

(8) The individuals performing the inspection shall complete a work order form that details the procedures performed and list the tables from which the cards were removed and the results of the inspection. Each individual shall sign the form upon completion of the inspection procedures.

(9) The facility manager shall submit the training procedures for those employees performing the inspection, which shall be documented in the internal controls and approved by the commission.

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(10) Evidence of tampering, marks, alterations, missing or additional cards, or anything that might indicate unfair play shall be reported upon discovery to the commission staff by the completion and delivery of a card discrepancy report.

(A) The report shall accompany the cards when delivered to the commission.

(B) The cards shall be retained for further inspection by the commission.

(C) The commission agent receiving the report shall sign the card discrepancy report and retain the original at the commission office.

(u) The facility manager shall submit to the commission for approval internal controls procedures for the following:

(1) A card inventory system that shall include, at a minimum, documentation of the following:

(A) The balance of decks on hand;

(B) the decks removed from storage;

(C) the decks returned to storage or received from the manufacturer;

(D) the date of the transaction; and

(E) the signature of each individual involved;

(2) a verification on a daily basis of the number of decks distributed, the decks destroyed or cancelled, and the decks returned to the storage area; and

(3) a physical inventory of the decks at least once every three months, according to the following requirements:

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(A) This inventory shall be performed by an employee from the internal audit department, a supervisor from the cage, or a supervisor from the accounting department and shall be verified to the balance of decks on hand required in paragraph (u)(1)(A);

(B) the employees conducting this inventory shall make an entry and sign the card inventory ledger in a manner that clearly distinguishes this count as the quarterly inventory; and

(C) each discrepancy shall be reported upon discovery to the commission security agent on duty.

(v) If cards in an envelope or container are inspected and found to be without any indication of tampering marks, alterations, missing or additional cards, or anything that might indicate unfair play, those cards shall be destroyed or cancelled. Once released by the commission agent on duty, the cards submitted as evidence shall immediately be destroyed or cancelled according to the following:

(1) Destruction shall occur by shredding or other method documented in the internal controls and approved by the commission.

(2) Cancellation shall occur by drilling a circular hole of at least 1/4 of an inch in diameter through the center of each card in the deck or by cutting at least 1/4 of an inch off one corner from each card in the deck or other method documented in the internal controls and approved by the commission.

(3) The destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be documented in the internal

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controls approved by the commission, and shall be performed by a member of the facility manager security department specifically trained in proper procedures.

(4) Card cancellation and destruction record shall be maintained indicating the date and time of cancellation or destruction, quantity of cards to be cancelled or destroyed, and the name of each individual responsible for cancellation or destruction.

(w) Procedures for canceling or destroying cards shall include the following maintenance:

(1) Notation of the positions authorized by job description to cancel or destroy cards;

(2) notation of surveillance notification before cancellation or destruction of the cards;

(3) notation of time and location the cancellation or destruction will be conducted;

(4) notation of the manner in which cancellation or destruction will be accomplished, including the use of any special equipment;

(5) any other applicable security measures; and

(6) immediate notification of a commission security agent on duty and the completion of a card and dice discrepancy report regarding any flawed, marked, or suspicious cards that are noted during the cancellation or destruction process.

(Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-22. Dice specifications. (a) Except as provided in subsection (b), each die used in gaming shall meet the following requirements:

(1) Be formed in the shape of a cube with a size no smaller than .750 inch on each side and not any larger than .775 inch on each side;

(2) be transparent and made exclusively of cellulose except for the spots, name, or trade name of the facility manager and serial numbers or letters contained on the die;

(3) have the surface of each of its sides flat and the spots contained in each side flush with the area surrounding them;

(4) have all edges and corners square and forming 90-degree angles;

(5) have the texture and finish of each side exactly identical to the texture and finish of all other sides;

(6) have its weight equally distributed throughout the cube, with no side of the cube heavier or lighter than any other side of the cube;

(7) have its six sides bearing white circular spots from one to six respectively, with the diameter of each spot equal to the diameter of every other spot on the die;

(8) have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots, and the side containing three spots is directly opposite the side containing four spots. Each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled-out portion with a compound that is equal in weight to the weight of the cellulose drilled out and that forms a permanent bond with the cellulose

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cube. Each spot shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 inch; and

(9) have the name or trade name of the facility manager in which the die is being used imprinted or impressed on the die.

(b) Each die used in gaming at pai gow shall meet the requirements of subsection (a), except as follows:

(1) Each die shall be formed in the shape of a cube not larger than .8 inch on each side.

(2) Instead of the name or trade name of the facility manager, an identifying mark or logo may be approved by the executive director to be imprinted or impressed on each die.

(3) The spots on each die shall not be required to be equal in diameter.

(4) Edges and corners may be beveled if the beveling is similar on each edge and each corner.

(5) Tolerances required by paragraph (a)(8) as applied to pai gow dice shall require accuracy of only .004 inch.

(c) A picture and sample of the die shall be submitted to the executive director for approval before being placed into play. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-23. Dice; receipt, storage, inspections, and removal from use. (a) Each facility manager shall ensure that all of the following requirements are met each time dice are received for use in the gaming facility:

(1) The packages shall be inspected for proper quantity and any obvious damage by at least two employees, one of whom shall be from the table games department and the other from the security department or accounting department.

(2) The dice shall be recorded in the dice inventory ledgers by a member of the security or accounting department. Any discrepancies in the invoice or packing list or any defects found shall be reported upon discovery to a commission security agent on duty.

(3) The boxes shall be placed for storage in a primary or secondary storage area by at least two employees, one of whom shall be from the table games department and the other from the security department or accounting department. The primary storage area shall be located in a secure place, the location and physical characteristics of which shall be approved by the commission. Secondary storage areas, if needed, shall be used for the storage of surplus dice. Dice maintained in secondary storage areas shall be transferred to the primary storage area before being distributed to the pits or tables. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the commission.

(b) Each primary storage area and each secondary storage area shall have two separate locks. The security department shall maintain one key, and the table games

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department shall maintain the other key. No person working in the table games department that is an employee in a lower position than the pit manager or poker room manager may have access to the table games department key for the primary and secondary storage areas.

(c) A facility manager shall ensure that each dice storage area contains an inventory ledger and that its employees update the ledger when dice are added or removed from that storage area.

(d) Before the commencement of each gaming day and at other times as may be necessary, the pit manager, poker room manager, or the supervisor, in the presence of a security department employee and after notification to surveillance, shall remove the appropriate number of dice from the primary storage area for that gaming day.

(e) Before being transported to a pit, all dice shall be recorded on the dice inventory ledger. Both the authorized table games department employee and security department employee shall sign verifying the information.

(f) Once the dice are removed from the primary storage area, the pit manager, poker room manager, or the supervisor, in the presence of a security department employee, shall take the dice to the pits and distribute the dice to the floor supervisors or directly to the boxperson.

(1) At the time of receipt of any dice, a boxperson at each craps table shall, in the presence of the floor supervisor, inspect each die with a micrometer or any other instrument approved by the commission that performs the same function, a balancing

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caliper, a steel set square, and a magnet. These instruments shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for use by the commission upon request. The boxperson shall also check the dice to ensure that there is no indication of tampering, flaws, scratches, marks, or other defects that might affect the play of the game. The inspection shall be performed on a flat surface, which allows the dice inspection to be observed by surveillance and by any person near the pit stand.

(2) Following this inspection, the boxperson shall in the presence of the floor supervisor place the dice in a cup on the table for use in gaming. The dice shall never be left unattended while the dice are at the table.

(3) The pit manager shall place extra dice in a single locked compartment in the pit stand. The floor supervisor or an employee in a higher position shall have access to the extra dice to be used for that gaming day.

(4) Any movement of dice after being delivered to the pit shall be made by a pit manager or an employee in a higher position and require a security escort after notifying surveillance. Procedures for the pickup of used dice, including obtaining keys, assigning individuals responsible, and updating inventory ledgers, shall include the following:

- (A) Transportation of used dice by security;
- (B) surveillance notification before movement of the dice;
- (C) time the procedures will be performed;
- (D) location where the dice will be taken; and

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(E) any other applicable security measures.

(5) No dice taken from the reserve shall be used for gaming until the dice have been inspected in accordance with this regulation.

(g) The facility manager shall remove any dice from use if there is any indication of tampering, flaws, or other defects that might affect the integrity or fairness of the game, or at the request of the commission agent on duty.

(h) At the end of each gaming day or at any other times as may be necessary, a floor supervisor, other than the person who originally inspected the dice, shall visually inspect each die for evidence of tampering. Any evidence of tampering shall be immediately reported to the commission security agent on duty by the completion and delivery of an approved dice discrepancy report.

