REGULATION 14

MANUFACTURERS, DISTRIBUTORS, OPERATORS OF INTER–CASINO LINKED SYSTEMS, GAMING DEVICES, NEW GAMES, INTER–CASINO LINKED SYSTEMS, ON-LINE SLOT METERING SYSTEMS, CASHLESS WAGERING SYSTEMS, MOBILE GAMING SYSTEMS, INTERACTIVE GAMING SYSTEMS AND ASSOCIATED EQUIPMENT; INDEPENDENT TESTING LABORATORIES

14.010 Definitions.
14.015 Policy.
14.020 License required; applications.
14.021 Independent contractors; registration. [Repealed: 7/28/2011.]
14.0215 Determination of suitability.
14.023 Manufacturer's agreements with independent contractors.
14.024 Manufacturer's responsibilities for independent contractors.
14.025 Certain themes prohibited in association with gaming devices or slot machines.
14.030 Approval of gaming devices and the operation of new inter-casino linked systems; applications and procedures.
14.040 Minimum standards for gaming devices.
14.045 Minimum standards for inter-casino linked systems.
14.050 Technical standards.
14.060 Employment of individual to respond to inquiries from the board.
14.070 Board evaluation of new gaming devices.
14.075 Board evaluation of inter-casino linked systems.
14.080 Field test of new gaming devices and new inter-casino linked systems.
14.090 Certification by manufacturer.
14.100 Final approval of new gaming devices and new inter-casino linked systems.
14.105 Installation of a system based game or a system supported game.
14.110 Approval to modify gaming devices or inter-casino linked systems; applications and procedures.
14.120 Board evaluation of modifications.
14.130 Field test of modified gaming devices and modified inter-casino linked systems.
14.140 Final approval of modifications.
14.150 Conversions. [Repealed: 6/14]
14.160 Duplication of program storage media.
14.170 Marking, registration, and distribution of gaming devices.
14.180 Approval to distribute gaming devices out of Nevada; applications and procedures.
14.190 Approval to sell or dispose of gaming devices.
14.200 Maintenance of gaming devices.
14.210 Approval of promotional devices; applications and procedures.
14.220 Summary suspension of approval of gaming devices and inter-casino linked systems.
14.230 Approval of new games and game variations; applications and procedures.
14.240 Field trials of new games and game variations.
14.250 Final approval of new games.
14.260 Approval of associated equipment; applications and procedures.
14.270 Board evaluation of associated equipment.
14.280 Field trial of associated equipment.
14.290 Installation of associated equipment.
14.300 Maintenance of associated equipment.
14.302 Manufacturer or distributor of associated equipment; registration of a manufacturer or distributor of associated equipment; application and procedures.
14.305 Manufacturer or distributor of associated equipment; determination of suitability.
14.310 Retention of records.
14.320 Sale of antique gaming devices.
14.330 Sale of slot machines displayed or used in a private residence.
14.340 Display and marketing of gaming devices by unlicensed entities.
14.350 Independent testing laboratories; authority for board to register and utilize; fees.
14.360 Independent testing laboratories; registration requirement; qualifications.
14.370 Independent testing laboratories; registration; provisional registration; application and procedures; waiver.
14.380 Independent testing laboratories; notification and reporting requirements.
14.390 Independent testing laboratories; uniform protocols.
14.395 Independent testing laboratories; manufacturer, distributor, and operator prohibited actions.
14.400 Independent testing laboratories; inspection and certification results.
14.410 Independent testing laboratories; termination of registration; revocation of registration; retention of jurisdiction.
14.415 Independent testing laboratories; unsuitable method of operation.

14.010 Definitions. As used in this regulation, unless the context otherwise requires:

1. "Assume responsibility" means to acquire complete control over, or ownership of, a gaming device, cashless wagering system, mobile gaming system or interactive gaming system.

2. “Cashless wagering system” means the collective hardware, software, communications technology, and other associated equipment used to facilitate wagering on any game or gaming device including mobile gaming systems and interactive gaming systems with other than chips, tokens or legal tender of the United States. The term does not include any race and sports computerized bookmaking system that accepts pari-mutuel wagers, or any other race and sports book systems that do not accept wagering instruments, wagering credits or process electronic money transfers.

This type of associated equipment is further defined in NRS 463.014.

3. “Chairman” means the chairman of the Nevada gaming control board or his or her designee.

4. "Control program" means any software, source language or executable code which affects the result of a wager by determining win or loss. The term includes, but is not limited to, software, source language or executable code associated with the:

(a) Random number generation process;

(b) Mapping of random numbers to game elements to determine game outcome;

(c) Evaluation of the randomly selected game elements to determine win or loss;

(d) Payment of winning wagers;

(e) Game recall;

(f) Game accounting including the reporting of meter and log information to on-line slot metering system;

(g) Monetary transactions conducted with associated equipment;

(h) Software verification and authentication functions which are specifically designed and intended for use in a gaming device;

(i) Monitoring and generation of game tilts or error conditions; and

(j) Game operating systems which are specifically designed and intended for use in a gaming device.

➥The term does not include software used for artistic attributes of a game including graphics, sound and animation providing entertainment unless such elements are material to game play because they are necessary for the player to understand the game or game outcome.

5. "Distribution" or "distribute" means the sale, offering for sale, lease, offering for lease, licensing or other offer of any gaming device, cashless wagering system, mobile gaming system or interactive gaming system for use or play in Nevada.

6. “Distributor” means a person who operates, carries on, conducts or maintains any form of distribution.

7. “Distributor of associated equipment” is any person that sells, offers to sell, leases, offers to lease, licenses, markets, offers, or otherwise offers associated equipment in Nevada for use by licensees.

8. “Equipment associated with interactive gaming” means associated equipment as defined within NRS 463.0136.

9. “Game of chance” means a game in which randomness determines all outcomes of the game as determined over a period of continuous play.

10. “Game of skill” means a game in which the skill of the player, rather than chance, is the dominant factor in affecting the outcome of the game as determined over a period of continuous play.

11. “Game outcome” is the final result of the wager.

12. "Game variation" means a change or alteration in a game or gambling game that affects the manner or mode of play of an approved game. This includes, but is not limited to, the addition or removal of wagering opportunities or a change in the theoretical hold percentage of the game. The term game or gambling game is defined in NRS 463.0152.

13. “Gaming session” means the period of time commencing when a player initiates a game or series of games on a gaming device by committing a wager and ending at the time of a final game outcome for that game or series of games.

14. “Hybrid game” means a game in which a combination of the skill of the player and chance affects the outcome of the game as determined over a period of continuous play.

15. “Identifier” means any specific and verifiable fact concerning a player or group of players which is based upon objective criteria relating to the player or group of players, including, without limitation:

(a) The frequency, value or extent of predefined commercial activity;

(b) The subscription to or enrollment in particular services;

(c) The use of a particular technology concurrent with the play of a gaming device;

(d) The skill of the player;

(e) The skill of the player relative to the skill of any other player participating in the same game;

(f) The degree of skill required by the game; or

(g) Any combination of (a) to (f), inclusive.

16. "Independent contractor" means any person who:

(a) Is not an employee of a licensed manufacturer; and

(b) Pursuant to an agreement with a licensed manufacturer:

(1) Designs, develops, programs, produces or composes a control program on behalf of the licensed manufacturer; or

(2) Designs, develops, produces or composes software, source language or executable code intended to be compiled into a control program by the licensed manufacturer.

➥As used in this regulation “licensed manufacturer” includes any affiliate that is owned or controlled by or under common control with the licensee.

17. "Independent testing laboratory" means a private laboratory that is registered by the commission to inspect and certify games, gaming devices, associated equipment, cashless wagering systems, inter-casino linked systems, mobile gaming systems or interactive gaming systems, and any components thereof and modifications thereto, and to perform such other services as the board and commission may request.

18. “Inter-casino linked system” means:

(a) A network of electronically interfaced similar games which are located at two or more licensed gaming establishments that are linked to:

(1) Conduct gaming activities, contests or tournaments; or

(2) Facilitate participation in a common progressive prize system,

➥and the collective hardware, software, communications technology and other associated equipment used in such system to link and monitor games or devices located at two or more licensed gaming establishments, including any associated equipment used to operate a multi-jurisdictional progressive prize system.

(b) Systems that solely record a patron’s wagering activity among affiliated properties are not inter-casino linked systems.

(c) The term "multi-jurisdictional progressive prize system" means the collection of hardware, software, communications technology and other associated equipment used to link and monitor progressive slot machines or other games among licensed gaming establishments in this state participating in an inter-casino linked system and one or more lawfully operated gaming locations in other jurisdictions that participate in a similar system for the purpose of participation in a common progressive prize system.

19. “Inter-casino linked system modification” means a change or alteration to an inter-casino linked system made by an operator who has been previously approved by the commission to operate that system. With regard to inter-casino linked systems that link progressive payout schedules, the term includes, but is not limited to:

(a) A change in a system name or theme; or

(b) A change in gaming device denomination.

20. “Interactive gaming system” is a gaming device and means the collective hardware, software, communications technology, and proprietary hardware and software specifically designed or modified for, and intended for use in, the conduct of interactive gaming. The core

components of an interactive gaming system, including servers and databases running the games on the interactive gaming system and storing game and interactive gaming account information, must be located in the State of Nevada except as otherwise permitted by the chairman or his designee.

21. "Manufacture" means:

(a) To manufacture, produce, program, design, control the design of or make modifications to a gaming device, associated equipment, cashless wagering system, mobile gaming system or interactive gaming system for use or play in Nevada;

(b) To direct, control or assume responsibility for the methods and processes used to design, develop, program, assemble, produce, fabricate, compose and combine the components and other tangible objects of any gaming device, associated equipment, cashless wagering system, mobile gaming system or interactive gaming system for use or play in Nevada; or

(c) To assemble, or control the assembly of, a gaming device, associated equipment, cashless wagering system, mobile gaming system or interactive gaming system for use or play in Nevada.

22. “Manufacturer” means a person who operates, carries on, conducts or maintains any form of manufacture.

23. “Manufacturer of associated equipment” is any person that manufactures, assembles, or produces any associated equipment, including inter-casino linked systems, for use in Nevada by licensees.

24. “Manufacturer of equipment associated with interactive gaming” means any person that manufactures, assembles, or produces any equipment associated with interactive gaming.

25. “Mobile gaming system” or “system” means a system that allows for the conduct of games through mobile communications devices operated solely within a licensed gaming establishment by the use of communications technology that allows a patron to bet or wager, and corresponding information related to the display of the game, gaming outcomes or other similar information.

26. “Mobile gaming system modification” means any change or alteration to a mobile gaming system made by a manufacturer from its approved configuration.

27. “Modification” means a change or alteration in a gaming device previously approved by the commission for use or play in Nevada that affects the manner or mode of play of the device. The term includes a change to control programs and, except as provided in paragraphs (c) and (d) of this subsection, in the theoretical hold percentage. The term does not include:

(a) Replacement of one component with another, pre-approved component;

(b) The rebuilding of a previously approved device with pre-approved components;

(c) A change in the theoretical hold percentage of a mechanical or electro-mechanical device, provided that the device as changed meets the standards of Regulation 14.040(1);

(d) A change in the theoretical hold percentage of an electronic device which is the result of a top award jackpot or bonus jackpot payment which is paid directly by an attendant and which is not accounted for by the device; or

(e) A change to software used for artistic attributes of a game, including graphics, sound and animation providing entertainment unless such elements are material to game play because they are necessary for the player to understand the game or game outcome.

28. “On-line slot metering system” means the collective hardware, software and other associated equipment used to monitor, accumulate, and record meter information from gaming devices within a licensed establishment.

29. “Operator” means, except as otherwise provided, any person or entity holding a license to operate:

(a) An inter-casino linked system or mobile gaming system in Nevada;

(b) A slot machine route that operates an inter-casino linked system for slot machines only;

(c) A nonrestricted gaming operation that operates an inter-casino linked system of affiliates; or

(d) An inter-casino linked system under the preceding paragraphs (a) or (b) of this section which system also is linked to or otherwise incorporates a multi-jurisdictional progressive prize system.

30. “Private residence” means a noncommercial structure used by a natural person as a place of abode and which is not used for a commercial purpose.

31. “Proprietary hardware and software” means hardware or software specifically designed for use in a gaming device including a mobile gaming system and interactive gaming system.

