

NEVADA GAMING CONTROL BOARD
 ASSOCIATED EQUIPMENT REVIEW CHECKLIST
 TABLE GAMES, CAGE AND CREDIT,
 AND CARD GAMES REVENUE REPORTING SYSTEMS

Auditors' Initials and Date

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Manufacturer: _____

Review Date(s): _____

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Trial Location Name: _____

Mfr#: _____ GCB Lab#: _____

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		Pass	Fail	N/A	Comments
26.	For each pit credit transaction, how does the system record the following information: Table Games MICS #7 (a) Name of the employee processing the credit issuance? (b) Patron name? (c) Date/Time of issuance? (d) Table number where the issuance occurred? (e) Amount of credit issuance? (f) Marker number? (g) Current amount of available credit? (h) The amount of payments received and nature of payments (e.g., cash, chips, etc.)? (i) Transfer marker credit slip number or mass transfer form number? (j) Name of employee receiving payment?				
27.	How does the system generate all cage issued marker forms such that they include at least two parts, one of which contains the original marker, and one containing a payment slip, with both parts numbered by a unique marker number (e.g. either system generated or pre-printed)? Cage & Credit MICS #8				
28.	Does the original marker slip for all cage issued markers include: Cage & Credit MICS #9 (a) Marker number? (b) Patron's name? (c) Line for patron's signature? (d) Amount of issued credit in both alpha and numeric formats? (e) Employee name of the Cashier performing the Transaction (unless provided in a manual process)? (f) Cashier's signature (unless a manual form is used)?				
29.	How does the system record the following information, at a minimum, when a payment is made on a credit instrument at the cage or at a branch office: Cage & Credit MICS #22 (a) Date/Time of payment? (b) Amount of payment? (c) Nature of payment (e.g., cash, check, chips, etc.)? (d) Name of employee receiving the payment? (e) Name of the patron? (f) Marker number(s) the payment is being applied to?				
30.	When a partial payment is made on a credit instrument at the cage or branch office, does the system generate a new marker is generated for the remaining balance? If so, describe how the system generates the marker and how the system reports the payment and subsequent issuance of the new marker. Cage & Credit MICS #23				
31.	If a partial payment on a credit instrument made at the cage or branch office does <u>not</u> result in the system generating a new marker for the remaining balance, how does the system ensure that, at a minimum, a multi-part payment receipt is generated that includes: Cage & Credit MICS #23				

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- (a) Same receipt number on all copies (either system generated or pre-printed)?
 - (b) Patron's name?
 - (c) Date of payment?
 - (d) Dollar amount of payment?
 - (e) Nature of Payment (cash, check, chips, etc.)?
 - (f) Name of employee receiving the payment?
 - (g) Signature line for the employee receiving the payment?
 - (h) Marker number or other identifying number of the credit instrument?
32. Does the system have the capability to generate counter checks issued in the cage? If so, do the check forms include the following, at a minimum:
Cage & Credit MICS #10
- (a) Patron's name?
 - (b) Signature line for patron?
 - (c) Dollar amount of credit Issued in both alpha and numeric formats?
 - (d) Name of cashier issuing credit?
 - (e) Signature line for cashier?
33. Does the system generate pit markers on triplicate forms that include the original marker, a payment slip, and an issue slip with a unique system generated or pre-printed marker number clearly printed on all three parts? If so, describe how the system generates these forms. **Table Games MICS #4**
34. Does the system ensure that the original marker, for pit generated markers, includes the following:
Table Games MICS #12
- (a) Marker number?
 - (b) Patron's name?
 - (c) Signature line for patron?
 - (d) Amount of credit issued in both alpha and numeric formats?
35. Does the system ensure that the issue slip for pit generated markers includes the following (unless this information is available elsewhere in the system):
Table Games MICS #13
- (a) Same marker number as the original marker?
 - (b) Table number?
 - (c) Date and time of issuance?
 - (d) Amount of credit issued?
 - (e) Name and signature line for employee issuing the credit?
 - (f) Signature line for dealer at the table?
36. Does the system ensure that the payment slip for pit generated markers includes the following:
Table Games MICS #14
- (a) Same marker number as original marker?
 - (b) Date/Time of payment?
 - (c) Table number receiving payment (if the marker is being paid in full)?
 - (d) Nature of payment (cash, chips, etc.)?
 - (e) Amount of payment?
 - (f) Name of pit supervisor acknowledging the payment?
 - (g) Name of dealer receiving payment?
37. When cage or pit issued markers are voided, how

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does the system ensure that such transactions are authorized by a supervisor prior to voiding the marker? **Cage & Credit MICS #11, Table Games MICS #15**

38. Does the system record at least the following information when a void is processed for a cage or pit issued marker: **Cage & Credit MICS #11, Table Games MICS #15**
 (a) Void status for the marker?
 (b) Reason for the void?
 (c) Date/Time of the void?
 (d) Name of cashier processing the void?
 (e) Name of the supervisor approving the void?