(1) Each die showing evidence of tampering shall be placed in a sealed envelope or container.

(A) All envelopes and containers used to hold or transport dice collected by security shall be transparent.

(B) A label shall be attached to each envelope or container that identifies the table number, date, and time and shall be signed by the boxperson and floor supervisor.

(C) The envelopes or containers and the method used to seal the dice shall be designed or constructed so that any tampering is evident.

(D) The security department employee receiving the die shall sign the original, duplicate, and triplicate copy of the dice discrepancy report and retain the original at the

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security office. The duplicate copy shall be delivered to the commission, and the triplicate copy shall be returned to the pit and maintained in a secure place within the pit until collection by a security department employee.

(2) The procedures for inspecting dice under this subsection shall include the following information:

(A) A listing of the positions authorized by job description to conduct the inspection;

(B) a direction that surveillance personnel shall be notified before inspecting the dice;

(C) detail about the time and location the inspection will be conducted;

(E) a listing of the minimum training requirements of persons assigned to conduct the inspections;

(F) a description of the inspections that will be conducted and how they will be performed, including the use of any special equipment;

(G) any other applicable security measures;

(H) a requirement for immediate notification of the commission security agent on duty and the completion of an incident report describing any flawed, marked, suspect, or missing dice that are noted; and

(I) a requirement for reconciliation by the security department employee of the number of dice received with the number of dice destroyed or cancelled and any dice still

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pending destruction or cancellation. Each discrepancy shall be reported to the commission security agent within two hours.

(3) All other dice shall be put into envelopes or containers at the end of each gaming day.

(A) A label shall be attached to each envelope or container that identifies the table number, date, and time and is signed by the boxperson and floor supervisor.

(B) The envelope or container shall be appropriately sealed and maintained in a secure place within the pit until collection by a security department employee.

(i) All extra dice in dice reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container that identifies the date and time and is signed by the pit manager.

(j) A security department employee shall collect and sign all envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or cancelled and shall transport the envelopes or containers to the security department for cancellation or destruction. This collection shall occur at the end of each approved gaming day and at any other times as may be necessary. The security department employee shall also collect all triplicate copies of dice discrepancy reports, if any. No dice that have been placed in a cup for use in gaming shall remain on a table for more than 24 hours.

(k) A pit manager or supervisor of the pit manager may collect all extra dice in dice reserve at the end of each gaming day or at least once each gaming day as designated

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by the facility manager and approved by the commission, and at any other times as may be necessary.

(1) If collected, dice shall be returned to the primary storage area.

(2) If not collected, all dice in dice reserve shall be reinspected before use for gaming.

(l) The facility manager's internal control system shall include approval procedures for the following:

(1) A dice inventory system that shall include, at a minimum, documenting the following:

(A) The balance of dice on hand;

(B) the dice removed from storage;

(C) the dice returned to storage or received from the manufacturer;

(D) the date of the transaction; and

(E) the signature of each individual involved.

(2) A reconciliation on a daily basis of the dice distributed, the dice destroyed and cancelled, the dice returned to the primary storage area and, if any, the dice in dice reserve; and

(3) a physical inventory of the dice performed at least once every three months and meeting the following requirements:

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(A) This inventory shall be performed by an employee from the internal audit department or a supervisor from the cashier's cage, or accounting department and shall be verified to the balance of dice on hand required in paragraph (l)(1)(A);

(B) each discrepancy shall immediately be reported to the commission agent on duty; and

(C) the employees conducting this inventory shall make an entry and sign the dice inventory ledger in a manner that clearly distinguishes this count as the quarterly inventory.

(m)(1) Cancellation shall occur by drilling a circular hole of at least 3/16 of an inch in diameter through the center of each die or any other method approved by the commission.

(2) Destruction shall occur by shredding or any other method approved by the commission.

(3) The destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the commission.

(4) Dice cancellation and destruction record shall be maintained indicating the date and time of cancellation or destruction, quantity of dice to be cancelled or destroyed, and the individuals responsible for cancellation or destruction.

(5) Procedures for cancelling or destroying dice shall include the following:

(A) The positions authorized by job description to cancel or destroy dice;

(B) surveillance notification before cancellation or destruction of the dice;

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- (C) time and location the cancellation or destruction will be conducted;
- (D) specifically how cancellation or destruction will be accomplished, including the use of any special equipment; and
- (E) other applicable security measures.

(6) Each facility manager shall notify the commission security agent of any flawed, marked, or suspect dice that are discovered during the cancellation or destruction process.

(n) Evidence of tampering, marks, alterations, missing or additional dice or anything that might indicate unfair play discovered shall be reported to the commission by the completion and delivery of a dice discrepancy report.

(1) The report shall accompany the dice when delivered to the commission security agent on duty.

(2) The dice shall be retained for further inspection by the commission security agent on duty.

(3) The commission agent receiving the report shall sign the dice discrepancy report and retain the original at the commission office. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-24. Mandatory table game count procedure. Each facility manager shall report to the commission the times when drop boxes will be removed and the contents counted. All drop boxes shall be removed and counted at the times previously reported to the commission. The removal and counting of contents at other than the designated times shall be prohibited, unless the facility manager provides advance written notice to the commission's security staff on site of a change in times or the commission requires a change of authorized times. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-25. Handling of cash at gaming tables. (a) Whenever cash is presented by a patron at a gaming table to obtain gaming chips, the following requirements shall be met:

(1) The cash shall be spread on the top of the gaming table by the dealer or boxperson accepting the cash, in full view of the patron who presented the cash and the supervisor assigned to that gaming table.

(2) The cash value amount shall be verbalized by the dealer or boxperson accepting the cash, in a tone of voice calculated to be heard by the patron and the supervisor assigned to that gaming table.

(3) The boxperson or dealer shall count and appropriately break down an equivalent amount of chips in full view of surveillance and the patron.

(4) The cash shall be taken from the top of the gaming table and placed by the dealer or boxperson into the drop box attached to the gaming table.

(b) No cash wagers shall be allowed to be placed at any gaming table. The cash shall be converted to chips before acceptance of a wager. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-26. Table game tips. (a) Each tip given to a dealer shall be handled in the following manner:

(1) Immediately deposited into a transparent locked box reserved for tips, except that value chips received at table games may first be placed in a color-up tube if approved internal controls are in place for this action. If non-value chips are received at a roulette table, the marker button indicating their specific value at that time shall not be removed or changed until after a dealer, in the presence of a supervisor, has converted the non-value chips into value chips that are immediately deposited in a transparent locked box reserved for tips; and

(2) accounted for by a recorded count conducted by a randomly selected dealer for each respective count and a randomly selected employee of the security department. This count shall be recorded on a tips and gratuity deposit form.

(b) Any facility manager may submit internal controls for the commission's approval that would allow poker dealers to either pool tips with other dealers operating poker games in the poker room or receive tips on an individual basis. The receiving of tips individually may be allowed only when the dealer does not make decisions that can affect the outcome of the gambling game, is not eligible to receive winnings from the gambling game as an agent of the facility manager, and uses an approved shuffling machine during the course of the poker game. If tips are received by poker dealers on an individual basis, all tips shall be immediately placed into a locked individual transparent tip box that shall be assigned to and maintained by the dealer while working. The locked

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individual tip box shall be given to the facility manager at the end of the shift for counting, withholding of taxes, and subsequent payment during the normal payroll process. For the purposes of this subsection, winnings from a gambling game shall not include commissions, commonly referred to as the "rake," withheld from amounts wagered in a game. Poker dealers may be permitted to receive tips on an individual basis only if the facility manager has internal controls governing this practice that have been approved by the commission.

(c) For exchanging, which is sometimes called "coloring up," dealer tips to a higher denomination before insertion into the tip box, the following requirements shall be met:

(1) A transparent cylinder or tube shall be attached to the table to maintain the chips until exchanged or colored up. The cylinder or tube shall have a capacity of no more than 25 chips.

(2) Before any chips are exchanged or colored up, the dealer shall make the announcement in a voice that can be heard by the table games supervisor that chips are being colored up. The dealer shall then deposit an equal value of higher denomination chips into the tip box and place the lower denomination chips into the chip tray.

(d) Upon receipt of a tip from a patron, a dealer shall extend the dealer's arm in an overt motion and deposit the tip into the transparent locked box or color-up tube reserved for this purpose.

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(e) Applicable state and federal taxes shall be withheld on tips and gifts received by facility manager employees.

(f) The facility manager shall include in its internal controls the procedures for dropping tip boxes.

(g) The contents of tip boxes shall be collected, transported, stored, counted, and distributed in a secure manner on a regular basis pursuant to a schedule approved by the commission.

