



NEVADA GAMING CONTROL BOARD

Proposed Technical Standard Removal Based Upon Repeal of Regulation 6A

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TECHNICAL STANDARDS FOR GAMING DEVICES AND ON-LINE SLOT SYSTEMS

STANDARD 1

1.030 Coin acceptor and receiver.

1. No change.
2. No change.
- ~~3. A gaming device may not accept more than \$3,000 in coins or tokens before a wager must be made or play initiated.~~

STANDARD 2

2.050 Credit play requirements.

1. Cashable credits may be accumulated from wins, approved currency acceptors, electronic funds transfers, wagering account transfers, or any other transfers of cashable credits. Cashable credits may be accumulated directly from coin or token acceptance if the gaming device uses a coin/token acceptor that accepts or rejects on the basis of the metallic composition of the coins being used. ~~The aggregate total of cashable credits accumulated from coin and currency must be less than or equal to \$3,000.~~

~~2. The maximum number of credits from currency that may be applied to any wager on a gaming device must be less than or equal to \$3,000, except that repeated double-down (double or nothing) bets are allowed up to the ultimate lock-up level of the device.~~

~~2.3. Wagering credits available for play must be wagered in the following order:~~

- ~~(a) Non-cashable credits;~~
- ~~(b) Cashable credits given away by a licensee; and~~
- ~~(c) All other credits.~~

STANDARD 3

No Change

STANDARD 4

No Change

STANDARD 5

No Change

(Currently proposed under separate cover)

End – Technical Standards