32. “Randomness” is the observed unpredictability and absence of pattern in a set of elements or events that have definite probabilities of occurrence.

33. “Rules of play” means those features of a game necessary for a reasonable person to understand how a game is played including, but not limited to, the following:

(a) Help screens;

(b) Award cards; and

(c) Pay-line information.

➥The term does not include those inherent features of a game that a reasonable person should know or understand prior to initiating the game.

34. “Skill” means the knowledge, dexterity or any other ability or expertise of a natural person.

35. “Theme” means a concept, subject matter and methodology of design.

(Adopted: 7/89. Amended: 10/90; 8/93; 1/27/00; 5/00; 5/03; 3/06; 7/10; 7/11; 9/11; 12/11; 3/12; 11/13; 6/14; 9/15; 10/16)

14.015 Policy. Gaming devices and associated equipment that incorporate innovative, alternative and advanced technology are beneficial to and in the best interests of the State of Nevada and it is the policy of the commission to encourage the development and deployment of such technologies by manufacturers, distributors and gaming establishments to the extent consistent with the declared policy of this state as set forth in NRS 463.0129 and section 1 of Chapter 108 of the 2015 Statutes of Nevada.

(Adopted: 9/15.)

14.020 License required; applications; investigative fees; registration of a manufacturer or distributor of associated equipment.

1. A person may act as a manufacturer, distributor, or manufacturer of an interactive gaming system, or as an operator, only if that person holds a license specifically permitting the person to act as a manufacturer, distributor, or manufacturer of an interactive gaming system, or as an operator except as provided for in NRS 463.160(2).

2. Applications for manufacturer’s, distributor’s, manufacturer of interactive gaming systems, or operator’s licenses shall be made, processed, and determined in the same manner as applications for nonrestricted gaming licenses, using such forms as the chairman may require or approve.

3. Applications for a manufacturer’s, distributor’s, manufacturer of interactive gaming systems, operator’s licenses, or for a finding of suitability to be a manufacturer of equipment associated with interactive gaming shall be subject to the application and investigative fees established pursuant to Regulation 4.070.

4. Any manufacturer or distributor of associated equipment for use in this State must register with the commission pursuant to NRS 463.665 if such associated equipment:

(a) Is used directly in gaming;

(b) Has the ability to add or subtract cash, cash equivalents or wagering credits to a game, gaming device or cashless wagering system;

(c) Interfaces with and affects the operation of a game, gaming device, cashless wagering system or other associated equipment;

(d) Is used directly or indirectly in the reporting of gross revenue;

(e) Records sales for use in an area subject to the tax imposed by NRS 368A.200; or

(f) Is otherwise determined by the commission to create a risk to the integrity of gaming and protection of the public if not inspected.

(Adopted: 7/89. Amended: 5/00; 5/03; 12/11; 3/12; 11/15)

14.021 Independent contractors; registration. [Repealed: 7/28/11].

14.0215 Determination of suitability.

1. A person is not subject to licensing pursuant to subsection 1 of NRS 463.650 in connection with activities performed as an independent contractor provided that person complies with the requirements of this regulation governing independent contractors. Any other person who designs, develops, programs, produces or composes a control program for use in a gaming device in Nevada must be licensed in accordance with NRS 463.650.

2. An independent contractor may be required by the commission, upon recommendation of the board, to file an application for a finding of suitability to be an independent contractor for a licensed manufacturer.

3. The commission shall give written notice to the independent contractor of its decision to require the filing of an application for a finding of suitability. Unless otherwise stated by the commission in its written notice, an independent contractor who has been ordered to file an application for a finding of suitability to be an independent contractor may continue to perform under a contract with a manufacturer unless and until the commission finds the independent contractor unsuitable.

4. If the commission finds an independent contractor to be unsuitable:

(a) All licensed manufacturers shall, upon written notification, immediately terminate any existing relationships, direct or indirect, with such independent contractor;

(b) No new gaming device with a control program that contains software, source language, or executable code created in whole or in part by the unsuitable independent contractor shall be approved; and

(c) Any previously approved gaming device with a control program that contains software, source language, or executable code created in whole or in part by the independent contractor is subject to revocation of its approval if the reasons for the finding of unsuitability also apply to that gaming device.

5. Failure of a licensed manufacturer to terminate any association or agreement with an independent contractor after receiving notice of the determination of unsuitability constitutes an unsuitable method of operation.

6. The commission retains jurisdiction to determine the suitability of an independent contractor regardless of whether or not the independent contractor has any active agreements with licensed manufacturers or is otherwise no longer functioning as an independent contractor.

7. A failure on the part of an independent contractor to submit an application for a finding of suitability within 30 days after being demanded to do so by the commission shall constitute grounds for a finding of unsuitability of the independent contractor.

8. An independent contractor, or employee thereof, is not considered a gaming employee under NRS 463.0157 in relation to any work conducted designing, programming, producing or composing a control program within the scope of an agreement entered into with a licensed manufacturer. An independent contractor or employee thereof, is in no way exempt from being classified as a gaming employee under NRS 463.0157 for such work performed outside the scope of an agreement with a licensed manufacturer or for other work performed related to gaming.

(Adopted: 4/22/10. Effective: 7/1/10. Amended: 7/11; 6/13)

14.023 Manufacturer's agreements with independent contractors. Any agreement between a licensed manufacturer and an independent contractor shall provide for termination without continuing obligation of the licensed manufacturer in the event the independent contractor:

1. Refuses to respond to information requests from the board;
2. Fails to file an application for a finding of suitability as required by the commission; or
3. Is found unsuitable by the commission.

(Adopted: 4/22/10. Effective: 7/1/10)

14.024 Manufacturer's responsibilities for independent contractors. Each licensed manufacturer must:

1. Complete a review of any software, source language or executable code designed, developed, produced or composed by an independent contractor for compliance with all applicable regulations and technical standards of the commission and board prior to submission to the board; and

2. As to such submission, maintain a record of the general subject matter description of the software, source language or executable code that was designed, developed, produced or composed by an independent contractor, by contractor name.

➥ Unless the chairman approves or requires otherwise in writing, such records shall be maintained for a minimum of five years from the date of the relevant submission and must be

made available to the board upon request. Failure to keep and provide such records is an unsuitable method of operation.

(Adopted: 4/22/10. Effective: 7/1/10. Amended: 7/11)

14.025 Certain themes prohibited in association with gaming devices or slot machines.

1. A gaming device or gaming device modification submitted for approval by a manufacturer or made available for play by a licensee must not use a theme that:

(a) Is derived from or based on a product that is currently and primarily intended or marketed for use by persons under 21 years of age, or

(b) Depicts a subject or material that:

(1) Is obscene;

(2) Offensively portrays persons based on race, religion, national origin, gender, or sexual preference; or

(3) Is otherwise contrary to the public policy of this state as set forth in NRS 463.0129.

2. A manufacturer, licensee or other person holding the intellectual property rights to a theme may, concurrent with or independent of an application for approval of or modification to a gaming device, file a request with the chairman, in such manner and using such forms as the chairman may prescribe, for a determination as to whether subsection 1 prohibits use of the theme in connection with a gaming device.

(a) The request for determination must be accompanied by a nonrefundable fee of $500 for each separate theme.

(b) The requesting party shall articulate the reasons that the theme is not prohibited by subsection 1 along with any additional information it deems relevant to the determination. Information submitted pursuant to this section is confidential and subject to the provisions of NRS 463.120 and NRS 463.3407;

3. Within 30 days of the submission of the request for determination pursuant to subsection 2, the chairman or his designee shall administratively approve, approve with modification or condition, or deny the request for determination.

4. A written request for withdrawal of the request for determination may be made by the requesting party at any time prior to the chairman's final action on such request. A request for withdrawal is effective upon delivery to the chairman and is without prejudice.

5. The requesting party may appeal to the commission the administrative decision of the chairman or his designee. The appeal shall be made and processed pursuant to regulation 4.195, except such an appeal may be taken without first submitting the matter to the board for review of such administrative decision in accordance with regulation 4.190.

6. This section does not apply to any themes that were used in connection with gaming devices that were approved for play prior to January 27, 2000.

(Adopted: 1/27/00. Amended: 9/15.)

14.030 Approval of gaming devices and the operation of new inter-casino linked systems; applications and procedures.

1. A manufacturer or distributor shall not distribute a gaming device in Nevada and a licensee shall not offer a gaming device for play unless it has been approved by the commission or is offered for play pursuant to a field test ordered by the chairman.

2. An operator of an inter-casino linked system shall not install and operate a new inter-casino linked system in Nevada and a licensee shall not offer any gaming device or game for play that is part of such a system unless operation of the inter-casino linked system and all gaming devices or games that are part of or connected to the inter-casino linked system have been approved by the commission or are offered for play pursuant to a field test ordered by the chairman.

3. Applications for approval of a new gaming device or to operate a new inter-casino linked system shall be made and processed in such manner and using such forms as the chairman may prescribe. Only licensed manufacturers may apply for approval of a new gaming device. Only operators may apply for approval to operate a new inter-casino linked system.

4. At the chairman's request an applicant for a manufacturer's or inter-casino linked system operator's license shall, or upon the chairman's prior approval an applicant for a manufacturer's

or operator's license may, apply for a preliminary determination that a new gaming device or new inter-casino linked system meets the standards required by this regulation.

5. Each application shall include, in addition to other items or information as the chairman may require:

(a) A complete, comprehensive, and technically accurate description and explanation in both technical and lay language of the manner in which the device or inter-casino linked system operates and complies will all applicable statutes, regulations and technical standards, signed under penalty of perjury;

(b) A statement under penalty of perjury that, to the best of the manufacturer's knowledge, the gaming device meets the standards of section 14.040 or, in the case of an inter-casino linked system, that to the best of the operator's knowledge the system meets the standards of section 14.045;

(c) In the case of a gaming device, a copy of all executable software, including data and graphic information, and a copy of all source code for programs that cannot be reasonably demonstrated to have any use other than in a gaming device, submitted on electronically readable, unalterable media;

(d) In the case of a gaming device, a copy of all graphical images displayed on the gaming device including, but not limited to, reel strips, rules, instructions and paytables;

(e) In the case of an inter-casino linked system:

(1) An operator's manual;

(2) A network topology diagram;

(3) An internal control system;

(4) A hold harmless agreement;

(5) A graphical representation of the system theme and all related signage;

(6) Information sufficient to calculate a theoretical payoff schedule amount including, but not limited to, the base and reset amounts, the total contribution percentage and a breakdown of that percentage including contribution rates to all progressive payoff schedules and all reset funds, the odds of winning the progressive payoff schedule and the amount of the wager required to win the progressive payoff schedule; and

(7) The form of any agreement or written specifications permitted or required of an operator by any other state or tribal government and affecting a multi-jurisdictional progressive prize system.

(f) In the case of a mobile gaming system:

(1) An operator's manual;

(2) A network topology diagram;

(3) An internal control system; and

(4) A description of the method used to isolate game function to the areas listed in Regulation 5.220(1)(i); and

(g) All materials relating to the results of the registered independent testing laboratory's inspection and certification process that are required under section 14.400.

(Adopted: 7/89. Amended: 11/20/97; 1/27/00; 5/00; 5/03; 3/06; 7/10; 3/12; 11/13)

14.040 Minimum standards for gaming devices.

1. All gaming devices must:

(a) Theoretically pay out a mathematically demonstrable percentage of all amounts wagered, which must not be less than 75 percent for each wager available for play on the device.

(b) Determine game outcome solely by the application of:

(1) Chance;

(2) The skill of the player; or

(3) A combination of the skill of the player and chance.

(c) Display in an accurate and non-misleading manner:

(1) The rules of play;

(2) The amount required to wager on the game or series of games in a gaming session;

(3) The amount to be paid on winning wagers;

(4) Any rake-off percentage or any fee charged to play the game or series of games in a gaming session;

(5) Any monetary wagering limits for games representative of live gambling games;

(6) The total amount wagered by the player;

(7) The game outcome; and

(8) Such additional information sufficient for the player to reasonably understand the game outcome.

(d) Satisfy the technical standards adopted pursuant to Regulation 14.050.

2. Once a game is initiated by a player on a gaming device, the rules of play for that game, including the probability and award of a game outcome, cannot be changed. In the event the game or rules of play for the game, including probability and award of a game outcome, change between games during a gaming session, notice of the change must be prominently displayed to the player.