39. Does the system prevent cage personnel from voiding markers issued in the pit? If so, describe how the system prevents such an occurrence. **Cage and Credit MICS #15**

40. How does the system facilitate mass marker transfers from the pit to the cage and what documentation does the system generate for such transfers? **Table Games MICS #66**

41. Does the system generated documentation for mass marker transfers include, at least, the following: **Table Games MICS #66**
 (a) Unique document number?
 (b) Date/Time?
 (c) Shift?
 (d) Marker number, table number, and amount for each marker being transferred?
 (e) Total of all markers being transferred?
 (f) Name of the pit supervisor releasing the markers from the pit?
 (g) Name of the cashier verifying the receipts of the instruments at the cage?

42. How does the system prevent pit supervisors from having access or changing information for mass marker transfer transactions? **Table Games #67**

43. How does the system record payments received at the cage for all outstanding markers or returned checks such that information recorded includes, at a minimum, the following: **Cage & Credit #22 & 23**
 (a) Date/Time of payment?
 (b) Amount of payment?
 (c) Nature of payment (e.g., cash, chips, etc.)?
 (d) Name of cashier receiving payment?
 (e) Patron's name?
 (f) Marker number(s) the payment is applied to?
 (g) Amount of remaining marker balance(s)?

44. How does the system record and report information for credit transaction activity occurring during each shift, such as: **Cage & Credit MICS #29**
 (a) Cage marker issuances?
 (b) Pit marker issuances?
 (c) Cage marker payments?
 (d) Pit marker payments?
 (e) Mail payments for markers?
 (f) Pit marker transfers?
 (g) Patron account balances and available credit?

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76. Does the system generate receipts for deposits and withdrawals that include at least two parts and present the following information:
Cage & Credit MICS #45
 (a) Unique receipt number?
 (b) Customer's name?
 (c) Signature for customer?
 (d) Date of transaction?
 (e) Dollar amount?
 (f) Nature (e.g., cash, check, chips, etc.)?
 (g) Branch office location?
 (h) Employee's name (or user ID) and signature line for cashier conducting transaction (unless a manual form is used)?

Accounting and Reporting

77. Does the system generate reporting for all transactions that flow through the casino cage such that all information is presented in summary format for each shift? **Cage & Credit MICS #49**

78. Does the system generate statistical reporting for table games such that it reflects statistical drop, statistical win, and statistical win to statistical drop hold percentage by table, and by type of game?
Table Games MICS #145

Note:

Statistical Drop = Drop (per Reg. 1.095) + Pit Credit Issuances - Pit Credit Payments in Cash

Statistical Win = Table Games Gross Revenue [per Reg. 6.110(1)] + Marker Credits (pit markers transferred to the cage)

79. Does the system present table games statistical information such that it is available for each shift, by day, cumulative month-to-date, and cumulative year-to-date? **Table Games MICS #145**

80. Does the system generate a "Master Games Report" that presents information such that for each table and each shift it includes:
Table Games MICS #71, 96, 99, 100, 102(b), & 106
 (a) Beginning table inventory?
 (b) Ending table inventory?
 (c) Drop amount?
 (d) Fills/Credits?
 (e) Marker issuances/payments?

81. Does the system generate a table games recap report ordered by game for each day, and in total such that it includes: **Table Games MICS #160, Card Games MICS #42(a)**
 (a) Pit credit issuances?
 (b) Pit credit payments made in the pit by type (cash or chips)?
 (c) Drop (per Reg. 1.095)?
 (d) Statistical win?
 (e) Gross revenue [per Reg. 6.110(1)]?

82. Does the system present both the table games statistical report and master games summary report by individual table, by game type, and by shift?