(h) Before any tip box collection, a security department employee shall notify the surveillance department that the tip box collection process is about to begin.

(i) If a tip box becomes full, a security department employee and an employee from the applicable department shall notify the surveillance department and empty the full tip box into a secure bag or other approved container for the applicable department.

(Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-27. Table inventory. (a) Chips shall be added or removed from the table inventory only in any of the following instances:

- (1) In exchange for cash presented by the patron;
- (2) for payment of winning wagers or collection of losing wagers made at the table;
- (3) through approved internal controls governing table fill and credit procedures;
- (4) in exchange with patrons for gaming chips of equal value;
- (5) in exchange for a verified automated tip receipt from a commission-approved automated table game controller; or

- (6) in exchange with patrons for non-value chips on the roulette table.

(b) A facility manager shall not transfer or exchange chips or currency between table games.

(c) Table inventories shall be maintained in trays that are covered with a transparent locking lid when the tables are closed. The information on the table inventory slip shall be placed inside the transparent locking lid and shall be visible from the outside of the cover. In case of an emergency, the transparent lid shall be locked over the inventory until normal play resumes.

(d) The table inventory slip shall be at least a two-part form, one of which shall be designated as the "opener" and the other as the "closer."

(e) If a gaming table is not opened during a gaming day, preparation of a table inventory slip shall not be required. However, the table games department shall provide a

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daily list of table games not open for play, including the inventory amount and date on the last closing table inventory slip.

(f) If a table game is not open for play for seven consecutive gaming days, the table inventory shall be counted and verified either by two table games supervisors or by a table games supervisor and a dealer or boxperson, who shall prepare a new table inventory slip and place the previous inventory slip in the table drop box. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-28. Opening of gaming tables. (a) Immediately before opening a table for gaming, a table games supervisor or table games manager shall unlock the transparent table tray lids in the presence of the dealer or boxperson assigned to the table.

(b) Either the dealer or boxperson in addition to either the table games supervisor or table games manager shall each count the chips by denomination and verify the count to the opening table inventory slip.

(c) The dealer or boxperson and the table games supervisor or table games manager shall sign and attest to the accuracy of the information recorded on the opener.

(d) Once signed, the dealer or boxperson shall immediately deposit the opener into the drop box attached to the gaming table.

(e) Internal controls shall include procedures for reconciling instances when counted inventory differs from the amount recorded on the opener and shall include the name of the table games supervisor or table games manager preparing a table games variance slip, the signatures required, distribution of each part of the form, and the assurance that one part is deposited in the drop box. Each variance of \$100 or more at any table shall be reported immediately by the table games supervisor or table games manager to a commission security agent on duty. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-29. Closing of gaming tables. (a) Whenever a gaming table is closed, all chips remaining at the table shall be counted and verified by either two table games supervisors or a table games supervisor in addition to either a dealer or a boxperson, who shall prepare a table inventory slip.

(b) After the table inventory slip is signed by the table games supervisor and the dealer or boxperson, the dealer or boxperson shall immediately deposit the closing table inventory slip in the drop box.

(c) The table games supervisor shall place the opening inventory slip under the table tray lid in a manner that the amounts on the opening inventory slip may be read and lock the lid in place.

(d) Each time a table game is closed, complete closing procedures shall be followed to include the counting, verification, recording, and securing of the chips in the tray, as well as the proper disposal of the cards or dice that were in play. If the game is reopened again on the same gaming day, complete opening procedures shall be followed to include the counting and verification of chips in the tray and inspection of cards or dice and all applicable gaming equipment. The opening and closing inventory table slip for games that are opened and closed more than once in a gaming day may be marked in a manner that indicates the sequence of the slips. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-30. During 24-hour gaming. During 24-hour gaming, a closing table inventory slip shall be prepared in conjunction with the table drop for that gaming day.

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112-108-31. Procedures for manually filling chips from cage to tables; form

procedures. (a) Cross-fills, even money exchanges, and foreign currency exchanges in the pit shall be prohibited.

(b) To request that chips be filled at table games, a supervisor or table games manager shall prepare a two-part order for fill form in ink entering the following information:

- (1) The amount of the fill by denomination of chips;
- (2) the total amount of the fill;
- (3) the table or game number; and
- (4) the signature of the supervisor or manager.

(c) The order for fill shall be transferred to the facility manager's accounting department by the end of the gaming day. The order for fill shall be taken by a security department employee to the cashier's cage. A copy of the order for fill shall be placed on top of the table requesting the fill.

(d) A three-part manual fill slip shall be used to record the transfer of chips from the cashier's cage to a gaming table. The fill slips shall be sequentially numbered by the vendor. The alphabet shall not be required to be used if the numerical series is not repeated during the business year. Chips shall not be transported unless accompanied by a fill slip.

(e) Unless otherwise approved by commission, manual fill slips shall be inserted in a locked dispenser that permits an individual slip in the series and its copies to be

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written upon simultaneously. The dispenser shall discharge the original and duplicate copies while the triplicate remains in a continuous, unbroken form in the locked dispenser.

(f) If a manual fill slip needs to be voided, the cage cashier shall write "VOID" and an explanation of why the void was necessary. Both the cage cashier and either a security department employee or another level II employee independent of the transaction shall sign the voided fill slip. The voided fill slips shall be submitted to the facility manager's accounting department for retention.

(g) Corrections on manual table fills shall be made by crossing out the error, entering the correct information, and then obtaining the initials and employee license number of at least two cage employees. Each employee in accounting who makes corrections shall initial and include the employee's commission license number.

(h) A small inventory of unused manual fill slips may be issued to the facility manager's security department by accounting for emergency purposes. These unused fill slips shall be maintained by the facility manager's accounting or security departments.

(i) A cashier's cage employee shall prepare a three-part fill slip in ink by entering the following information:

- (1) Denomination;
- (2) total amount;
- (3) game or table number and pit;
- (4) date and time; and

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(5) required signatures.

(j) A cashier's cage employee shall sign the order for fill after comparing it to the fill slip and then prepare the proper amount of chips. A facility manager's security department employee shall verify the chip totals with the fill slip. A cashier's cage employee shall present the ordered chips to the security department employee in a covered clear chip carrier. Once verified, both the cashier's cage employee and the security department employee shall sign the fill slip, and the cashier's cage employee or security department employee shall also time- and date-stamp the fill slip. A cashier's cage employee shall retain the order for fill and staple it to a copy of the fill slip after the required signatures from pit personnel are obtained by a security department employee.

(k) After notifying surveillance, a facility manager's security department employee shall take the chips and the fill slips to the indicated table. The chips shall be counted by the dealer or boxperson and witnessed by a table games supervisor and security department employee in full view of surveillance. After verifying the chips against the amounts listed on the fill slip, the table games supervisor and dealer or boxperson shall sign the fill slips. The table games supervisor and security department employee shall observe the dealer or boxperson place the chips in the rack and deposit the fill slips in the table drop box. A security department employee shall not leave the table until the chips have been placed in the racks and the fill slips have been dropped. A security department employee shall return a copy of the fill slip to the cashier.

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(l) The copies of the fill slips shall be reconciled by accounting at least once daily. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-
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112-108-32. Procedures for automated filling of chips. (a) The table games supervisor or table games manager shall determine whether a fill is necessary and initiate the request for fill process. If a request for fill slip is used, procedures for distribution of the slip shall be included in the internal controls.

(b) The table games manager or the pit clerk shall enter a request for fill into the computer, including the following information:

- (1) The amount by denomination;
- (2) the total amount;
- (3) the game or table number and pit;
- (4) the dates and time; and
- (5) the required signatures.

(c) A two-part computer-generated fill slip shall be used to record the transfer of chips from the cashier's cage to a gaming table. The fill slips shall be numbered by the computer in a manner that ensures that every fill in a given calendar year has a unique sequential number.

(d) Two copies of the computerized fill slips shall be printed simultaneously, and a record of the transaction shall be stored within the computer database.

(e) If a computerized fill slip needs to be voided, the cage cashier shall write "VOID" across the original and all copies of the fill slip and an explanation of why the void was necessary. Both a cashier's cage employee and either a security department employee or another level II employee independent of the transaction shall sign the

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voided fill slip. The voided fill slips shall be submitted to the accounting department for retention and accountability. The transaction shall be properly voided in the computer database.

(f) A two-part fill slip shall be printed in the cashier's cage containing the information required in subsection (b). A security department employee shall verify the chip totals with the fill slip. A cashier's cage employee shall present the ordered chips to a security department employee in a clear chip carrier. Once verified, both a cashier's cage employee and security department employee shall sign the fill slip.