3. Gaming devices connected to a common payoff schedule shall:

(a) All be of the same denomination and have equivalent odds of winning the common payoff schedule/common award based as applicable on either or both of the combined influence of the attributes of chance and skill; or

(b) If of different denominations, equalize the expected value of winning the payoff schedule/common award on the various denominations by setting the odds of winning the payoff schedule in proportion to the amount wagered based as applicable on either or both the combined influence of the attributes of chance and skill, or by requiring the same wager to win the payoff schedule/award regardless of the device's denomination. The method of equalizing the expected value of winning the payoff schedule/award shall be conspicuously displayed on each device connected to the common payoff schedule/common award. For the purposes of this requirement, equivalent is defined as within a 5 percent tolerance for expected value and no more than a 1 percent tolerance on return to player or payback.

4. All possible game outcomes must be available upon the initiation of each play of a game upon which a player commits a wager on a gaming device.

5. For gaming devices that are representative of live gambling games, the mathematical probability of a symbol or other element appearing in a game outcome must be equal to the mathematical probability of that symbol or element occurring in the live gambling game.

6. Gaming devices that offer games of skill or hybrid games must indicate prominently on the gaming device that the outcome of the game is affected by player skill.

7. Gaming devices must not alter any function of the device based on the actual hold percentage.

8. Gaming devices may use an identifier to determine which games are presented to or available for selection by a player.

9. For gaming devices manufactured and distributed before September 28, 1989, the chairman may waive the requirements of subsection 1(d) of section 14.040 for a licensee exposing a gaming device to the public for play, if the licensee can demonstrate to the chairman's satisfaction that:

(a) After the waiver the aggregate theoretical payout for all amounts wagered on all gaming devices exposed for play by the licensee at a single establishment meets the 75 percent standard of subsection 1(a) of section 14.040, and

(b) The licensee is unable to bring the device into compliance with the requirements of subsection 1(a) of section 14.040 because of excessive cost or the unavailability of parts.

10. The chairman may waive for good cause shown the requirements of a technical standard for a game. The chairman has full and absolute authority to condition or limit a waiver granted under this section for any cause deemed reasonable.

(Adopted: 7/89. Amended: 9/89; 10/92; 7/10. Effective: 1/1/93. Amended: 12/11; 9/15; 10/16)

14.045 Minimum standards for inter-casino linked systems. All inter-casino linked systems submitted for approval:

1. Shall, in the case of an inter-casino linked system featuring a progressive payoff schedule that increases as the inter-casino linked system is played, have a minimum rate of progression for the primary jackpot meter of not less than .4 of one percent of amounts wagered. In the case of an inter-casino linked system featuring a progressive payoff schedule that increases over time, have a minimum rate of progression for the primary jackpot meter of not less

than one hundred dollars per day. The provisions of this subsection do not prevent an operator from limiting a progressive payoff schedule as allowed by Regulation 5.112(5).

2. Shall have a method to secure data transmissions between the games and devices and the main computer of the operator, as approved by the board.

3. Shall display the rules of play and the payoff schedule.

4. Shall meet the applicable minimum standards for internal control that have been adopted pursuant to Regulation 6.090.

(Adopted: 5/00. Amended: 5/03; 7/10)

14.050 Technical standards.

1. The chairman shall publish technical standards for approval of gaming devices, on-line slot metering systems, cashless wagering systems, and associated equipment.

2. The chairman shall:

(a) Publish notice of proposed technical standards or revisions by posting the proposed changes or revisions on the board's website;

(b) Mail notice of the posting of the proposed technical standards or revisions on the board's website and a copy of this section of Regulation 14 to every nonrestricted licensee, licensed manufacturer and every person who has filed a request with the commission; and

(c) Provide a copy of the proposed technical standards or revisions to the commission.

3. The chairman shall consider all written statements, arguments, or contentions submitted by interested parties within 30 days of service of the notice provided for in subsection 2.

4. Not later than 45 days after service of written notice that the chairman has proposed the technical standards or revisions, any nonrestricted licensee or licensed manufacturer may object to the technical standards or revisions by filing a written objection with the commission.

5. The commission shall consider any objections filed to the technical standards or revisions proposed by the chairman. If the commission does not concur with any of the technical standards, the chairman shall revise the technical standards to reflect the order of the commission.

6. The chairman shall send written notice of the effective date of the standards or revisions to all nonrestricted licensees, licensed manufacturers and every person who has filed a request with the commission.

7. Nonrestricted licensees or licensed manufacturers may propose the adoption, revision, or deletion of technical standards by submitting a written request to the chairman who will consider the request at his discretion. If the chairman does not propose the technical standard, the nonrestricted licensee or licensed manufacturers may file a request with the commission to adopt, revise, or delete a technical standard. The commission may consider the request at its discretion.

(Adopted: 7/89. Amended 5/03; 7/10; 9/11; 5/12)

14.060 Employment of individual to respond to inquiries from the board.

1. Each manufacturer and operator shall employ or retain an individual who understands the design and function of each of its gaming devices, cashless wagering systems, inter-casino linked systems, mobile gaming systems, or interactive gaming systems who shall respond within the time specified by the chairman to any inquiries from him concerning the gaming device, cashless wagering system, inter-casino linked system, mobile gaming system, or interactive gaming system or any modifications to the gaming device, cashless wagering system, inter-casino linked system, mobile gaming system, or interactive gaming system. Each manufacturer or operator shall on or before December 31st of each year report in writing the name of the individual designated pursuant to this section and shall report in writing any change in the designation within 15 days of the change.

2. Each registered independent testing laboratory shall employ an individual who understands the inspection and certification methodology, procedures, and operation of the registered independent testing laboratory. Such person shall be available during regular Nevada business hours to respond to requests from the chairman. Each registered independent testing laboratory shall provide the board with the name of the employee performing this function as part of their initial registration application materials, and shall report in writing any subsequent change in the employee designated to perform this function within 15 days of the change.

(Adopted: 7/89. Amended: 5/00; 5/03; 3/12)

14.070 Board evaluation of new gaming devices. The chairman may require transportation of not more than two working models of a new gaming device to the new game lab of the board or some other location for review and inspection. The manufacturer seeking approval of the device must pay the cost of the inspection and investigation. The lab may dismantle the models and may destroy electronic components in order to fully evaluate the device. The chairman may require that the manufacturer provide specialized equipment or the services of an independent technical expert to evaluate the device.

(Adopted: 7/89)

14.075 Board evaluation of inter-casino linked systems. The chairman or his designee may require transportation of not more than one working model of an inter-casino linked system to the board's offices or some other location for review and inspection pursuant to Regulation 14.260. The associated equipment manufacturer seeking approval of the system shall pay the cost of the inspection and investigation. The board may dismantle the model and may destroy electronic components in order to fully evaluate the inter-casino linked system. The chairman may require that the operator of an inter-casino linked system provide specialized equipment or the services of an independent technical expert to evaluate the inter-casino linked system.

(Adopted: 5/00. Amended: 5/03)

14.080 Field test of new gaming devices and new inter-casino linked systems.

1. The chairman, in accordance with section 14.015, may allow or require that one or more models of a new gaming device or inter-casino linked system be tested at a licensed gaming establishment(s) for not more than 180 days under terms and conditions that he or she may approve or require. Upon written request of the manufacturer, distributor or operator, the chairman may, by written agreement, allow the test period to be continued an additional 90 days beyond the 180-day maximum field test period, for the purpose of allowing the application for approval of the new gaming device or application to operate a new inter-casino linked system to be acted upon by the board and commission. The chairman shall report all field tests on the agenda of the next regularly scheduled meeting of the board and commission.

2. In the interests of expediting the introduction of innovative, alternative and advanced technology for gaming devices and inter-casino linked systems for use or play in Nevada, a manufacturer may request its new gaming device or inter-casino linked system be considered for evaluation under New Innovation Beta as an alternative to the field testing process set forth under subsection 1.

(a) For purposes of this section only, the term "New Innovation Beta" means a process of evaluating a new gaming device or inter-casino linked system utilizing a field testing period under conditions and limitations described in this subsection.

(b) The terms and conditions imposed under the New Innovation Beta will be set forth by the chairman, and may include the requirement that a licensee notify patrons that the new gaming device is part of such a field test and is being exposed for play prior to finalization of the product in order to allow the evaluation of the gaming device or inter-casino linked system at an earlier stage of the regulatory approval process.

(c) The decision whether to permit a new gaming device or inter-casino linked system to be evaluated utilizing New Innovation Beta is at the sole and absolute discretion of the chairman.

(d) When considering the request to evaluate a new gaming device or inter-casino linked system utilizing New Innovation Beta, the chairman will consider factors including, without limitation, the ability of the gaming device to accurately determine, evaluate, and display the game outcome, the ability of the gaming device to accurately process the acceptance and award of all payments, and the extent to which an inter-casino linked system complies with the requirements of section 14.045.

(e) The chairman may also consider the approval status of the gaming device or inter-casino linked system in another state or foreign jurisdiction in which gaming is legal and regulated by a government agency with standards for gaming devices and inter-casino linked systems materially the same as those in Nevada, the determination of which is within the sole discretion of the chairman.

3. A manufacturer shall not modify a gaming device and an operator shall not modify a new inter-casino linked system during the test period without the prior written approval of the chairman.

4. The chairman may order termination of the test period, if he determines, in his sole and absolute discretion, that the manufacturer, operator, or licensed gaming establishment has not complied with the terms and conditions of the order allowing or requiring a test period or for any cause deemed reasonable.

(a) If the test period is terminated due to the licensed gaming establishment's failure to comply with the terms and conditions of the order allowing or requiring a test period, the chairman may order that the test be conducted at another licensed gaming establishment.

(b) A manufacturer or operator may object to the termination of the test period by filing a written objection with the commission. The filing of an objection shall not stay the order terminating the test. If the commission fails to order resumption of the test within 60 days of the written objection, the objection will be deemed denied. If the commission sustains the objection, the testing may be resumed under terms that may be approved or required by the commission.

5. A licensee or manufacturer, or their agent shall not play a new gaming device during a test period. A licensee or operator, or their agent, shall not play a gaming device or game connected to a new inter-casino linked system during a test period.

6. If the chairman has made a determination that a new gaming device or new inter-casino linked system is not eligible for testing at a licensed gaming establishment, he or she shall notify the manufacturer or operator in writing. Not later than 10 days after receipt of such notification, the manufacturer or operator may object to such a determination by filing written objection with the commission. If the commission fails to order a test period within 60 days of the written objection, the objection will be deemed denied. If the commission sustains the objection, the new gaming device or new inter-casino linked system may be tested at a licensed gaming establishment under terms and conditions that may be approved or required by the commission.

(Adopted: 7/89. Amended: 10/90; 5/00; 5/03; 3/06; 7/10; 10/16)

14.090 Certification by manufacturer.

1. After completing its evaluation of a new gaming device, the board's new games lab shall send a report of its evaluation to the manufacturer seeking approval of the device. The report must include an explanation of the manner in which the device operates. The report must not include a position as to whether the device should be approved. The manufacturer shall return the report within 15 working days and shall either:

(a) Certify under penalty of perjury that to the best of its knowledge the explanation is correct; or

(b) Make appropriate corrections, clarifications, or additions to the report and certify under penalty of perjury that to the best of its knowledge the explanation of the gaming device is correct as amended.

2. The chairman may order additional evaluation and a field test of the new gaming device of up to 60 days in addition to the test period provided for in section 14.080 if he determines, based upon the manufacturer's certification, that such additional evaluation is necessary.

(Adopted: 7/89)

14.100 Final approval of new gaming devices and new inter-casino linked systems.

1. After completing its evaluation of the new gaming device or the operation of a new inter-casino linked system, the board shall recommend to the commission whether the application for approval of the new gaming device or operation of a new inter-casino linked system should be granted.

2. In considering whether a new gaming device or operation of a new inter-casino linked system will be given final approval, the board and commission shall consider whether***:***

(a) Approval of the new gaming device or operation of a new inter-casino linked system is consistent with the public policy of this state.