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83. Do the table games statistical report and master games summary report include all transactions and amounts in detail, in total for the day, in cumulative month-to-date and cumulative year-to-date total amounts? **Table Games MICS #145, 160, 71, 96, 99, 100, 102(b) & 106**
84. Does the system generated "master games summary" report include all drop amounts counted in the soft count process such that the information for the gaming day is presented for each card game table by shift and in total for the day? **Card Games #42**
85. How does the system calculate and report gross revenue for Card Games in accordance with Regulation 6.110(4) on a daily report that also includes all month-to-date accumulation amounts? **Card Games MICS #43**
- Note:** Reg. 6.110(4) states "For each card game and any other game in which the licensee is not a party to a wager, gross revenue equals all money received by the licensee as compensation for conducting the game."
86. Does the system record all waived baccarat commissions using a unique consecutive number including, pursuant to Reg. 6.115(2):
- (a) Date, shift and time the licensee determined to not collect the baccarat commission?
 - (b) The amount of the baccarat commission not collected?
 - (c) The baccarat table number?
 - (d) Patron name, if known?
 - (e) Dealer's signature?
 - (f) Baccarat supervisor's signature?
- Note:** Reg. 6.115(2) states: "Concurrently with the decision to not collect the baccarat commission, the licensee must record, in such manner and using such preprinted, pre-numbered forms as the chairman has approved:
- (a) Date, shift and time the licensee determined to not collect the baccarat commission;
 - (b) The amount of the baccarat commission not collected;
 - (c) The baccarat table number;
 - (d) Patron name, if known;
 - (e) The dealer's signature; and
 - (f) A baccarat supervisor's signature."
- Computerized Player Tracking Systems Featuring Player Promotional Accounts
87. Does the system include player tracking or player promotional accounts? If No, then mark this entire section as "N/A."
88. How does the system record and report all manual adjustments to player accounts? **Table Games MICS #133, Card Games MICS #34**
89. How does the system prevent employees who redeem points for patrons from accessing inactive or closed accounts without supervisory authorization? **Table Games MICS #134, Card Games MICS #35**

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90. How does the system record and report any and all changes to system or promotional parameters?
IT MICS #7(d), IT MICS #23, Table Games MICS #136, Card Games MICS #37

System Components and Configurations

1. Specify the operating system name and version for all servers on which the system is being installed.
2. Specify the components being submitted for approval with the system including name, version, and server name/location where component is installed.
3. If the system utilizes back-end database(s), specify the database name, version, and server name/location housing the database(s) (i.e. FoxPro, Db2, MS SQL, Oracle, Pervasive, SQL Anywhere, etc.)
4. Specify the IP addresses for each server housing system components and data. (Include a topology diagram and network mapping diagram with the submission)
5. List all user accounts and associated account passwords that are configured on the system submitted for approval. (This includes accounts at the operating system, database, network, and application layers)
6. List the report generation software and version, if applicable (i.e. Crystal Reports, Microsoft SQL Reporting Services, etc.)

Testing Procedures

Testing Objectives

- Ensure that all fill and credit activity is properly recorded and reported by the system.
- Ensure that marker issuances, payments, and transfers are properly recorded and reported by the system.
- Ensure that all front money/safekeeping deposits and withdrawals are properly recorded and reported by the system.
- Ensure that exception type activities are properly recorded and reported by the system. (IT MICS #9).
- Ensure that exception type activities require proper independent authorization to complete.
- Ensure that the system requires appropriate account password security. (IT MICS #6).
- Ensure that the system tracks and reports appropriate events (IT MICS #7 & 23).
- Ensure that transaction detail reports foot and

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trace by table and in total to summary reports.

- Ensure that liability amounts for wagering accounts or other patron deposit accounts are accurately reported with all increases and decreases.
- Ensure that table chip/token inventories are recorded and reported properly by the system for each shift and gaming day.
- Ensure the system reports all cashiering activities appropriately.
- Ensure that the system records and reports all wagering account activity accurately and completely.
- Ensure that Taxable and Statistical Win calculations are accurate and properly reported by the system.
- Ensure the system limits access to write off patron credit instruments to appropriate personnel.
- Ensure the system properly records and reports all write-offs.
- Ensure that the system properly limits access to inactive patron player tracking accounts.
- Ensure the system reports all changes to player tracking accounts.
- Ensure that the system records and reports all wagering account activity.
- Ensure the marker forms and fill/credit forms conform to requirements on the Table Games, and Cage/Credit MICS.

Setup Activities

1. Create user accounts for the following employees:
 - (a) Two Pit Supervisor accounts
 - (b) Cage Cashier
 - (c) Cage Supervisor
 - (d) Soft Count
 - (e) Revenue Auditor
 - (f) Controller/Director of Finance
 - (g) Player Club Clerk
 - (h) Player Club Supervisor
 - (i) IT Personnel
2. Configure passwords to expire at least once during the test period.
3. Set up two pits and one poker room with the following:
 - (a) Two blackjack tables
 - (b) Two baccarat tables
 - (c) Two roulette tables
 - (d) Two craps tables
 - (e) Two pai gow poker tables
 - (f) Three card games (poker) tables

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- agree to the physical instruments in number and amount.
- 88. Verify that all reports for at least one test date are clerically accurate and that all detail reports trace to totals on summary reports by table, by shift, by game type, and by gaming day.
- 89. Verify that cumulative amounts reported for each shift equal the amounts from the previous shift plus amounts for activity from the current shift.
- 90. Verify that cumulative month to date and year to date amounts for the current day equal the amounts from the previous day plus amounts from the current day.
- 91. Verify that the user access listing report contains all elements required by IT MICS #12 and that all user accounts are reported correctly.

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