(g) After notifying surveillance, a security department employee shall take the chips and the fill slips to the indicated table. Only a security department employee shall transport fills. The chips shall be counted by the dealer or boxperson and witnessed by a table games supervisor and security department employee in full view of surveillance. After verifying the chips to the amounts listed on the fill slip, the table games supervisor and a dealer or boxperson shall sign the fill slips. The table games supervisor and security department employee shall observe the dealer or boxperson place the chips in the rack and deposit the fill slip in the table drop box. A security department employee shall not leave the table until the chips have been placed in the racks and the fill slip has been dropped. A security department employee shall return a copy of the fill slip to the cashier's cage.

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(h) The main bank cashier shall run an adding machine tape on the fill slips and verify the total to the amount in the automated accounting system. All fill paperwork shall be forwarded to accounting.

(i) The ability to input data into the gaming facility computer system from the pit shall be restricted to table game managers and pit clerks. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-33. Procedures for recording manual table credits. (a) Three-part manual credit slips shall be used to record the transfer of chips from a gaming table to the cage. The credit slips shall be sequentially numbered by the vendor. The alphabet shall not be required to be used if the numerical series is not repeated during the calendar year. Chips shall not be transported unless accompanied by a credit slip.

(b) The inventory of nonissued credit slips shall be maintained by the facility manager's accounting or security department. The accounting department shall be responsible for the initial receipt of manual credit slips.

(c) If a table game supervisor or table game manager determines that a table credit is required, a three-part order for credit shall be completed in ink by entering the following information:

- (1) The amount by denomination of chips needed;
- (2) the total amount;
- (3) the game or table number and pit;
- (4) the date and time; and
- (5) the signature of the manager or supervisor.

(d) The table game supervisor or the table game manager shall keep one copy of the order for credit on the table and take the other copy of the order for credit to the pit stand. The pit stand employee shall record that copy in the pit paperwork log and then return the copy to the table. The table game manager shall give a copy of the order for

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credit to a security department employee, who shall take it to the cashier's cage, where the cashier shall prepare a three-part credit slip in ink by entering the following:

- (1) The chip denomination;
- (2) total amount;
- (3) game or table number; and
- (4) time and date.

(e) The security department employee shall take the credit slip to the gaming table. A copy of the order for credit shall be retained at the cage.

(f) The dealer or boxperson shall count the chips in full view of a security department employee and either the table game supervisor or an employee in a higher position. The count shall be conducted in full view of cameras connected to the surveillance department.

(g) The dealer or boxperson and the table game supervisor shall verify the chips against the credit slip, and the credit slip against the order for credit. The dealer or boxperson and the table game supervisor shall sign the credit slip and the order for credit. The security department employee shall verify the chips against the order for credit, sign the order for credit and the credit slip, and receive the chips in a clear chip carrier. The security department employee shall carry the chips and the credit slip back to the cashier's cage. A copy of the order for credit shall be retained at the table until a copy of the credit slip is returned.

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(h) The cashier's cage employee shall receive the credit slips and the chips from the security department employee and verify that the chips match the order for credit and credit slip. The cashier's cage employee shall then sign the credit slips and the order for credit. The cashier's cage employee shall time- and date-stamp the credit slips. Unless otherwise approved by the commission, a copy shall remain unbroken in the locked form dispensing machine. The order for credit shall be attached to a copy of the credit slip and be retained by the cashier's cage.

(i) The copy of the credit slip issued by the cashier's cage shall be taken back to the table by the security department employee. The table game supervisor and the dealer or boxperson shall compare the copy of the credit slip to the order for credit. The table game supervisor shall observe the dealer or boxperson deposit the order for credit slip and the credit slip in the table drop box.

(j) The copies of the credit slips, with the copies of the order for credit attached, shall be transferred to the main bank. The main bank cashier shall run a tape on the credit slips and verify the total against the amount in the automated accounting system.

(k) The locked copies of the manual credit slips shall be removed from the machines by the accounting department.

(l) If a credit slip needs to be voided, the cage cashier shall write "VOID" and an explanation of why the void was necessary across the original and all copies of the credit slip. Both the cashier's cage employee and either a security department employee or another level II employee independent of the transaction shall sign the voided credit slip.

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The voided credit slips shall be subsequently transferred to the accounting department and retained.

(m) Corrections on manual table fill or credit shall be made by crossing out the error, entering the correct information, and then obtaining the initials and commission license numbers of at least two cashier's cage employees.

(n) Each accounting employee who makes corrections shall initial and note that employee's commission license number on the request. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-34. Automated table credits. (a) Two-part computer-generated credit slips shall be used to record the transfer of chips from a gaming table to the cashier's cage. The credit slips shall be sequentially numbered by the computer system, ensuring that each credit in a given calendar year is assigned a unique number. Chips shall not be transported unless accompanied by a credit slip.

(b) The table game manager or the pit clerk shall enter a request for credit into the computer, including the following information:

- (1) The amount by denomination;
- (2) total amount;
- (3) game or table number and pit;
- (4) dates and time; and
- (5) required signatures.

(c) A security department employee shall obtain the credit slip and chip carrier from the cage and proceed to the pit area.

(d) The dealer or boxperson shall count the chips in full view of a security department employee and either the table games supervisor or an employee in a higher position. The count shall be conducted in full view of a camera connected to the surveillance department.

(e) The table games supervisor and either a dealer or a boxperson shall verify that the value of the chips in the carrier matches the amount on the credit slip and sign the

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credit slip. The security department employee shall verify that the chips match the credit slip, sign the credit slip, and carry the chips and the credit slip to the cashier's cage.

(f) A cashier's cage employee shall receive the credit slip and the chips from the security department employee, verify that the chips match the credit slip, and sign the credit slip. A copy of the credit slip shall be retained by the cashier's cage.

(g) The copy of the credit slip shall be taken back to the table by the security department employee. The table games supervisor shall observe the dealer or boxperson deposit the copy of the credit slip into the table drop box.

(h) The main bank cashier shall run an adding machine tape on the credit slips and verify the total against the amount on the automated accounting system. All credit paperwork shall be forwarded to the accounting department by the main bank cashier.

(i) If a credit slip needs to be voided, the cashier's cage employee shall write "VOID" and an explanation of why the void was necessary across the original and all copies of the credit slip. Both the cashier's cage employee and a security department employee independent of the transaction shall sign the voided credit slips. The voided credit slip shall be transferred to the accounting department, where the slip shall be retained. The transaction shall be properly voided in the computer database.

(j) The ability to input data into the gaming facility computer system from the pit shall be restricted to table games managers and pit clerks.

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(k) Each employee in accounting who makes corrections shall initial each correction and include that employee's commission license number. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-35. Table game layouts. (a) All table game layouts shall be consistent with the facility manager's internal controls and meet the following requirements:

(1) Markings on the layout shall be of a size that can be adequately seen by the surveillance.

(2) The odds of winnings and payouts shall be included in markings on the layout when required by the executive director.

(3) The designs shall not contain any advertising other than the facility manager's logo or trademark symbol or Kansas lottery-approved design.

(4) The designs shall not contain any feature that tends to create a distraction from the game.

(5) All other components of the game on the layout shall be of a size that can be adequately seen by surveillance.

(6) A colored depiction of the table shall be submitted to the executive director for approval before being placed into play.

(b) Table layouts shall not be stored in a nonsecure area.

(c) Used table layouts that display the licensee's logo and are not used for internal training purposes approved by commission shall be destroyed and shall not be sold or given to the public. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-36. Required personnel for specific table games. (a) Pit areas may be on multiple levels or locations within a gaming facility. Pit areas shall be described by facility managers in their internal controls at a minimum by their locations, configurations, and restrictions on access. Each full-size baccarat table shall be in a separate room or clearly segregated area of the floor that functions as a separate area from the other table games and is surrounded by baccarat tables. For the purposes of access to a pit, card and dice control, and other table games activities, a “pit” shall be more narrowly defined as a single, separate area that is completely enclosed or encircled by gaming tables.

(b) The table games supervisors and the oversight of their assigned table games and pit operations shall be directly supervised in the following configuration by either a table games manager or casino shift manager:

(1) In either of the following instances, a table games manager shall not be required to be on duty, but at least one casino shift manager shall provide direct supervision by acting as a table games manager:

- (A) When one craps table is open; or
- (B) when up to six tables are open.

(2) In either of the following instances, a table games manager shall provide direct supervision and a casino shift manager shall not act as a table games manager:

- (A) When two or more craps or baccarat tables are open; or
- (B) when seven to 36 table games are open.