(b) The terms of any agreement or written specifications permitted or required of an operator by any other state or tribal government and affecting a multi-jurisdictional progressive prize system:

(1) Comply with the provisions of these regulations; and

(2) Include procedures satisfactory to the commission for:

(A) Ensuring compliance with the requirements of subsection 3 of section 14.040;

(B) Resolution of patron disputes under procedural and substantive requirements equal to or greater than the standards applied by the board;

(C) Surveillance and security of gaming devices connected to such system;

(D) Record-keeping and record-retention;

(E) Control of access to any internal mechanism of gaming devices connected to such system;

(F) Prior administrative approval of the chairman for any adjustments to progressive meters;

(G) Access by the board to audit compliance with the requirements of this subparagraph; and

(H) Any special procedures necessary for a multi-jurisdictional progressive prize system with lawfully operated gaming locations participating outside the United States, including without limitation matters of currency conversion and the availability of English translations of all relevant and material documentation and information.

(c) For an inter-casino linked system of games of skill or hybrid games:

(1) The types of games that will be connected to such a system are compatible;

(2) The communications technology used to connect participating gaming devices is adequate for the operating environment for such a system; and

(3) The progressive payoff schedules used for such systems are accurately described for players and comply with subsection 3 of section 14.040. Notwithstanding the provisions of regulation 5.110 and regulation 5.112, such schedules may broaden and encourage participation in games with skill attributes, by providing, without limitation, for partial prize awards, and prize awards for games with different themes or based on the use of identifiers.

3. Commission approval of a gaming device or inter-casino linked system does not constitute certification of the device's or inter-casino linked system's safety. Commission approval of a multi-jurisdictional progressive prize system shall include approval of any agreement or written specifications permitted or required by any other state or tribal government and affecting such system. The chairman will complete any written acknowledgement necessary to document the commission's approval of any such agreement or written specifications. The prior administrative approval of the chairman is required of any modification to such agreement or written specifications.

4. A manufacturer or distributor who becomes aware that a gaming device or associated equipment approved by the commission or the board no longer complies with the regulations of the commission or the technical standards adopted pursuant to regulation 14.050 shall notify the board in writing within 3 business days.

(Adopted: 7/89. Amended: 5/00; 5/03; 11/13; 9/15)

14.105 Installation of a system based game or a system supported game. A licensee shall not install or use a system based game or system supported game without prior written approval of the system network implementation from the chairman or his designee. Additionally, any modifications to the approved network implementation must be approved by the chairman or his designee. Applications for approval to install or modify a system based game or system supported game shall be made and processed in such manner and using such forms as the chairman may prescribe. The applicant seeking approval of the installation shall pay the cost of the investigation.

(Adopted: 4/22/10. Effective: 7/1/10)

14.110 Approval to modify gaming devices or inter-casino linked systems; applications and procedures.

1. Modifications to gaming devices may only be made by licensed manufacturers who have received prior written approval of the chairman. Inter-casino linked system modifications may only be made by operators of such systems who have received prior written approval of the chairman. The chairman, in his sole and absolute discretion, may refer an inter-casino linked system modification to the full board and commission for consideration of approval. In an emergency when a modification is necessary to prevent cheating or malfunction, the chairman may, in his sole and absolute discretion, orally approve a modification to be made by a manufacturer or operator. Within 15 days of the emergency modification, the manufacturer or operator making such modification shall submit a written request for approval of the modification that shall contain the information required by subsection 3 and such other information as required by the chairman.

2. A manufacturer shall not modify a gaming device unless the device, as modified, meets the standards of section 14.040. An operator shall not modify an inter-casino linked system unless the system, as modified, meets the standards of section 14.045. The chairman may, in his sole and absolute discretion, waive all or some of the standards of section 14.040 or section 14.045, respectively, if the modification is necessary to prevent cheating or malfunction. A waiver shall be effective when the manufacturer or operator receives a written notification from the chairman that all or some of the standards will be waived pursuant to this subsection. A waiver of all or some of the standards pursuant to this subsection is not an approval of the modification.

3. Applications for approval to modify a gaming device or an inter-casino linked system shall be made by a manufacturer and processed in such manner and using such forms as the chairman may prescribe. Each application shall include, in addition to such other items or information as the chairman may require:

(a) A complete, comprehensive, and technically accurate description and explanation of the modification in both technical and lay language signed under penalty of perjury;

(b) Unless the standards of section 14.040 or section 14.045 have been waived pursuant to subsection 2, a statement under penalty of perjury that to the best of the manufacturer's knowledge, the gaming device, as modified, meets the standards of section 14.040 or, in the case of an inter-casino linked system, a statement under penalty of perjury that to the best of the operator's knowledge the inter-casino linked system, as modified, meets the standards of section 14.045;

(c) In the case of a gaming device:

(1) A copy of all executable software, including data and graphic information, and a copy of all source code for programs that cannot be reasonably demonstrated to have any use other than in a gaming device, submitted on electronically readable, unalterable media;

(2) A copy of all graphical images displayed on the gaming device including, but not limited to, reel strips, rules, instructions and paytables;

(d) In the case of a modification to the control program of a gaming device that includes software, source language or executable code designed or developed by an independent contractor:

(1) The name of the independent contractor; and

(2) A general subject matter description of such software, source language or executable code compiled into the control program as part of the submission to the board;

(e) In the case of an inter-casino linked system:

(1) An operator's manual;

(2) An internal control system;

(3) A hold harmless agreement;

(4) A graphical representation of the system theme and all related signage; and

(5) Information sufficient to calculate a theoretical payoff schedule amount.

(f) All materials relating to the results of the registered independent testing laboratory's inspection and certification process that are required under section 14.400.

(Adopted: 7/89. Amended: 11/20/97; 1/27/00; 5/00; 5/03; 7/10; 7/11; 3/12; 9/15)

14.120 Board evaluation of modifications.

1. The chairman or his designee may require transportation of not more than two working models of a modified gaming device or not more than one working model of a modified inter-casino linked system, or any component thereof, to the board's offices or some other location for review and inspection. The manufacturer or operator seeking approval of the modification shall pay the cost of the inspection and investigation. The board may dismantle the models and may destroy electronic components in order to fully evaluate the modified gaming device or inter-casino linked system, or component. The chairman may require that the manufacturer or operator provide specialized equipment or the services of an independent technical expert to evaluate the modification.

2. The chairman has sole and absolute discretion to determine whether the requested modification of a gaming device renders the device sufficiently different so that the modified device should be treated as a new gaming device. If the chairman makes such a determination, he shall notify the manufacturer in writing. The manufacturer may file an application for approval of a new gaming device.

3. The manufacturer or operator shall submit materials relating to the results of the registered independent testing laboratory's inspection and certification process that are required under section 14.400.

(Adopted: 7/89. Amended: 5/00; 5/03; 3/12)

14.130 Field test of modified gaming devices and modified inter-casino linked systems.

1. The chairman may allow or require that one or more models of a modified gaming device or modified inter-casino linked system be tested at a licensed gaming establishment for not more than 180 days under terms and conditions that he or she may approve or require.

2. In the interests of expediting innovative, alternative and advanced technology in the modification of gaming devices and inter-casino linked systems approved for use or play in Nevada, a manufacturer may request a modification to its gaming device or inter-casino linked system be considered for evaluation under New Innovation Beta as an alternative to the field testing process set forth under subsection 1.

(a) For purposes of this section only, the term “New Innovation Beta” means a process of evaluating a modification to a gaming device or inter-casino linked system utilizing a field testing period under conditions and limitations described in this subsection.

(b) The terms and conditions imposed under New Innovation Beta will be set forth by the chairman, and may include the requirement that a licensee notify patrons that the modification to an approved gaming device or inter-casino linked system is part of such a field evaluation and is being exposed for play prior to finalization of the product in order to allow the evaluation of the modification to the gaming device or inter-casino linked system at an earlier stage of the regulatory approval process.

(c) The decision whether to permit a modification to an approved gaming device or inter-casino linked system to be evaluated utilizing New Innovation Beta is at the sole and absolute discretion of the chairman.

(d) When considering the request to evaluate a modification to an approved gaming device or inter-casino linked system utilizing New Innovation Beta, the chairman will consider factors including, without limitation, the ability of the gaming device to accurately determine, evaluate, and display the game outcome, the ability of the gaming device to accurately process the acceptance and award of all payments, and the extent to which an inter-casino linked system complies with the requirements of section 14.045.

(e) The chairman may also consider the approval status of the modification to an approved gaming device or inter-casino linked system in another state or foreign jurisdiction in which gaming is legal and regulated by a government agency with standards for modifications of gaming devices and inter-casino linked systems materially the same as those in Nevada, the determination of which is within the sole discretion of the chairman.

3. A manufacturer shall not further modify a gaming device and an operator shall not further modify an inter-casino linked system during the test period without the prior written approval of the chairman.

4. The chairman may order termination of the test period if he or she determines, in his or her sole and absolute discretion, that the manufacturer, operator, or licensed gaming establishment has not complied with the terms and conditions of the order allowing or requiring a test period or for any cause deemed reasonable.

5. A licensee or manufacturer, or their agent shall not play a modified gaming device during a test period. A licensee or operator, or their agent shall not play a gaming device or game connected to a modified inter-casino linked system during a test period.

6. If the chairman has made a determination that the modified gaming device or modified inter-casino linked system is not eligible for testing at a licensed gaming establishment, he or she shall notify the manufacturer or operator in writing.

(Adopted: 7/89. Amended: 5/00; 5/03; 10/16)

14.140 Final approval of modifications. The chairman shall notify the manufacturer or operator in writing of his decision to approve or disapprove a modification.

(Adopted: 7/89. Amended: 5/00)

14.150 Conversions. [Repealed 6/14]

(Adopted: 7/89)

14.160 Duplication of program storage media. A licensee other than a manufacturer shall not duplicate the contents of gaming device program storage media unless its duplication process has received written approval of the chairman.

(Adopted: 7/89)

14.170 Marking, registration, and distribution of gaming devices.

1. Except as otherwise provided in subsection 2, a manufacturer or distributor shall not distribute a gaming device unless the gaming device has:

(a) A permanent serial number which must be affixed as required by the provisions of the Gaming Device Act of 1962, 15 U.S.C. 1173; and

(b) For devices distributed in this state:

(1) A permanent serial number which must be the same number as given the device pursuant to the provisions of the Gaming Device Act of 1962, 15 U.S.C. 1173, permanently stamped or engraved in lettering no smaller than 5 millimeters on the metal frame or other permanent component of the device and on a removable metal plate attached to the cabinet of the device; and

(2) The board approval number or, if the device has been modified since initial approval of the device, the modification approval number affixed on all program storage media placed in the device.

2. The chairman may, in his sole and absolute discretion, waive the requirements of subsection 1 if:

(a) The device was manufactured prior to January 1, 1962, and the manufacturer or distributor permanently stamps or engraves in lettering no smaller than 5 millimeters a distributor's identification code assigned by the chairman and a seriatim number on the metal frame or other permanent component of each device covered by this subsection.

(b) The program storage media in 1(b) can be altered through a means that does not require removal from the device or if the size of such media does not permit it.

3. Each manufacturer or distributor shall keep records of the date of each distribution, the serial numbers of the devices, the board approval number, or if the device has been modified since initial approval of the device, the modification approval number, and the name, addresses and telephone numbers of the person to whom the gaming devices have been distributed for use or play in Nevada and shall provide such records to the chairman immediately upon his request.

4. For all gaming devices distributed from a location within Nevada that are not for use or play in Nevada, a manufacturer or distributor shall provide any and all records documenting such distributions to the chairman upon request. Such records shall include the information required under the Gambling Device Act of 1962, 15 U.S.C. 1173, and shall be retained for a period of five years.

(Adopted: 7/89. Amended: 7/10; 6/13)

14.180 Approval for category I licensees to distribute gaming devices out of Nevada; applications and procedure; recordkeeping requirements for category II licensees; extraterritorial distribution compliance; inspection of facilities and devices.

1. Subject to the exemption set forth in subsection 4, category I manufacturers and distributors shall not distribute gaming devices out of this state without applying for and receiving the prior written approval of the chairman. Applications for such approval to distribute gaming devices out of this state must be made, processed, and determined in such manner and using such forms as the chairman may prescribe. Each application must include, in addition to such other items or information as the chairman may require:

(a) The full name, state of residence, address, telephone number, social security number, and driver's license number of both the purchaser and the person to whom the shipment is being made, if neither is currently licensed by the commission. If the purchaser or person to whom the shipment is being made does not have a social security number or driver's license number, the birth date of the purchaser or person to whom the shipment is being made may be substituted;

(b) The name and permanent address of the purchaser or person to whom the shipment is being made if either is currently licensed by the commission;

(c) The destination, including the port of exit if the destination is outside the continental United States;

(d) The number of devices to be shipped;

(e) The serial number of each device;

(f) The model number of each device and year each device was manufactured, if known;

(g) The denomination of each device;

(h) The expected date and time of shipment; and

(i) The method of shipment and name and address of carrier.