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(3) If more than 36 tables are open, one additional table games manager shall provide direct supervision for each additional set of one to 36 tables open. A casino shift manager shall not act as a table games manager.

(c) Other than a casino shift manager acting as a table games manager, table games managers shall be physically present in the pit for at least 90 percent of their shift and be solely dedicated to supervising activities at open table games and activities within the pits. Each absence of a longer duration shall require a replacement table games manager to be on duty in the pit. If a facility manager uses job titles other than “table games supervisor” or “table games manager,” then the internal controls shall specify which job titles used by the facility manager correspond to these positions and ensure that the job descriptions of those positions properly delineate the duties. Table games managers supervising pit areas separated by sight or sound shall have a communications device enabling them to be immediately notified of any incident requiring their attention and shall promptly respond. The gaming facility shift manager shall assign table games managers specific responsibilities regarding activities associated with specific tables.

(d) Each full-size baccarat table shall be directly supervised by at least one table games supervisor. (Authorized by K.S.A. 2008 Supp. 74-8772; implementing K.S.A. 2008 Supp. 74-8752 and 74-8772; effective P-_____.)

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112-108-37. Instructional table games offered to public. (a) A facility manager may offer instructional table games if all of the following conditions are met:

- (1) Only cancelled cards and dice are used.
- (2) Gaming chips are marked "no cash value" or are distinctively different from any value and non-value chips used in the gaming facility and can be readily seen if intermingled into a stack of active chips of a similar color.
- (3) For roulette, non-value chips are distinctively different in design than those used on the gaming floor or have been drilled or otherwise cancelled.
- (4) No wagering is permitted.
- (5) No prizes are awarded in association with the games.
- (6) All participants are at least 21 years of age.
- (7) The executive director gives approval to the facility manager to use the instructional table game.

(b) Written notification setting forth the date, time, type of event, and event location shall be submitted for approval to the executive director at least 15 days in advance of the instructional game. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-38. Minimum and maximum table game wagers. (a) All minimum and maximum wagers shall be posted at each table and may be changed between games by posting new table limits.

(b) If the minimum or maximum wager is changed, the sign shall be changed to reflect the new amount. A facility manager may allow the following bets during a table limit change:

(1) Patrons who were playing when minimum table limits were raised may continue to place bets under the old table minimum limit; and

(2) patrons who were playing when a maximum table limit was raised may be allowed to continue placing bets under the previous table maximum bet.

(c) Payment on wagers that cannot be made evenly shall be rounded up to the next chip denomination. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-39. Dealer and boxperson hand clearing. (a) Each dealer and each boxperson shall clear that individual's hands in view of all persons in the immediate area and surveillance before and after touching that individual's body and when entering and exiting the game. "Clearing" one's hands shall mean holding and placing both hands out in front of the body with the fingers of both hands spread and rotating the hands to expose both the palms and the backs of the hands to demonstrate that the hands are empty. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-40. Table games jackpot; employee pocketbooks. (a) A table games jackpot slip or manual jackpot form shall be used to pay any table games jackpot that triggers IRS required reporting. If a manual jackpot form is used, the form shall include all the information as required on the table games jackpot slip. The table games jackpot slip or manual jackpot form shall be a sequentially numbered, two-part form. One part shall be deposited in the table game drop box, and the other copy shall be retained at the cashier's cage.

(b) Each employee shall be prohibited from taking a pocketbook or other personal container into the pit area unless the pocketbook or container is transparent.

(Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-41. Poker room; general. (a) Live poker games in which the dealer does not play a hand and a rake is collected shall be played only in an approved poker room. All other poker games in which the dealer plays a hand and the player competes against the dealer shall be played at gaming tables that are part of a pit on the gaming floor.

(b) The facility manager shall have the current house rules in writing. These rules shall be available in hard copy in the poker room for patrons, employees, and commission personnel. All revised or rescinded house rules shall be kept on file and shall be available for at least one year. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-42. Poker room; supervision. (a) Each poker room shall be under the general control of a poker room manager or table games manager and the direct oversight of at least one poker room supervisor. Poker room supervisors shall be solely dedicated to supervising poker room personnel and all activities within the poker room when the poker room is opening, in operation, or closing at the end of the gaming day. A poker room supervisor may operate the poker room bank, if so authorized in the internal controls system. The poker room shall be staffed with at least one poker supervisor for every one to eight tables open.

(b) If a facility manager uses job titles other than “poker room manager” or “poker room supervisor,” the internal controls shall specify which job titles used by the facility manager correspond to these positions and ensure that the job descriptions of those positions properly describe the duties assigned. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-43. Poker room; banks and transactions. (a) If a facility manager uses a poker room bank, the facility manager's internal controls shall state whether the bank is operated as a branch of the main cage with a cashier's cage or if accountability and staffing of the bank are the responsibility of the poker room manager or poker room supervisor.

(b) Both the outgoing and incoming individuals responsible for the bank shall sign the completed count sheet attesting to the accuracy of the information at the beginning and ending of each shift. If there is no incoming or outgoing individual, the countdown, verification, and signatory requirements shall be performed by the individual who is responsible for the bank and a cashier's cage employee or a supervisor independent of the poker room.

(c) Each transfer between any table banks and the poker room bank shall be authorized by a poker room supervisor and evidenced by the use a transfer slip as specified in the internal controls. The poker dealer and poker room supervisor shall verify the amount of chips to be transferred. Transfers between table banks, poker room banks, or cashier's cages within the poker room shall not require a security escort.

(d) Transfers between the table banks, poker room banks, or the cashier's cages outside the poker room shall be properly authorized and documented by the poker room supervisor on an even exchange slip as specified in the internal controls.

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(e) A facility manager may permit patrons to exchange cash for chips only at the poker room bank or cashier's cage and then only within submitted and commission-approved buy-in procedures.

(f) When a poker table is opened, a poker dealer shall count the poker table bank inventory, and the accuracy of the count shall be verified by the poker room supervisor and attested to by their signatures on a table inventory slip. The count shall be recorded and reconciled when the poker table is closed.

(g) When a poker table is not open for play for seven consecutive gaming days, the poker table inventory shall be counted and verified by either two poker room supervisors or a poker room supervisor and a dealer. The poker room supervisor shall prepare a new table inventory slip and place the previous inventory slip in the table drop box. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-44. Poker room; drops and counts. The procedures for the collection of poker table drop boxes, token boxes, and the count of the contents of these boxes shall meet the requirements of the internal control standards applicable to the table game drop boxes in K.A.R. 112-108-48. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-45. Bad beat and special hand. (a) If the facility manager offers a bad beat or special hand, all funds collected for the jackpot shall be used to fund the primary, secondary, and tertiary jackpots and be available for poker players to win. The percentage of the funds attributable to each jackpot shall be included in the rules of the game in the facility manager's internal control standards.

(b) When a patron wins a bad beat or special hand, the following information shall be recorded on the bad beat payout documentation, and copies of the internal revenue service forms, if applicable, shall be attached:

(1) A description of the cards that comprised the winning poker hand for that game;

(2) a description of the cards that comprised the winning bad beat hand;

(3) the name of the person that had the winning poker hand for that game;

(4) the name of the person that had the winning bad beat hand;

(5) the names of the other players in the game; and

(6) the amount won by each person.

(c) Surveillance staff shall be notified and shall visually verify all winning hands when a bad beat or special hand is won. The verification by surveillance shall be documented in the surveillance log.

(d) The amount of primary bad beat and any special hand shall be prominently displayed at all times in the poker room, and the amount displayed shall be promptly updated at least once each gaming day by adding the correct percentage of funds that

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were collected from the previous gaming day. If the bad beat is won and the amount displayed has not yet been updated, the poker room supervisor shall contact accounting and update the bad beat amount before paying the winners. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-46. Gaming table drop device characteristics. (a) Each gaming table in the gaming facility shall have an attached drop device for the following items:

- (1) Deposited currency;
- (2) copies of table transaction documents; and
- (3) mutilated chips.

(b) Each gaming table drop device shall have the following features:

- (1) A lock that secures the drop device to the gaming table;
- (2) a lock that secures the contents of the drop device from being removed

without authorization;

(3) a slot opening or mechanism through which all currency, documents, and mutilated chips shall be inserted;

(4) a mechanical device that shall automatically close and lock the slot opening upon removal of the drop device from the gaming table; and

(5) a marking that is permanently imprinted and clearly visible and that identifies the game and table number to which it is attached. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-47. Emergency gaming table drop devices; drop procedures. (a) The facility manager shall maintain emergency gaming table drop devices with the same physical characteristics as those specified in K.A.R. 112-108-46, except for the game and table number markings. The emergency drop device shall be permanently marked with the word "EMERGENCY" and shall have an area for the temporary marking of the game and table number.