2. Except as provided in paragraph (c) of this subsection, category II manufacturers and distributors are exempt from subsection 1, and shall:

(a) Prepare and maintain records of the information required by the Gaming Devices Act of 1962, 15 U.S.C. 1173. The records and documentation required by this paragraph (a) will be retained for a period of five years and must be produced for inspection upon request by the board. The failure to prepare and maintain such records and documentation will be an unsuitable method of operation.

(b) Submit to the board on or before the 15th day of January and July of each calendar year an electronic record of the name and address of all current customers which shall be in a searchable format. The record required by this paragraph (b) will be received and retained by the board as confidential pursuant to NRS 463.120.

(c) A category II manufacturer and distributor may by written notice to the chairman elect to be treated as and comply with the requirements of this regulation applicable to a category I manufacturer and distributor.

3. Manufacturers and distributors shall not ship gaming devices to a destination where possession of a gaming device is unlawful.

4. Category I manufacturers and distributors are exempt from the requirements of subsection 1 of this regulation for shipments of gaming devices provided:

(a) The gaming devices are only distributed to:

(1) Persons licensed to expose such devices for play or for further distribution, in the jurisdiction of destination or by a tribal gaming authority in the jurisdiction of destination;

(2) A federal, state or tribal gaming regulatory authority or law enforcement agency; or

(3) A testing laboratory authorized by an entity identified within subparagraph (2) of this paragraph.

(b) The category I manufacturer and distributor files the information required by subsection 1 on or before the 15th of the month following the month of distribution.

➥ The chairman may publish a list of jurisdictions or licensees to which this exemption does not apply and where category I manufacturers and distributors may not ship gaming devices without prior approval as required by subsection 1 of this regulation.

5. Category I manufacturers and distributors shall obtain and thereafter maintain, a statement by the purchaser under penalty of perjury that each device will be used only for lawful purposes, unless the purchaser is currently licensed by the commission or comparable agency of another state or tribal gaming agency or the destination is outside the United States.

6. Manufacturers and distributors shall, on or before the 15th day of January of each calendar year, give the board a copy of the documentation evidencing registration with the United States Attorney General pursuant to the provisions of the Gaming Devices Act of 1962, 15 U.S.C. 1173, for the ensuing year.

7. An agent of the board may inspect:

(a) The premises of manufacturers and distributors and all gaming devices located therein.

(b) All gaming devices for which an application has been filed by a category I manufacturer or distributor pursuant to subsection 1 of this regulation prior to distribution out of this state. Category I manufacturers and distributors shall make the gaming devices subject to such applications available for such inspection.

8. If the chairman does not deny an application filed by a category I manufacturer or distributor for approval to distribute gaming devices out of this state pursuant to subsection 1

within 5 working days of receipt of a complete application, the application will be deemed to be approved.

9. A category I manufacturer or distributor shall keep a record of all shipments made out of state of parts specifically designed for use in a gaming device. The record must include the information set forth in subsection 1, if applicable. A manufacturer or distributor shall not ship parts specifically designed for use in a gaming device to a destination where possession of a gaming device is unlawful.

10. The chairman may, in his discretion, waive one or more of the requirements of this section upon good cause shown.

11. As used in this section:

(a) “Category I manufacturer or distributor” means any manufacturer or distributor licensed by the Commission that does not qualify as a category II manufacturer or distributor.

(b) “Category II manufacturer or distributor” means any manufacturer or distributor that:

(1) Is and has been licensed in good standing by the Commission for the preceding five years;

(2) Is and has been licensed, registered, approved or qualified in at least ten other domestic United States or tribal jurisdictions for the preceding three years

(3) Maintains pursuant to or consistent with the requirements of Regulation 5.045 a compliance review and reporting system;

(4) Has annual gross sales exceeding $5 Million Dollars for such licensee’s preceding fiscal year;

(5) Maintains an office or other facility in the state of Nevada at which the records required by this Regulation are stored and may be inspected and copied by the board.

(6) Did not during the preceding year exclusively distribute used gaming devices. As used in this subparagraph, “used gaming devices” means gaming devices previously used or played in a gaming operation in Nevada, including such devices that have been in any way modified or refurbished since original manufacture.

(c) “Current customer” means a person to whom the applicable manufacturer or distributor has shipped or delivered a gaming device within the preceding six months pursuant to a contract, agreement or other arrangement with such manufacturer or distributor, or its affiliate, for the purchase, lease, license or other right to use such gaming device.

(Adopted: 7/89. Amended: 7/05; 6/13)

14.190 Approval for certain licensees to sell or dispose of gaming devices.

1. A licensee, other than a manufacturer and distributor, shall not dispose of gaming devices without the prior written approval of the chairman, unless the devices are sold or delivered to its affiliated companies or a licensed manufacturer or distributor, in which case approval is deemed granted.

2. A licensee, other than a manufacturer and distributor, shall not request approval to sell or deliver gaming devices to a person other than its affiliated companies or a licensed manufacturer or distributor unless the devices have been marked pursuant to subsection 1 of regulation 14.170.

3. Applications for approval to sell gaming devices under this regulation must be made, processed, and determined in such manner and using such forms as the chairman may prescribe. Each application must include the information required by subsection 1 of regulation 14.180, in addition to such other items or information as the chairman may require.

4. Applications for approval to dispose of gaming devices under this regulation must be made, processed, and determined in such manner and using such forms as the chairman may prescribe.

(Adopted: 7/89. Amended: 6/13)

14.200 Maintenance of gaming devices. A licensee shall not alter the operation of approved gaming devices and shall maintain the gaming devices in a suitable condition. Each licensee shall keep a written list of repairs made to gaming devices offered for play to the public that require a replacement of parts that affect the game outcome and shall make the list available for inspection by the chairman upon his request.

(Adopted: 7/89)

14.210 Approval of promotional devices; applications and procedures.

1. As used in this section, “promotional device” means a contrivance that resembles a gaming device or slot machine that:

(a) Is playable without a wager being made; or

(b) Always pays out an amount in either cash or prizes that is equal to or greater than the wager made.

2. A manufacturer or distributor shall not distribute a promotional device for use in this state and a nonrestricted licensee shall not offer a promotional device for play to the public unless the promotional device has been approved by the chairman. A restricted licensee shall not offer a promotional device for play to the public unless the promotional device and the use of the promotional device have both been approved by the chairman.

3. Applications for approval of promotional devices must be made, processed, and determined in such manner and using such forms as the chairman may prescribe. Each application must include, in addition to such other items or information as the chairman may require:

(a) A complete, comprehensive, and technically accurate description and explanation of the manner in which the device operates and complies with all applicable statutes, regulations and technical standards, signed under penalty of perjury;

(b) The name and permanent address of the purchaser if the purchaser is currently licensed by the commission;

(c) The name, permanent address, social security number, and driver’s license number of the purchaser if the purchaser is not currently licensed by the commission. If the purchaser does not have a social security number or driver’s license number, the purchaser’s birth date may be substituted;

(d) The quantity and the serial numbers of the promotional devices being sold or distributed; and

(e) A statement by the purchaser under penalty of perjury that the device will be used only for lawful purposes.

(Adopted: 7/89. Amended: 7/10)

14.220 Summary suspension of approval of gaming devices and inter-casino linked systems.

1. The board may issue a summary order, with or without notice to the manufacturer, distributor, operator, or licensee, suspending approval of a gaming device or inter-casino linked system if it determines that the device or inter-casino linked system does not operate:

(a) In the manner certified by the manufacturer pursuant to section 14.090; or

(b) As approved by the commission; or

(c) As approved by the chairman, if the device has been modified since initial approval of the device or inter-casino linked system.

2. After issuing an order pursuant to subsection 1, the board may seal or seize all models of that gaming device or inter-casino linked system and shall thereafter comply with subsections 5 and 6 of section 463.311 and sections 463.312 to 463.318 of the Nevada Revised Statutes.

(Adopted: 7/89. Amended: 5/00; 5/03)

14.230 Approval of new games and game variations; applications and procedures.

1. A licensee shall not offer a new game for play unless the new game has been approved by the commission. A licensee shall not offer a game variation for play unless the game variation has been approved in writing by the chairman or his designee.

2. Applications for approval of a new game or game variation must be made and processed in such manner and using such forms as the chairman may prescribe. The applicant seeking approval of the new game or game variation shall pay the cost of the investigation. Each application must include, in addition to such other items or information as the chairman may require:

(a) The name, permanent address, social security number, and driver’s license number of the person developing the new game or game variation. If the person developing the new game or game variation does not have a social security number or a driver’s license number, his birth date may be substituted;

(b) The name of the game which must be different than the name of a game currently approved by the commission;

(c) A description of the new game or game variation, including the rules of play, the proposed schedule of payouts, and a statistical evaluation of the theoretical percentages of the game; and

(d) All materials relating to the results of the registered independent testing laboratory's inspection and certification process that are required under section 14.400.

(Adopted: 7/89. Amended: 7/10; 3/12)

14.240 Field trials of new games and game variations.

1. The chairman may allow or require that a new game or game variation to be tested at a licensed gaming establishment for not more than 180 days under terms and conditions that he may approve or require.

2. The chairman may order termination of the test period, if he determines, in his sole and absolute discretion, that the developer of the new game or the licensed gaming establishment has not complied with the terms and conditions of the order allowing or requiring a test period.

(Adopted: 7/89. Amended: 7/10)

14.250 Final approval of new games. The board shall recommend to the commission whether the application for approval of the new game should be granted. In considering whether a new game will be given final approval, the board and commission shall consider whether approval is consistent with the public policy of this state.

(Adopted: 7/89)

14.260 Approval of associated equipment; applications and procedures.

1. Unless otherwise waived pursuant to subsection 2, a manufacturer or distributor of associated equipment shall not distribute associated equipment unless it has been approved by the chairman. Applications for approval of associated equipment shall be made and processed in such manner and using such forms as the chairman may prescribe. Each application must include, in addition to such other items or information as the chairman may require:

(a) The name, permanent address, social security number, and driver's license number of the manufacturer or distributor of associated equipment unless the manufacturer or distributor is currently licensed by the commission. If the manufacturer or distributor of associated equipment is a corporation, the names, permanent addresses, social security numbers, and driver's license numbers of the directors and Officer must be included. If the manufacturer or distributor of associated equipment is a partnership, the names, permanent addresses, social security numbers, and driver's license numbers of the partners and their partnership interest must be included. If social security numbers or driver's license numbers are not available, the manufacturer's or distributor's birth date may be substituted;

(b) A complete, comprehensive and technically accurate description and explanation in both technical and lay language of the associated equipment or a modification to previously approved associated equipment and its intended usage, signed under penalty of perjury;

(c) Detailed operating procedures for the associated equipment;

(d) The standards under which such tests were performed, including Technical Standards 2 and 3 if applicable, and the results of such testing that confirms the associated equipment is functioning as represented, signed under penalty of perjury; and

(e) All materials relating to the results of the registered independent testing laboratory's inspection and certification process that are required under section 14.400.

2. Except as provided in subsection 3, upon written request from the manufacturer or distributor of associated equipment, or as the chairman otherwise deems reasonable, he may, in his sole and absolute discretion, waive the approval requirement for associated equipment upon such terms and conditions that he may approve or require or refer the associated equipment to the full board and commission for consideration of approval.

3. Except as otherwise provided in subsection 4, the chairman shall not grant an approval pursuant to subsection 1 or waive such approval requirement pursuant to subsection 2 with respect to any associated equipment that, when installed, will allow a patron to use a debit instrument for purposes of making electronic funds transfers from an independent financial

institution to a game or gaming device through a cashless wagering system until such time as the appropriate regulations for such transfers are adopted.

4. The chairman may grant approvals pursuant to subsection 1 or waive such approval requirements pursuant to subsection 2 with respect to the use of a prepaid access instrument in conjunction with an approved cashless wagering system.

5. A manufacturer or distributor of associated equipment who becomes aware that associated equipment approved by the board no longer complies with the regulations of the commission or the technical standards adopted pursuant to regulation 14.050 shall notify the board in writing within 3 business days.

(Adopted: 7/89. Amended: 5/00; 5/03; 3/12; 2/14; 9/15)

14.270 Board evaluation of associated equipment. The chairman or his designee may require transportation of not more than 2 working models of associated equipment to the new game lab of the board or some other location for review and inspection. The manufacturer seeking approval of the equipment must pay the cost of the inspection and investigation. The lab may dismantle the associated equipment and may destroy electronic components in order to fully evaluate the equipment. The chairman may require the manufacturer or distributor seeking approval to provide specialized equipment or the services of an independent technical expert to evaluate the associated equipment.

(Adopted: 7/89. Amended: 5/00; 5/03; 7/10)

14.280 Field trial of associated equipment.

1. The chairman or his designee may allow or require that the associated equipment be tested at licensed gaming establishments for not more than 180 days under terms and conditions that he may approve or require. The chairman may allow an additional test period upon written request of the manufacturer or distributor of associated equipment.

2. A manufacturer of associated equipment shall not modify associated equipment during the test period without the prior oral approval of the chairman or his designee.

3. The chairman may order termination of the test period, if he determines, in his sole and absolute discretion, that the manufacturer or the distributor of the associated equipment or licensed gaming establishment has not complied with the terms and conditions of the order allowing or requiring a test period. If the test period is terminated due to the licensed gaming establishment's failure to comply with the terms and conditions of the order allowing or requiring a test period, the chairman may order that the test be conducted at another licensed gaming establishment.

(Adopted: 7/89. Amended: 5/00; 5/03)

14.290 Installation of associated equipment.

1. Except as otherwise provided in subsection 2, or regulation 14.260(4), a licensee shall not install or use associated equipment without prior written approval of the chairman or his designee, unless the chairman has waived the approval requirement pursuant to subsection 2 of Regulation 14.260. Applications for approval to install or use associated equipment shall be made and processed in such manner and using such forms as the chairman may prescribe. The chairman shall not approve any use or installation(s) of associated equipment that allow a patron to use a debit instrument for purposes of making electronic funds transfers from an independent financial institution to a game or gaming device through a cashless wagering system until such time as the appropriate regulations for such transfers are adopted.

2. The chairman may grant approvals for the use of or installation of equipment used in conjunction with prepaid access instruments.

(Adopted: 7/89. Amended: 5/00; 5/03; 2/14)

14.300 Maintenance of associated equipment. The manner in which previously approved associated equipment operates may be altered only with the prior written approval of the chairman or his designee.

(Adopted: 7/89. Amended: 5/00; 5/03)

14.302 Manufacturer or distributor of associated equipment; registration of a manufacturer or distributor of associated equipment; application and procedures.

1. The initial application for registration and the application for renewal of registration shall be made, processed, and determined using such forms as the chairman may require or approve and must be accompanied and supplemented by such documents and information as may be specified or required.

2. Any applications for registration or renewal required under this section shall be prepared and submitted by the relevant manufacturer or distributor of associated equipment.

3. Fee Structure and Registration Period.

(a) Upon submission of an application for registration as a manufacturer or distributor of associated equipment or renewal application, the applicant shall pay an application fee of $1,000.

(b) Before the commission issues an initial registration or renewal of any registration for a manufacturer or distributor of associated equipment, the manufacturer or distributor of associated equipment shall pay an issuance fee of $1,000.

(c) The registration of a manufacturer or distributor of associated equipment registered after October 1, 2015 shall be effective for three calendar years from the effective date of the registration or renewal. Any manufacturer or distributor deemed registered pursuant to NRS 463.665(7) must submit a complete application during the 2016 calendar year according to the 1st day of the month the original registration became effective. This and subsequent renewals will be effective for 3 calendar years.

4. Each registered associated equipment manufacturer or distributor shall inform the board in writing of any changes in the ownership, officers, or directors of the manufacturer or distributor of associated equipment. Reports required under this subsection shall be made to the board within 30 days of occurrence.

(Adopted: 11/15)

14.305 Manufacturer or distributor of associated equipment; determination of suitability.

1. In addition to the requirements of this regulation requiring a manufacturer or distributor of associated equipment to be registered, the commission may, pursuant to NRS 463.665 and upon recommendation of the board, require a manufacturer or distributor of associated equipment who sells, transfers or offers the associated equipment for use or play in Nevada to file an application for a finding of suitability to be a manufacturer or distributor of associated equipment.

2. The commission may, pursuant to NRS 463.665 and upon recommendation of the board, require any person who directly or indirectly involves himself or herself in the sale, transfer or offering for use or play in Nevada of such associated equipment who is not otherwise required to be licensed as a manufacturer or distributor to file an application for a finding of suitability to be a manufacturer or distributor of associated equipment.

3. The commission shall give written notice of its decision to require the filing of an application for a finding of suitability under subsection 1 and/or 2.

4. All investigative costs and fees associated with applications for a finding of suitability are owed by the party required to file the application for a finding of suitability. Failure to remit such costs and fees within such periods set by the commission, upon the advice of the board, will result in a lapse of the registrations of the applicable manufacturer or distributor of associated equipment and will constitute an unsuitable method of operation. Where the party required to file an application to manufacture or distribute associated equipment is not registered, failure to pay such investigative costs and fees is grounds for denial of any application associated with such manufacture or distribution of associated equipment.

5. Failure of any party described in subsections 1 or 2 to submit an application for a finding of suitability within 30 days of being demanded to do so by the commission shall constitute grounds for a finding of unsuitability of that party.

6. If the commission finds any manufacturer or distributor of associated equipment, as described in subsection 1, or any person, as described in subsection 2, to be unsuitable under this section:

(a) The registration of such manufacturer or distributor is thereupon revoked as a matter of law;

(b) Any applications for registration as a manufacturer or distributor of associated equipment associated with a party which is found unsuitable are deemed denied as a matter of law; and

(c) All gaming licensees shall, upon written notification from the board or commission, terminate any existing relationships, direct or indirect, with such unsuitable parties.

7. Failure of a gaming licensee to terminate any association or agreement, direct or indirect, with any party found unsuitable upon receiving written notice of the determination of unsuitability constitutes an unsuitable method of operation.

8. Failure of a registered manufacturer or distributor of associated equipment to terminate any association or agreement with any party found unsuitable upon receiving written notice of the determination of unsuitability shall constitute grounds for the revocation of the registration of the manufacturer or distributor of associated equipment.

9. The commission retains jurisdiction to determine the suitability of any party described in subsections 1 or 2 regardless of whether or not that party has severed any relationship with a gaming licensee or registered manufacturer or distributor of associated equipment.

(Adopted: 11/15)

14.310 Retention of records. Unless otherwise specified, all records required by this regulation must be maintained for 5 years.

(Adopted: 7/89; 3/12)

14.320 Sale of antique gaming devices.

1. As used in this section:

(a) “Chairman” means the chairman of the State Gaming Control Board or his designee.

(b) “Antique gaming device” means a gaming device that was manufactured before 1951. For purposes of this definition, the gaming device must be completely mechanical in operation and all of the following parts that make up the gaming device must have been made before 1951:

(1) The cabinet and substantially all castings;

(2) The mechanical mechanism including the following essential parts, if applicable: payout slide(s); clock; reels; mechanism base; mechanism side frames; and

(3) Escalator assembly and coin drop assembly.

2. Upon approval of the chairman and compliance with the provisions of this section, an owner of an antique gaming device who is not a licensed distributor may sell such device through consignment with a licensed distributor. All such sales shall be made only to a resident of a jurisdiction wherein ownership of such device is legal.

3. A licensed distributor shall not distribute a consigned antique gaming device without the approval of the chairman. Applications for approval to sell a consigned antique gaming device must be made, processed, and determined in such manner and using such forms as the chairman may prescribe and may be denied by the chairman for any cause he deems reasonable.

4. A licensed distributor shall submit an application to sell a consigned antique gaming device. Each application must include, in addition to such other items or information as the chairman may require:

(a) The full name, address, telephone number, social security number, birth date and driver’s license number of the seller, the purchaser and the person to receive the antique gaming device, if different from the purchaser;

(b) The serial number of each device. In the event a serial number does not exist, the seller shall permanently engrave or stamp in lettering no smaller than 5 millimeters on the metal frame or other permanent component of the device, his initials, together with the last four digits of his social security number, and a different number for each device sold sequentially increasing starting with the number one (1);

(c) The manufacturer and model or description of each device;

(d) The year the device was manufactured;

(e) The denomination of each device, if applicable;

(f) The final sales price of each device;

(g) A written verification by the distributor that the device is an antique gaming device;

(h) A statement by the purchaser under penalty of perjury that the antique gaming device will be used only for lawful purposes; and

(i) A statement by the seller under penalty of perjury that the device meets the definition of antique gaming device as set forth within subsection 1(b) above.

5. If the chairman does not deny the application for approval to sell the antique gaming device within 5 working days of receipt of a complete application, the application will be deemed to be approved.

6. Consigned antique gaming devices may be sold only at a licensed distributor's location, or through a licensed distributor at an auction conducted by an auctioneer licensed in the State of Nevada at a Board approved location.

7. In addition to the requirements of section 4, if the antique gaming device is sold at auction, the following shall be provided to the board by the licensed distributor at least ten (10) working days before the proposed auction:

(a) The auctioneer's name, address and proof of licensing in the State of Nevada;

(b) The date, time and location of the proposed auction; and

(c) The information set forth within subsections 4(b) through (e).

8. An agent of the board may inspect all antique gaming devices sold pursuant to this section at any time prior to transfer of title thereto.

9. A person who is not the holder of a distributor's license who consigns to sell antique gaming devices pursuant to this section shall not:

(a) Display or advertise for sale any gaming device anywhere in this state except as permitted by Regulation 14.340; or

(b) Solicit, accept, or execute orders for the purchase of any gaming device except as permitted by Regulation 14.330.

(Adopted and Effective: 09/18/03)

14.330 Sale of gaming devices displayed or used in a private residence.

1. A person who owns gaming devices for use or display in his private residence may sell a total of two such devices during any 12-month period, without procuring a seller's or distributor's license therefor. Requests to sell gaming devices must be made, processed, and determined in such manner and using such forms as the chairman may prescribe and may be granted by the chairman or his designee upon good cause shown. If the board does not object to the proposed transfer within 5 working days after receipt of the request, the proposed transfer may be effectuated.

2. Each request must include, in addition to such other items or information as the chairman may require:

(a) The full name, state of residence, address, telephone number, social security number, and driver's license number of both the purchaser and the seller. If the purchaser or the seller does not have a social security number or driver's license number, the birth date of the purchaser or the seller may be substituted;

(b) The number of devices to be sold;

(c) The serial number of each device;

(d) The model number of each device and year each device was manufactured, if known;

(e) The denomination of each device;

(f) The expected date and time of sale;

(g) Unless the purchaser is currently licensed by the commission, a statement by the purchaser under penalty of perjury that each device will be used only for lawful purposes.

3. A person may own or obtain gaming devices through a lease for the limited purpose of display or use in that person's private residence without procuring a state gaming license therefor as long as consideration is not directly or indirectly received for playing or owning the devices.

(Adopted: 10/90. Amended: 11/20/97; 5/21/98)

14.340 Display and marketing of gaming devices by unlicensed entities.

1. Except as provided in subsection 2, an unlicensed manufacturer or distributor may display and market their respective gaming devices at organized gaming shows and exhibitions within Nevada.

2. An unlicensed manufacturer or distributor shall not:

(a) Enter into contractual agreements for the sale of, nor accept orders for, their gaming devices for use or play in Nevada at such organized gaming shows and exhibitions; or

(b) Deliver or distribute gaming devices within Nevada without first procuring and maintaining all required federal, state, county and municipal licenses pursuant to NRS 463.650(1), and thereafter, complying with the provisions of sections 14.170 and 14.180.

3. An unlicensed manufacturer or distributor must conspicuously display a sign at their trade show booth indicating that they are not licensed by the Nevada Gaming Commission as a manufacturer and/or distributor.

(Adopted: 11/20/97. Amended: 6/13)

14.350 Independent testing laboratories; authority for board to register and utilize; fees.

1. The board is authorized to register and utilize independent testing laboratories for the inspection and certification of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, for use in Nevada.