(b) Emergency drop devices shall be maintained in the soft count room or in a secured area as approved by the commission. The storage location, controls, and authorized access shall be described in the internal control system.

(c) At least two individuals shall be responsible for performing the emergency drop. One individual shall be a security department employee, and one individual shall be a level I or level II employee independent of the table games department. The table games department shall notify the commission security agent on duty that an emergency drop is needed. Security staff shall notify surveillance that an emergency drop is needed.

(d) The internal control procedures for emergency drop devices shall include the following items:

- (1) Procedures for retrieval of the emergency drop device;
- (2) the process for obtaining drop device release keys;
- (3) procedures for removal of the drop device; and
- (4) the location and safekeeping of the replaced drop device.

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(e) All contents removed during the emergency drop shall be counted and included in the next count. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-48. Procedures for the collection and transportation of drop devices. (a)

Each facility manager shall submit the current drop schedule to the commission's security agent showing the times and days when the drop devices will be removed from the gaming tables. At a minimum, the gaming table drop devices shall be dropped at the end of each gaming day.

(b) Each facility manager shall be allowed to conduct drops while patrons are present in accordance with commission-approved drop procedures.

(c) The internal control system shall state which job titles will participate in each drop ensuring that there are at least two employees, one of whom shall be a security employee. The actual removal of the drop devices from the gaming tables shall be performed by an employee independent of the table games department.

(d) The collection and transportation of gaming table drop devices containing funds shall be conducted using locked storage carts that shall be escorted by a security department employee at all times.

(e) The collection and transportation procedures of each type of drop device shall be described in the internal control system, including alternative procedures for malfunctions, emergencies, and occasions when multiple trips are required to transport the drop devices to the count room.

(f) Access to stored drop devices that contain funds shall be restricted to authorized members of the drop and count teams.

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(g) Each drop device collection process, including transportation of drop devices, shall be continuously monitored by surveillance personnel and recorded.

(h) Each drop and count team member, except security department employees, assigned to the collection of drop devices shall wear a one-piece, pocketless jumpsuit, or other apparel approved by commission, as supplied by the facility manager. Drop apparel shall be issued immediately before use by the facility manager.

(i) A security department employee shall be present for and observe the entire drop process. All drop devices shall be observed by security staff from the time the drop devices are no longer secured in the gaming device until the drop devices are secured in the respective count rooms.

(j) All drop devices shall be transported to the soft count room. The facility manager shall describe, in the internal control system, security procedures to be used when the empty drop storage carts must be stored elsewhere because of space limitation in the count rooms. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-49. Exchange and storage of foreign chips. (a) Foreign chips shall mean chips that are not authorized for use at a specific gaming facility.

(b) Foreign chips inadvertently received in the rake shall be recorded as drop for adjusted gross receipt purposes.

(c) Foreign chips shall be separated from the facility manager's chips and stored in a locked compartment in the main bank or vault.

(d) The internal control system shall describe procedures for the storage of and accountability concerning foreign chips.

(e) Facility managers exchanging foreign chips with other gaming facilities shall ensure that each employee performing the exchange is independent of the transaction.

(f) Foreign chips shall be exchanged only for an equal value of the facility manager's chips, a check, or cash.

(g) Each facility manager shall maintain documentation of the exchange of foreign chips. The documentation shall include the signatures of all the individuals involved in the exchange and an inventory of all the items exchanged. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-50. Procedures for monitoring and reviewing game operations. (a) Each facility manager shall establish procedures for monitoring and reviewing daily table games transactions for the following activities:

- (1) Table games;
- (2) gaming facility cashiering;
- (3) currency transaction reporting;
- (4) sensitive key access; and
- (5) reconciliation of numerical sequence of forms used, matching and reviewing all copies of forms, matching computer monitoring system reports with actual fill and payout forms, and examination of voided forms.

(b) The procedures in subsection (a) shall include a description of the computation of the unredeemed liability and the inventory of chips in circulation and reserve.

(c) Each facility manager shall establish procedures for the documentation of resolving questions raised during the review and monitoring of daily gaming transactions.

(d) Each facility manager shall establish procedures for the documentation of the criteria for determining deviations from expected results of gaming operations that require further investigations and the procedures for conducting and recording the results of such investigations. This shall include the notification of a commission agent.

(e) The accounting department shall perform a monthly general ledger reconciliation of the following:

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- (1) Adjusted gross receipts;
- (2) cage accountability;
- (3) chip liability; and
- (4) progressive jackpot liability.

(f) Each gaming facility's accounting department shall review on a weekly basis the master game report for any unusual variances from the prior week.

(g) The accounting department for each facility manager shall perform daily audits of the following:

- (1) Table games;
- (2) cashier's cage;
- (3) player tracking; and
- (4) any other areas deemed appropriate by the executive director.

(h) The daily audits specified in subsection (g) shall indicate the individual performing the audit and the individual reviewing the audit performed.

(i) Table game procedures shall be performed daily for both computerized and manual forms and shall include, at a minimum, the following:

- (1) Trace table game fills and credit slips originals to duplicate copies and to orders for fill and credits to verify agreement;
- (2) review the table game fills and credit slips for the proper number of authorized signatures, proper date or time, and accurate arithmetic;

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- (3) review all voided table game fills and credits for appropriate handling and required number of authorized signatures. Ensure that all appropriate forms are attached;
- (4) verify that credits and fills are properly recorded for the computation of win;
- (5) trace opening drop cards to the previous shift's closing inventory slip to verify agreement and test for completeness and propriety;
- (6) trace the detail from the master gaming report into the accounting entries recording the transactions and to the total cash summary; and
- (7) perform any other procedures deemed necessary by the executive director.
- (j) All variances or discrepancies in the daily audits specified in subsection (g) shall be investigated, recorded, and reported to the head of the accounting department or equivalent position. The investigation information shall be made available upon demand by the commission staff. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-51. Maintaining table game statistical data. (a) Each facility manager shall maintain records showing the statistical drop, statistical win, and statistical win-to-drop percentages for each gaming table and type of game. These records shall be maintained by day, cumulative month-to-date, and cumulative year-to-date.

(b) Each facility manager shall prepare and distribute statistical reports to gaming facility management on at least a monthly basis. Fluctuations outside of the standard deviation from the base level shall be investigated, and the results shall be documented in writing and retained, with a copy submitted to the commission. For the purposes of this regulation, the “base level” shall be defined as the facility manager’s win-to-drop percentage for the previous business year or previous month in the initial year of operations.

(c) The gaming facility management shall investigate with pit supervisory personnel any fluctuations outside of the standard deviation from the base level in table game statistics. At a minimum, investigations shall be performed for a month for all percentage fluctuations in excess of three percent from the base level. The results of each investigation shall be documented in writing and maintained for at least seven years by the licensee.

(d) Reports of daily table game drop, win or loss, and percentage of win or loss shall be given to the commission, as requested. In addition, if gaming facility management has prepared an analysis of specific table wins, losses, or fluctuations outside of the standard deviation from the base level, these reports shall also be given to

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the commission. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772;
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112-108-52. Required internal audits. (a) The internal audit procedures specified in this regulation shall be conducted on at least a semiannual basis, except for the annual cash count. If a procedure does not apply to the operations of the facility manager, this fact shall be noted in the audit report.

(b) Table game audit procedures, which shall be performed by a member of the facility's audit department, shall include the following requirements:

(1) Five table openings and five table closings shall be observed for compliance with the commission-approved internal controls and this article. The related documentation shall be reviewed for accuracy and required information.

(2) A total of 10 table fills and three table credits shall be observed. The observations shall occur over at least three different gaming days. If a member of the facility's audit department is unable to observe three credit fills, the staff member shall verify procedures through interview.

(3) Table game drop and collection procedures as defined in the commission-approved internal controls and this article shall be observed and reviewed for two gaming days with one day being a 24-hour gaming day or a weekend day.

(4) Soft count procedures for table games and poker drops shall be observed and reviewed as defined in the commission-approved internal controls and this article, including the subsequent transfer of funds to the main bank or vault.

(5) Dice inspection procedures shall be observed and reviewed as outlined in the commission-approved internal controls and this article.

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(6) Card inspection procedures shall be observed and reviewed as defined in the commission-approved internal controls and this article.

(7) Card and dice inventory control procedures shall be reviewed and verified.

(8) Statistical reports for table game drop, win, and win-to-drop percentages shall be reviewed to determine if fluctuations in excess of three percent from the base level are investigated.

(9) Supervision in the pits shall be verified as required by the commission-approved internal controls and this article.