2. The registration may be performed administratively by the chairman.

(a) The chairman may, at his sole and absolute discretion, approve the application if he determines that the applicant meets the qualifications set forth under section 14.360(6).

(b) The chairman may, at his sole and absolute discretion, condition or limit the registration of an independent testing laboratory in any manner and for any reason he deems appropriate.

(c) The chairman may, at his sole and absolute discretion, deny the application if he determines that the applicant has failed to meet the qualifications set forth under section 14.360(6).

(d) An applicant for registration may have a decision of the chairman relating to its application reviewed pursuant to the administrative approval review and appeal process set forth under sections 4.190 and 4.195 of these regulations.

3. The chairman, at his sole and absolute discretion, may forgo approving or denying an application for registration by referring the application to another board member or to the full board for consideration. If referred to the full board, the board may make a recommendation to the commission to approve or deny the application for registration, conditioned or limited in any manner and for any reason it deems appropriate. The commission, upon recommendation of the board, may approve or deny the application for registration, conditioned or limited in any manner and for any reason it deems appropriate.

4. The manufacturer or operator shall be solely responsible for the payment of any fees imposed by the independent testing laboratory for its services. The fees to be charged shall be determined solely between the manufacturer or operator and the independent testing laboratory.

5. The manufacturer or operator shall pay any and all costs associated with any review or approval the board performs of a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any components thereof or modification thereto, including any costs associated with the board's review of the registered independent laboratory's inspection, certification or review as described in subsection 1 above or in 14.360(1).

(Adopted: 3/12. Effective: 5/01/12)

14.360 Independent testing laboratories; registration requirement; qualifications

1. The following persons or entities must register with the board under this section:

(a) Any independent testing laboratory that intends to inspect and certify games, gaming devices, associated equipment, cashless wagering systems, inter-casino linked systems, mobile gaming systems or interactive gaming systems, or any components thereof or modifications thereto, for use in Nevada; and

(b) Each person or entity that owns or has significant control over the operations of the independent testing laboratory seeking registration, including any intermediary entities.

2. In order to register, an independent testing laboratory must submit an application for registration to the board as set forth in section 14.370.

3. The chairman, in his sole and absolute discretion, may require each testing facility at which an independent testing laboratory conducts inspection and certification procedures to register individually.

4. Each independent testing laboratory must be registered for each category of inspection and certification for which the laboratory seeks to provide results. The categories of inspection and certification include:

(a) Games and game variations;
(b) Gaming devices and gaming device modifications;
(c) Gaming associated equipment and gaming associated equipment modifications;
(d) Cashless wagering systems and cashless wagering system modifications;
(e) Inter-casino linked systems and inter-casino linked system modifications;
(f) Mobile gaming systems and mobile gaming system modifications; and
(g) Interactive gaming systems and interactive gaming system modifications;
(h) Any other category of inspection and certification that the chairman may deem appropriate.

5. The board shall maintain a list of registered independent testing laboratories on its website along with the categories of inspection and certification each is registered to perform.

6. To qualify to be registered, the independent testing laboratory, and any other person, entity or testing facility that is required to register, must:

(a) Demonstrate probity;

(b) Be independent from any manufacturer, distributor, or operator of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, regardless of whether or not such person or entity is licensed, registered, or otherwise does business in Nevada;

(c) Be accredited in accordance with ISO/IEC 17025 by an accreditation body that is a signatory to the International Laboratory Accreditation Cooperation Mutual Recognition Agreement, unless the independent testing laboratory is only seeking registration for the inspection and certification of games and game variations;

(d) Demonstrate it is technically competent in testing the category of game, device, or system in which it is seeking registration;

(e) Demonstrate it is technically competent to test compliance with the applicable Nevada statutes, regulations, standards and policies.

7. To be considered independent from a manufacturer, distributor, or operator under subsection 6(b) above, the independent testing laboratory, including its employees, management, directors, owners, compliance committee members and gaming regulatory advisors, with the exception of the independent testing laboratory's external accountants and attorneys:

(a) Must not have a financial or other interest, direct or otherwise, in a manufacturer, distributor, or operator of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, regardless of whether or not the person or entity is licensed, registered, or otherwise does business in Nevada;

(b) Must not participate, consult, or otherwise be involved in the design, development, programming, or manufacture of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto;

(c) Must not have any other interest in or involvement with a manufacturer, distributor, or operator that could cause the independent testing laboratory to act in a manner that is not impartial; and

(d) Such individuals shall not serve in any capacity with a manufacturer, distributor, or operator beyond the scope of the independent testing laboratory's engagement pursuant to these regulations.

➥ The restrictions in subsection 7 above are not intended to limit an independent testing laboratory, or the above listed individuals, from providing consulting services to a manufacturer, distributor, or operator, provided that such services do not directly or indirectly indicate, suggest, or imply how to design, develop, program or manufacture a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any components thereof or modification thereto.

(Adopted: 3/12; Effective: 5/01/12)

14.370 Independent testing laboratories; registration; provisional registration; application and procedures; waiver.

1. Except as provided in subsection 2, an independent testing laboratory must be registered with the board prior to providing inspection and certification results for any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, for use in Nevada.

2. Upon written request, the chairman may, in his sole and absolute discretion and under such terms and limitations he sees appropriate, issue a provisional registration to an independent testing laboratory to allow it to perform the functions of a registered independent testing laboratory while its application for registration is pending. Such provisional registration may be revoked by the chairman at any time and for any reason, including but not limited to:

(a) If the investigation of the independent testing laboratory reveals that it does not meet the qualifications to be registered with the board; or

(b) If the independent testing laboratory has violated the terms or limitations of its provisional registration.

3. Any independent testing laboratory that has had its provisional registration revoked by the chairman may have the decision reviewed pursuant to the administrative approval review and appeal process set forth under sections 4.190 and 4.195 of these regulations.

4. An application for registration as an independent testing laboratory shall be made, processed, and determined using such forms as the chairman may require or approve and must be supplemented by such documents and information as the chairman may request. The information submitted with the application shall include, but not be limited to, the following:

(a) Copies of all ISO/IEC 17025 certification and accreditation materials except if the independent testing laboratory is only seeking registration for the inspection and certification of games and game variations;

(b) All ISO required internal controls, policies and procedures, except if the independent laboratory is only seeking registration for the inspection and certification of games and game variations;

(c) Detailed description of the testing facilities;

(d) Detailed description of available testing staff and staff qualifications, including education, training, experience and skill levels;

(e) Detailed description of available testing equipment;

(f) Copies of documented policies, systems, programs, procedures and instructions to assure the quality of test results;

(g) Copies of all test scripts to be used for testing against the applicable Nevada statutes, regulations, standards, and policies.

(h) Information regarding the business organization and ownership of the applicant, including, but not limited to:

(1) Organization chart depicting the ownership structure of the applicant, including, but not limited to, any parent and affiliated organizations;

(2) Organization chart depicting the applicant's management structure;

(3) List of all key employees and other individuals who have significant involvement with the applicant's business operations;

(4) List of all officers, directors, partners, members, managers, trustees or direct or beneficial owners of the independent testing laboratory and of any person or entity that owns or has significant involvement with the activities of the independent testing laboratory, including any intermediary entities.

(i) A statement subscribed by the applicant for registration that:

(1) The information being provided to the board is accurate and complete;

(2) The applicant for registration agrees to cooperate with all requests, inquiries, or investigations of the board and commission;

(3) The applicant acknowledges that the board and commission shall retain jurisdiction over the independent testing laboratory in any matter involving a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, that it certifies for use in Nevada, even if its registration lapses, is voluntarily terminated, or is revoked;

(4) The applicant for registration acknowledges that the commission may demand that the independent testing laboratory, or any of its key employees, managers, or owners, submit an application for finding of suitability as an independent testing laboratory, and that a failure to submit such an application within 30 days of the demand may constitute grounds for the revocation of the independent testing laboratory's registration; and

(5) The applicant agrees to indemnify and hold harmless the State of Nevada, the commission, the board, and each of their members, agents, and employees in their individual and representative capacities against any and all claims, suits and actions, brought against the persons named in this subsection by reason of any inspections or certifications performed by the applicant as a registered independent testing laboratory, and all other matters relating thereto, and against any and all expenses, damages, charges and costs, including court costs and attorney fees, which may be sustained by the persons and entities named in this subsection as a result of said claims, suits and actions.

5. The chairman may require additional information from an independent testing laboratory to supplement the registration application;

6. During the registration evaluation process, the board and its agents shall conduct any investigation it deems reasonable, including any visit, review or inspection of each independent testing laboratory seeking registration to evaluate its qualifications and capabilities. The applicant is to bear the cost of all such site visits and inspections held during the registration evaluation process.

7. The applicant is required to pay any and all costs associated with the investigation and inspection of the applicant during the registration evaluation period.

8. An independent testing laboratory is not considered registered with the board until all of the above information, including any additional information requested by the chairman, has been provided and reviewed by the board, all costs relating to site visits performed by the board have been paid in full, all other costs associated with the investigation and inspection of the applicant have been paid in full, and the chairman has issued written notice of the completion of the registration process to the independent testing laboratory.

9. Upon written request, the chairman in his sole and absolute discretion, may waive any requirement in sections 3-7 above.

(Adopted: 3/12; Effective: 5/01/12)

14.380 Independent testing laboratories; notification and reporting requirements.

1. Registered independent testing laboratories must notify the board of any change in ownership of the registered independent testing laboratory, any change in directors, executives, or key management or employees of the independent testing laboratory, and any other material changes to the information included in its application for registration or the information submitted in conjunction with or subsequent to its application within 30 days of such change.

2. By the 15th day of each January, a registered independent testing laboratory shall inform the chairman in writing of any changes to the information that was contained on the registered independent testing laboratory's application for registration or submitted in conjunction with or subsequent to its application. If no change to that information has occurred since the last reporting date, the registered independent testing laboratory must provide the chairman with a written affirmative statement indicating such.

3. Registered independent testing laboratories shall maintain copies of the results of any ISO/IEC 17025 audits or reviews and shall notify the board in writing of the of the availability of the results within 15 days of when they become available to the registered independent testing laboratory. Such copies shall be provided to the chairman upon request.

(Adopted: 3/12; Effective: 5/01/12)

14.390 Independent testing laboratories; uniform protocols.

1. In the interest of preserving a competitive gaming industry, a registered independent testing laboratory shall not implement or maintain any procedure or policy or take any action that would inhibit or prevent a manufacturer, distributor or operator that has otherwise been deemed suitable for doing business in Nevada by the board or commission from submitting a game, gaming device, associated equipment, cashless wagering system, inter-casino liked system,

mobile gaming system or interactive gaming system, or any component thereof or modification thereto, for inspection and certification for use in Nevada, or that would call into question or tend to erode the independence of the registered independent laboratory from any clients that utilize its services.

2. A registered independent testing laboratory shall maintain a version controlled system of testing documentation and methodologies it uses to provide certification against the Nevada regulatory structure, and such materials shall be made available to the board upon request. Original testing documentation, methodologies, and any revisions to the testing documentation or methodologies must be approved by the board prior to being used to certify against the Nevada regulatory structure.

3. All testing shall be performed using Nevada approved documentation and methodologies, and must be conducted specifically in accordance with the Nevada Gaming Control Act and the regulations adopted thereunder, and all technical standards, control standards, control procedures, policies, and industry notices implemented or issued by the board.

4. All testing shall be performed by a person directly employed by the registered independent testing laboratory. The registered independent testing laboratory shall not assign, delegate, subcontract, or otherwise engage any person not directly employed by the registered independent testing laboratory for any testing for which the laboratory has been registered in Nevada. The chairman, in his sole and absolute discretion, may permit a registered independent testing laboratory to utilize the services of a person other than a person directly employed by the independent testing laboratory to perform certain specific functions associated with the testing and certification procedures to be performed. Any such request must be made in writing to the chairman in advance of utilizing the services of the third party. Any permission granted under this subsection must in writing and shall be limited as to time and scope in whatever degree the chairman deems appropriate under the circumstances and may be revoked by the chairman in writing at any time at his sole and absolute discretion.

5. A registered independent testing laboratory shall not utilize, rely on or otherwise refer to any testing, results or work product performed by another registered testing laboratory for any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto which has not previously been approved by the board.