(10) Dealer tip collection, count verification, and recording procedures shall be observed.

(11) Table game operations shall be observed to ensure compliance with the commission-approved internal controls and this article pertaining to table games, including poker. This observation shall include a representative sample of all table games over a two-day observation period.

(c) Gaming facility cashiering shall be verified by a member of the facility's internal audit department to ensure that any changes to the chip inventory ledgers during the semiannual audit period are documented and the required signatures are present on the ledger or the supporting documentation.

(d) Adjusted gross receipts shall be reconciled by a member of the facility's internal audit department against the following:

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(1) The adjusted gross receipts from the table games, cage accountability, chip liability, and progressive jackpot liability. A copy of the reconciliation shall be included in the internal audit report;

(2) a two-day sample of gaming source documents, including table fill slips, table credit slips, and opener or closer slips. These gaming source documents shall also be reviewed in this process for accuracy and completion, as defined in the commission-approved internal controls and this article; and

(3) the transactional data in the central computer system.

(e) On an annual basis, the internal audit department shall conduct an observation of a complete physical count of all cash and chips in accordance with guidelines issued by the executive director. The count shall not be conducted during the last two months of a fiscal year.

(1) The executive director shall be notified 30 days in advance of the count. At the executive director's discretion, commission representatives may be present.

(2) Management staff may be notified no more than 24 hours in advance of the count to ensure that adequate staff is on duty to facilitate access to all areas being counted.

(3) All count sheets shall be signed by each individual performing the inventory.

(4) A summary of the inventory total for each count sheet, along with all shortages and overages and the signed count sheets, shall be included in the internal audit report.

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(5) The cash count of cage windows and of the main bank shall be conducted by a member of the facility's internal audit department when the location is closed, unless otherwise approved by the executive director. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-53. Found items. All cash, chips, tickets, cards, dice, gaming equipment, records, and any other items found in unauthorized or suspicious locations or circumstances shall be reported by the finder to the commission security agent on duty.
(Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-54. Waiver of requirements. (a) On the commission's initiative, one or more of the requirements of this article applicable to table games may be waived by the commission upon a determination that the nonconforming control or procedure meets the operational integrity requirements of the act and this article.

(b) A facility manager may submit a written request to the commission for a waiver for one or more of the requirements in this article. The request shall be filed on an amendment waiver and request form and shall include supporting documentation demonstrating how the table game controls for which the waiver has been requested will still meet the operational integrity requirements of the act and this article. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-55. Shipment of table games and table game mechanisms. (a) Each facility manager shall ensure that the shipment of any table game or table game mechanism for use in a gaming facility shall be approved in advance by the executive director. The person causing the shipment shall notify the executive director of the proposed shipment at least 15 days before the shipment. The notice shall include the following information:

(1) The name and address of the person shipping the table game or table game mechanism;

(2) the name and address of the person who manufactured, assembled, distributed, or resold the table game or table game mechanism, if different from the person shipping the item;

(3) the name and address of a new owner if ownership is being changed in conjunction with the shipment;

(4) the method of shipment and the name and address of the third-party carrier, if applicable;

(5) the name and address of the person to whom the table game or table game mechanism is being sent and the destination of the item, if different from that address;

(6) the quantity of table games or table game mechanisms being shipped and the manufacturer's make, model, and serial number each of each item;

(7) the expected date and time of delivery to, or removal from, any authorized location within this state;

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(8) the port of entry or exit, if any, of the table game or table game mechanism if the origin or destination of the table game or table game mechanism is outside the continental United States; and

(9) the reason for shipping the table game or table game mechanism.

(b) Each shipment of table games or table game mechanisms shall be sealed before being transported. On arrival at the gaming facility, the shipment shall not be opened or inventoried until the seal is witnessed and broken by an agent of the commission. An agent of the commission shall verify that each table game and table game mechanism is unloaded, inventoried, and compared to the notice required in subsection (a). (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-56. Handling chips. A dealer shall “prove chips” when opening or closing a table, filling a table, or exchanging chips for a patron by displaying and counting the chips in full view of either of the following, in accordance with the facility’s procedures:

(a) Surveillance and either the pit manager or an employee in a higher position;

or

(b) surveillance and the affected patron. (Authorized by and implementing K.S.A. 2008 Supp. 74-8772; effective P-_____.)

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112-108-57. Progressive table games. (a) A facility manager shall place a table game that offers a progressive jackpot only if the executive director has approved the following:

- (1) The initial and reset amounts for the progressive meters;
- (2) the system for controlling the keys and applicable logical access controls to the table games;
- (3) the proposed rate of progression for each jackpot;
- (4) the proposed limit for progressive jackpot, if any; and
- (5) the calculated probability of winning each progressive jackpot. The probability shall not exceed 50 million to one.

(b) Progressive meters shall not be reset or reduced unless one of the following occurs:

- (1) The amount indicated has been actually paid to a winning patron.
- (2) The progressive jackpot amount won by the patron has been recorded in accordance with a system of internal controls approved by the commission.
- (3) The progressive jackpot has been transferred to another progressive table game and the transfer has been approved by the executive director.
- (4) The change is necessitated by a meter malfunction, and the commission has been notified of the resetting in writing.

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(c) A facility manager shall not alter the odds of winning a progressive jackpot unless the jackpot has been transferred to another progressive table game in accordance with subsection (d).

(d) A facility manager may limit, transfer, or terminate a progressive jackpot or progressive game offered on the gaming floor under any of the following circumstances:

(1) A progressive jackpot may be limited if the payout limit is greater than the payout amount displayed on the progressive jackpot meter to patrons. The facility manager shall provide notice to the commission of the imposition or modification of a payout limit on a progressive meter concurrent with the setting of the payout limit.

(2) A progressive jackpot game may be terminated concurrent with the winning of the progressive jackpot if the progressive controller was configured to automatically establish a fixed reset amount with no progressive increment.

(3) A progressive jackpot amount may be transferred from a gaming floor. The facility manager shall give notice to the commission of its intent to transfer the progressive jackpot at least 30 days before the anticipated transfer, and the facility manager shall conspicuously display the facility manager's intent to transfer the progressive jackpot on the front of each affected table game for at least 30 days. To be eligible for transfer, the progressive jackpot shall be transferred in its entirety and shall meet one of the following conditions:

(A) Be transferred to the progressive meter for a table game with the same or greater probability of winning the progressive jackpot, with the same or lower wager

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requirement to be eligible to win the progressive jackpot, and with the same type of progressive jackpot;

(B) be transferred to the progressive meters of two separate table games if each table game progressive system to which the jackpot is transferred individually meets the requirements of paragraph (d)(3)(A); or

(C) be transferred to the most similar table game progressive system that is available if approved by the executive director.

(4) A progressive jackpot on a stand-alone progressive table game system may be removed from a gaming floor if notice of intent to remove the progressive jackpot meets the following conditions:

(A) The notice is conspicuously displayed on the front of each table game for at least 30 days.

(B) The notice of intent is provided in writing to the commission at least 30 days before the removal of the progressive jackpot.

(e) The amount indicated on the progressive meter on each table game governed by subsection (a) shall be recorded by the facility manager's accounting department on a progressive electronic gaming summary report at least once every seven calendar days. Each report shall be signed by the person preparing the report. If the report is not prepared by the accounting department, the progressive electronic gaming summary report shall be forwarded to the accounting department at the end of the gaming day on which the report is prepared. An employee of the accounting department shall be

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responsible for calculating the correct amount that should appear on a progressive meter. If an adjustment to the progressive meters is necessary, the adjustment shall be made by a member of the EGM department as follows:

(1) Supporting documentation shall be maintained to explain any addition or reduction in the registered amount on the progressive meter. The documentation shall include the date, the asset number of the table game, the amount of the adjustment, and the signatures of the accounting department member requesting the adjustment and the EGM department member making the adjustment.

(2) The adjustment shall be effectuated within 48 hours of the meter reading.

(f) Except as otherwise authorized by this regulation, each table game offering a progressive jackpot that is removed from the gaming floor shall be returned to or replaced on the gaming floor within five gaming days. The amount on the progressive meter on the returned or replacement table game shall not be less than the amount on the progressive meter at the time of removal, unless the amount was transferred or paid out in accordance with these regulations. If a table game offering a progressive jackpot is not returned or replaced, any progressive meter amount at the time of removal shall, within five days of the table game's removal, be added to a table game offering a progressive jackpot approved by the executive director. The table game shall offer the same or greater probability of winning the progressive jackpot and shall require the same or lower denomination of currency to play that was in use on the table game that was removed.