6. A registered independent testing laboratory shall implement and maintain a hiring and background check that ensures, at a minimum, that no person is hired in a position involving inspection or certification procedures relating to Nevada, or in a position overseeing or managing an employee in such a position, who has:

(a) Failed to disclose or misstated information or otherwise attempted to mislead the board or commission with respect to any information the person has provided to the board or commission;

(b) Knowingly failed to comply with the provisions of NRS chapters 463, 463B, 464 or 465, or the regulations of the commission at a previous place of employment;

(c) Committed, attempted or conspired to commit any crime of moral turpitude, embezzlement or larceny or any violation of any law pertaining to gaming, or any crime which is inimical to the declared policy of this State concerning gaming;

(d) Committed, attempted or conspired to commit a crime which is a felony or gross misdemeanor in this State or an offense in another state or jurisdiction which would be a felony or gross misdemeanor if committed in this State and which relates to the applicant's suitability or qualifications to work for the registered independent testing laboratory;

(e) Been identified in the published reports of any federal or state legislative or executive body as being a member or associate of organized crime, or as being of notorious and unsavory reputation;

(f) Been placed and remains in the constructive custody of any federal, state or municipal law enforcement authority; or

(g) Had any gaming license, registration or other like credential revoked or committed any act which is a ground for the revocation of a gaming license, registration or other professional credential held by the person or would have been a ground for the revocation of a gaming

license, registration or other professional credential had the person held such license, registration, or credential.

➥All procedures conducted pursuant to this subsection and the results of those procedures shall be documented by the registered independent laboratory. Such documentation shall be made available to the chairman upon request and shall be maintained at all times while a person is employed by the registered independent testing laboratory and for a minimum of five years after a person's employment ends.

7. A registered independent testing laboratory shall implement and maintain a system of peer review to monitor the quality of the inspection and certification procedures performed by its employees.

8. A registered independent testing laboratory shall consult with the board prior to testing, evaluating, analyzing, certifying, verifying, or rendering opinions for or on behalf of the board relating to any new technology or concept.

9. A registered independent testing laboratory shall consult with a representative of the board's technology division on any questionable interpretations of the Nevada regulatory structure as it relates to the inspection and certification of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked systems, mobile gaming system or interactive gaming system, or any component thereof or modification thereto.

10. A registered independent testing laboratory shall handle all information and data prepared or obtained as part of the Nevada certification process as confidential.

11. A registered independent testing laboratory shall implement and maintain security and access control systems designed to secure and protect the confidentiality of all equipment, software, and other information entrusted to it as part of the Nevada inspection and certification process.

12. A registered independent testing laboratory is required to maintain all test equipment in accordance with the manufacturer's specifications and recommendations, and shall provide the board with evidence of such upon demand.

13. A registered independent testing laboratory shall retain all submission and testing related documentation. Such records may be maintained in electronic form. The obligation to maintain such records continues even if the independent testing laboratory ceases to be registered with the board, or otherwise ceases its business operation. The independent testing laboratory may turn all such records over to the board in electronic form as an alternative to having to maintain such records after its deregistration or after its business operation ceases.

14. An onsite evaluation and review of each registered independent testing laboratory shall be conducted by the board periodically to evaluate certification results and to verify continued compliance with all registration requirements and protocols.

15. The board shall, at all times, have immediate and unfettered access to the registered independent laboratory's place(s) of business.

16. The board may establish a system to evaluate the continued quality of the inspection and certification performed by a registered independent testing laboratory.

17. A registered independent testing laboratory shall immediately notify the board of any changes that may affect its ability to provide testing services.

18. A registered independent testing laboratory shall notify the board immediately of any material issues concerning any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, that it inspected or certified for use in Nevada, which it becomes aware of subsequent to it having issued its inspection and certification report relating thereto.

19. A registered independent testing laboratory shall notify the board immediately of any attempts by a manufacturer, distributor, or operator that has attempted to improperly influence the registered independent testing laboratory, or any of its employees, managers, or owners, in or in connection with any inspection or certification services it is providing, has provided, or intends to provide.

20. A registered independent testing laboratory shall timely provide the board with such other information as the board or commission may request or require.

21. The board may, as appropriate, periodically provide further guidance as to what is required of a registered independent testing laboratory through industry notices or other written communications.

22. A registered independent testing laboratory, its employees, management, and owners shall remain independent of any manufacturer, distributor or operator as set forth under section 14.360(6) and (7).

23. If a registered independent testing laboratory hires an individual who was previously employed by, or performed any work for, a manufacturer, distributor or operator within one year prior to the individual's date of employment with the independent testing laboratory, the registered independent testing laboratory shall not permit that person to inspect or certify any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, for use in Nevada, for which the person had any involvement with, whatsoever, while he or she was employed by the manufacturer, distributor or operator for a period of one year from the individual's date of employment with the independent testing laboratory.

(Adopted: 3/12; Effective: 5/01/12)

14.395 Independent testing laboratories; manufacturer, distributor, and operator prohibited actions.

1. A manufacturer, distributor, or operator shall not:

(a) Attempt, directly or indirectly, to improperly influence a registered independent testing laboratory, or any of its employees, management, or owners, regarding a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, that it, or another person or entity, has submitted for inspection or certification for use in Nevada.

(b) Engage in any transaction with a registered independent testing laboratory it is utilizing, has utilized, or intends to utilize to inspect or certify a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, for use in Nevada, in which the registered independent testing laboratory is required to participate, consult, or otherwise be involved in the design, development, programming, or manufacture of such items. This restriction is not intended to limit a manufacturer, distributor, or operator from engaging such registered independent testing laboratory to provide consulting services, provided that such services do not directly or indirectly indicate, suggest, or imply how to design, develop, program or manufacture such items.

2. Violation of the above prohibitions shall constitute an unsuitable method of operation.

(Adopted: 3/12; Effective: 5/01/12)

14.400 Independent testing laboratories; inspection and certification results. Each registered independent testing laboratory shall provide the person seeking inspection and certification with the results of the testing and certification process that is to be submitted to the board in such manner and using such forms as the chairman may prescribe. The results shall include, in addition to such other items or information as the chairman may require, the following:

1. A statement, signed under penalty of perjury, that the certification process was conducted in accordance with board requirements and that the product being certified meets the requirements of the Nevada Gaming Control Act and the regulations adopted thereunder, and all technical standards, control standards, control procedures, policies, and industry notices implemented or issued by the board to the best of the registered independent testing laboratory's knowledge and belief.

2. The name of the registered independent testing laboratory that performed the testing;

3. The registration number of the registered independent testing laboratory that performed the testing;

4. The location or locations of the facility or facilities the registered independent testing laboratory used to perform the testing;

5. The internal reference number for the registered independent testing laboratory;

6. The date the product was submitted to the registered independent testing laboratory for regulatory certification;

7. The start and end dates of the product testing performed;

8. An attestation statement that the product source code was reproduced;

9. The part and version number or numbers of the product submitted for certification;

10. The unseeded HMAC-SHA1 signature of all applicable files, or other method as approved by the chairman;

11. A description of the configuration of the product as tested;

12. A description of the scope of testing performed;

13. Identification of the Nevada approved testing document(s) by name and version number;

14. A description of any issues found during the testing process and the resolution thereof;

15. Identification of any modification that was not identified by the manufacturer;

16. A complete description of the testing that was conducted as part of the certification of the product that was not covered by a board approved checklist; and

17. Any additional information regarding the testing of the product that the registered independent testing laboratory considers appropriate for the board to consider as part of the approval process.

(Adopted: 3/12; Effective: 5/01/12)

14.410 Independent testing laboratories; termination of registration; revocation of registration; retention of jurisdiction.

1. A registered independent testing laboratory may request to terminate its registration by providing written notice to the board of its intention at least 3 months before the expected date of termination. An independent testing laboratory's registration under this subsection is not deemed terminated until the chairman provides written notification that the voluntary termination has been granted.

2. The chairman may revoke the registration of a registered independent testing laboratory should he determine that it no longer meets the qualifications necessary to be registered or has failed to comply with any of the requirements of regulation 14. Such revocation is at the sole and absolute discretion of the chairman. The chairman shall provide written notification within 30 days of the designated revocation date unless circumstances are such that the interests of public health, safety, morals, good order and general welfare warrant an earlier revocation.

3. Any independent testing laboratory aggrieved by a decision of the chairman under subsections 1 or 2 above may pursue a review of that decision pursuant to sections 4.190-4.195 of these regulations.

4. The board and commission shall retain jurisdiction over the independent testing laboratory in any and all matters relating to a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, that the independent testing laboratory certified for use in Nevada while it was registered with the board.

(Adopted: 3/12; Effective: 5/01/12)

14.415 Independent testing laboratories; unsuitable method of operation. Failure of a registered independent testing laboratory to comply with all of the requirements of regulation 14 shall constitute an unsuitable method of operation and shall be grounds for disciplinary action by the board and the commission.

(Adopted: 3/12; Effective: 5/01/12)

14.420 Independent testing laboratories; determination of suitability

1. Upon the recommendation of the board, the commission may require the following persons or entities to file an application for a finding of suitability:

(a) A registered independent testing laboratory;

(b) Any employee of a registered independent testing laboratory; or

(c) Any officer, director, partner, principal, manager, member, trustee or direct or beneficial owner of a registered independent testing laboratory or any person, entity or intermediary entity

that owns or has significant involvement with the activities of a registered independent testing laboratory.

2. The commission shall give written notice to the applicable person or entity of its decision to require the filing of an application for finding of suitability. Unless otherwise stated by the commission in its written notice, a person or entity that has been ordered to file an application for a finding of suitability under this subsection may continue to function in their respective capacity, unless and until the commission finds the person or entity to be unsuitable.

3. If the commission finds a registered independent testing laboratory to be unsuitable:

(a) All registrations of the independent testing laboratory will be deemed immediately revoked;

(b) All licensed manufacturers, manufacturers of interactive gaming systems, distributors and operators shall, upon written notification, immediately terminate any existing relationships, direct or indirect, with such independent testing laboratory;

(c) No further games, gaming devices, associated equipment, cashless wagering systems, inter-casino linked systems, mobile gaming systems or interactive gaming systems, or any component thereof or modification thereto, shall be inspected or certified by the independent testing laboratory for use in Nevada.

(d) The approval of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, inspected and certified by the independent testing laboratory for use in Nevada shall be subject to revocation if it is determined that the reasons for the finding of suitability applies thereto.

4. If the commission finds an employee of the registered independent testing laboratory to be unsuitable:

(a) The registered independent testing laboratory must remove the person from his or her position immediately, and must not reassign the person to any other position that involves the inspection or certification of any game, gaming device, associated equipment, cashless wagering systems, inter-casino linked systems, mobile gaming systems, or interactive gaming systems, or any component thereof or modification thereto, for use in Nevada;

(b) Failure of a registered independent testing laboratory to comply with this subsection shall constitute an unsuitable method of operation and shall be grounds for disciplinary action by the board and the commission.

5. If the commission finds an officer, director, partner, principal, manager, member, trustee or director or beneficial owner of a registered independent testing laboratory, or any person, entity or intermediary entity that owns or has significant involvement with the activities of a registered independent testing laboratory to be unsuitable:

(a) The person or entity must divest itself of any ownership interest it has in the registered independent testing laboratory;

(b) The registered independent testing laboratory, or other applicable person or entity, must indefinitely suspend the person or entity found unsuitable from performing any duties or having any involvement with or supervision over its operations or activities.

(c) Failure of a registered independent testing laboratory, or other person or entity, to comply with this subsection shall constitute an unsuitable method of operation and shall be grounds for disciplinary action by the board and the commission.

6. Failure of a licensed manufacturer, licensed manufacturer of an interactive gaming system, distributor or operator to terminate any association with an independent testing laboratory after receiving notice of the determination of unsuitability shall constitute an unsuitable method of operation.

7. The commission retains jurisdiction to determine the suitability of an independent testing laboratory, or of any other person or entity to which this section applies, regardless of whether the relevant independent testing laboratory remains registered with the board.

8. A failure on the part of the registered independent testing laboratory, or of any other person or entity to which this section applies, to submit an application for a finding of suitability within 30 days of being directed to do so by the commission shall constitute grounds for a finding of unsuitability. Such period may be extended by the chairman of the commission, at his sole and absolute discretion, upon written request by the independent testing laboratory.

(Adopted: 3/12; Effective: 5/01/12)

End – Regulation 14