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(g) If a table game is located adjacent to a table game offering a progressive jackpot, the facility manager shall conspicuously display on the table game a notice advising patrons that the table game is not participating in the progressive jackpot of the adjacent table game. (Authorized by K.S.A. 2008 Supp. 74-8772; implementing K.S.A. 2008 Supp. 74-8752 and 74-8772; effective P-_____.)

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Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Approval of Boot Hill Casino and Resort Initial Internal Control Plan**

PRESENTER: Charles LaBoy, Deputy Director for Audit and Electronic Security

ISSUE SUMMARY: K.A.R. 112-104-1(b) requires each applicant for a facility manager certificate to submit to the commission a written plan of the applicants initial system of administrative and accounting procedures, including its internal controls and audit protocols at least 90 days before opening a gaming facility. The Boot Hill Casino and Resort initially submitted its Internal Control Plan to the KRGC as required on September 15, 2009.

Commission staff has reviewed the Internal Control Plan for compliance with Articles 112-104-1 *et seq.*, 112-107-1 *et seq.*, and 112-108-1 *et seq.* During this review staff noted several areas that were not in compliance with KRGC regulations. Many of the areas were addressed by Boot Hill staff; however, there were some that Boot Hill is requesting waivers for. Due to the confidential nature of this information staff will discuss these items during the executive session.

COMMISSION ACTION REQUIRED/REQUESTED: Commission review, discussion and approval.

STAFF RECOMMENDATIONS: Staff recommends approval of the Boot Hill Casino and Resort Internal Control Plan with staff supported waivers contingent on the facility manager addressing any noted areas of non compliance with the Executive Director prior to the opening of the facility to the general public.

Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Approval of GTECH Central Computer System**

PRESENTER: Charles LaBoy, Deputy Director for Audit and Electronic Security

ISSUE SUMMARY: K.A.R. 112-110-2 *et seq.* provides the requirements for the Kansas Lottery's GTECH central computer system. The KRGC has contracted with Gaming Laboratories International to conduct compliance and specification testing of the GTECH system. During this testing GLI has noted several areas that were not in compliance with KRGC regulations. Many of the areas were addressed by GTECH staff; however, there were some that GTECH is requesting waivers for. Due to the confidential nature of this information staff will discuss these items during the executive session.

COMMISSION ACTION REQUIRED/REQUESTED: Commission review, discussion and approval.

STAFF RECOMMENDATIONS: Staff recommends approval of the GTECH Central Computer System with staff supported waivers contingent upon successful completion of all phases of GLI testing.

Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Final approval of Boot Hill Resort & Casino Responsible Gambling Plan**

PRESENTERS: Mike Deines, Director of Responsible Gambling
Carol Spiker, Responsible Gambling Coordinator
Boot Hill Representative

ISSUE SUMMARY: Commission staff worked with Boot Hill Casino to draft a comprehensive responsible gambling plan for the facility. Staff reviewed plan with an emphasis on proper procedures regarding self-exclusion, underage gambling and employee training

COMMISSION ACTION REQUIRED/REQUESTED: Commission review and approval.

STAFF RECOMMENDATIONS: Staff recommends approval

Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Final approval of Boot Hill Casino and Resort Security Plan**

PRESENTER: Don Brownlee, Director of Security

ISSUE SUMMARY: K.A.R. 112-105-2 requires the facility manager to submit a security plan to the commission. Boot Hill Casino and Resort submitted a security plan which has been reviewed by commission staff. The submitted plan is consistent with the KRGC regulatory requirements of article 105. K.A.R. 112-105-3 requires the facility manager's director of security to maintain an emergency operations plan as part of the overall security plan. The emergency operations plan submitted by Boot Hill Casino and Resort has been reviewed by commission staff and is consistent with the regulatory requirements of article 105.

COMMISSION ACTION REQUIRED/REQUESTED: Commission review and discussion

STAFF RECOMMENDATIONS: Staff recommends approval of the Boot Hill Casino Security Plan

Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Final approval of Boot Hill Casino and Resort Surveillance Plan**

PRESENTER: Don Brownlee, Director of Security

ISSUE SUMMARY: KAR 112-106-2 requires the facility manager to submit a surveillance plan to the commission. Boot Hill Casino and Resort submitted a surveillance plan which has been reviewed by commission staff. The submitted plan is consistent with the KRGC regulatory requirements of article 106.

COMMISSION ACTION REQUIRED/REQUESTED: Commission review and discussion

STAFF RECOMMENDATIONS: Staff recommends approval of the Boot Hill Casino Security Plan

Kansas Racing and Gaming Commission

STAFF AGENDA MEMORANDUM

DATE OF MEETING: December 4, 2009

AGENDA ITEM: **Conditional Facility Manager Certification for Boot Hill Casino & Resort**

PRESENTERS: Stephen Martino, Executive Director; and
Patrick Martin, Chief Counsel and Assistant Attorney General

ISSUE SUMMARY: So that Boot Hill Casino & Resort can conduct at least one controlled demonstration as a part of its facility manager application process, the commission should conditionally certify Boot Hill. The reasons for conditional certification are two-fold.

First, the KRGC's regulations require that an entity be certified by the commission before participating in casino-style gaming. Specifically, K.A.R. 112-101-1 states that "No person may manage a gaming facility unless that person is a lottery gaming facility manager or racetrack gaming facility manager certified by the commission with a current facility manager's certificate." The controlled demonstration will necessarily involve gambling, and, therefore, the commission must take some action to certify Boot Hill.

Second, Kansas' criminal code for gambling provides exceptions for commission licensees.¹ *See* K.S.A. 21-4302(d)(2)(A) (stating that a "gambling device" under the criminal law does not include "Any machine, mechanical device, electronic device or other contrivance used or for use by a licensee of the Kansas racing commission as authorized by law and rules and regulations adopted by the commission.") Just as above, the commission should remove any legal impediment to Boot Hill conducting controlled gambling under the commission staff's supervision.

Staff expects that upon successful demonstration that Boot Hill follows the regulatory and other requirements in its operational plans the executive director will provide the final signature for full certification.

COMMISSION ACTION REQUIRED/REQUESTED: Staff requests that the Commission conditionally certify Boot Hill so that it may perform some controlled demonstrations. If Boot Hill successfully completes a controlled demonstration, as determined by the executive director, then the executive director will provide authorization for full certification.

STAFF RECOMMENDATIONS: Staff recommends conditionally certifying Boot Hill Casino & Resort with the attached conditional order.

¹ Staff has and does interpret that the terms "license" and "certificate" entail the same regulated permission to conduct some activity.

In support of this Conditional Order of Certification and upon the commission staff's thorough reviews and recommendations and upon the documents and testimony submitted by the applicant, the KRGC finds and determines as follows:

I. Findings of Fact and Conclusions of Law

1. That Boot Hill and its officers, directors, key employees and investors have successfully demonstrated their background suitability to support a facility manager certificate for Boot Hill.

2. That Boot Hill is timely in all of its required payments for the cost of KRGC oversight;

3. That Boot Hill has successfully completed these required regulatory plans and has the commission's approval for each matter specified therein:

- a. A Minimum Internal Controls System plan, K.A.R. 112-104-1, *et seq.*;
- b. a Security Plan, K.A.R. 112-105-1, *et seq.*;
- c. a Surveillance Plan, K.A.R. 112-106-1, *et seq.*;
- d. Table Games rules and procedures, K.A.R. 112-108-1, *et seq.*; and
- e. a Responsible Gaming Plan, K.A.R. 112-112-1, *et seq.*

4. That Boot Hill's final certification under K.A.R. 112-101-1, *et seq.*, is conditioned on Boot Hill's successful demonstration to the KRGC's executive director that Boot Hill is and will follow all of its plans. Such demonstration(s) shall:

- a. Be an invitation-only event;
- b. involve live gambling with real money;
- c. involve at least one shift-change;

d. occur at a time and schedule agreed to by Boot Hill and the executive director.

5. For purposes of certification duration under K.A.R. 112-101-7, that Boot Hill's facility manager certificate shall begin on _____.

II. Order

Subject to the final approval of the executive director as outlined in this Order, the Commission hereby grants Boot Hill Casino & Resorts a conditional certificate to operate a lottery gaming facility in the Southwest gaming zone and hereby provides any and all approvals necessary to operate that facility as required under the Expanded Lottery Act or related regulations.

Conditional Certification Ordered by:

Carol Sader
Commission Chairperson

Commissioner

Commissioner

Commissioner

Commissioner

Final Certification approved by:

Stephen L. Martino
KRGCC Executive Director

Date

CERTIFICATE OF SERVICE

I certify that a true and correct copy of the foregoing pleading was delivered via United States mail, postage prepaid, on this ____ day of _____, 2009, to:

Commission representative