

**GAMING COMMISSION REGULATIONS**

**ESTABLISHING MINIMUM STANDARDS**

**FOR SECURITY AND SURVEILLANCE**

**Coyote Valley Gaming Commission  
Coyote Valley Band of Pomo Indians**

**Chapter 5**

**MINIMUM STANDARDS FOR SECURITY AND SURVEILLANCE**

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- 5.010 Closed circuit television.
- 5.020 Required equipment.
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5.010 Closed Circuit Television. Every Gaming Facility shall install, maintain, and operate a closed circuit television system according to the specifications set forth in this Chapter. The Commission, its officers, agents, and employees shall have access to the system or its signal at all times.

5.020 Required Equipment. The closed circuit television system shall include, but shall not be limited to, the following equipment:

1. Cameras. Pan, tilt, zoom, commonly referred to as P.T.Z. cameras, that are light sensitive and capable of being placed behind a dome or one-way mirror which conceals the P.T.Z. cameras from view. Each camera shall have the capability to distinguish a clear, unobstructed view of the areas where any and all gaming is conducted and any and all electronic gaming devices are located.

2. Video printers. Video printers shall be capable of adjustment and shall possess the capability to generate instantaneously upon command a clear, still copy of the image depicted on a videotape recording with a minimum of 128 shades of gray.

3. Video screens. Video monitor screens must be at least 12 inches measured diagonally and all controls must be front mounted. Solid state circuitry is required.

4. Date and time generators. Date and time generators shall be capable of recording both time and date of the recorded events without obstructing the recorded view. Recordings must be in military time (i.e., 24-hour format).

5. Universal power supply. The system and its equipment must be directly and securely wired in a manner designed to prevent tampering with the system.

6. Camera domes. Camera domes shall be of sufficient quality and size to accommodate P.T.Z. cameras and shall be capable of providing clear, unobstructed views.

7. Video switchers. Video switchers shall be capable of both manual and automatic sequential switching for the entire surveillance system.

8. Videotape recorders. Videotape recorders shall be capable of producing high quality, first generation pictures with a horizontal resolution of a minimum of 300 lines nonconsumer, professional grade, and recording standard 1/2 inch, VHS tape with high-speed scanning and flickerless playback capability in real time. In addition, recorders shall have time and date insertion capabilities for taping that which is being viewed by any camera in the system. A minimum of one video recorder for every eight video cameras is required.

5.030 Required surveillance. Every Gaming Facility shall conduct and record surveillance which allows clear, unobstructed views in the following areas of the Gaming Facility:

1. Overall view of the area where any and all gaming is conducted. Each electronic gaming device, table game, or location where gaming of any type is conducted shall have the capability of being viewed by no less than two cameras and each camera shall have the resolution capability to determine the denomination of bills, coins, chips, and/or tokens being used in such gaming;

2. Views of patrons, spectators, and inspectors, with sufficient clarity to permit identification thereof in the area in which any gaming is conducted.

5.040 Equipment in Gaming Facility Surveillance Offices. Gaming Facilities shall be equipped with a minimum of two 12-inch

monochrome video monitors with control capability of any video source in the surveillance system. The following shall be additional mandatory equipment for the surveillance office:

1. Video printer;
2. Video recorders;
3. Audio pickup of soft count room and vault;
4. Time and date generators, if not in the master surveillance system;
5. Total override surveillance system capabilities; and
6. All closed circuit cameras shall be equipped with lenses of sufficient quality to allow clarity of the value of gaming chips, tokens, currency, or coins. These cameras shall be capable of black and white recording and viewing.

5.050 Lighting. Adequate lighting shall be present in: all areas where gaming is conducted, vault rooms, cashiers cage, and count rooms to enable clear video reproduction.

5.060 Surveillance room. There shall be provided in each Gaming Facility a room or rooms specifically utilized to monitor and record activities as required under this Chapter. These rooms shall have a trained surveillance person present during Gaming Enterprise and Facility operating hours. The surveillance room shall be equipped with an audio pickup system. In addition to the mandatory equipment requirements set forth in Section 5.040 of this Chapter, the following requirements shall be utilized for the operation of equipment in the surveillance rooms:

1. Surveillance equipment. All equipment that may be utilized to monitor or record views obtained by a gaming area surveillance system must remain located in the room used exclusively for surveillance security purposes, except for equipment which is being repaired or replaced. The entrance to the surveillance room shall be locked or secured at all times except during ingress and egress by authorized personnel.

2. Override capability. At the option of the Commission, all surveillance equipment utilized by the Commission must have total override capability over any other satellite monitoring equipment in any Gaming Facility offices.

3. Commission access. Authorized Employees of the Commission shall at all times be provided immediate access to the surveillance room and other surveillance areas. Also, all

authorized Commission employees shall have immediate access to all records and areas of such rooms at any time without prior notice.

4. Surveillance logs. Entry in a permanent surveillance log shall be required when requested by the Commission whenever surveillance is conducted by anyone, or whenever any activity that appears unusual, irregular, illegal, or in violation of applicable regulations is observed. Also, all telephone calls to the surveillance room shall be logged, setting forth the day and time of the call as well as the name of the parties to the call.

5. Floor Plan. A copy of the configuration of the gaming area floor shall be posted in the surveillance room at the Gaming Facility and updated immediately upon any change. Also included shall be the location of any change, and the location of surveillance cameras, table games, and electronic gaming devices by assigned numbers. Copies of such floor plan shall also be made available to authorized personnel in the Gaming Facility surveillance room.

6. Storage and retrieval. Surveillance personnel will be required to label and file all videotape recordings. The date, time, and signature of the person making the recording shall be recorded. All videotape recordings shall be retained for at least seven (7) days after recording unless a longer period is required by the Commission or a court order. Original audio tapes and original video tapes shall be released to the Commission upon demand.

7. Malfunctions. Each malfunction of surveillance equipment must be repaired within 24 hours of the malfunction. If, after 24 hours, activity in the affected area cannot be monitored, all gaming in the affected area shall be closed to play until such coverage can be provided. A record of all malfunctions shall be kept and reported to the Commission on a daily basis.

8. Security. Entry to the surveillance room is limited to persons approved by the Commission. A log of personnel entering and exiting the surveillance room shall be maintained and submitted to the Commission every 30 days.

5.070 Playback station. An area is required to be provided within the Gaming Facility offices that will include, but is not limited to, a video monitor and a video recorder with the capability of producing first generation videotape copies.

5.080 Audio and videotape monitoring. Audio and videotape monitoring will be continuous in the surveillance room. When someone is being detained in the security detention areas, audio

and videotape recording shall be continuous. These recordings shall be retained for thirty (30) days after the recorded event, unless directed otherwise by the Commission or a court order.

5.090 Commission access. The Commission and their respective authorized employees shall at all times be provided immediate access to the surveillance room and all areas, public and non-public, of the Gaming Facility.

5.100 Written plans and alterations. The General Manager of any Gaming Facility shall submit to the Commission for approval a written surveillance system plan no later than five (5) days prior to the start of gaming operations.

5.110 Surveillance system plan. The surveillance system plan must include a gaming area floor plan that shows the placement of all surveillance equipment in relation to the locations required to be covered and a detailed description of the surveillance system and its equipment.

5.120 Changes in gaming locations. The General Manager of a Gaming Facility may change the location of table games, electronic gaming devices, or areas where gaming is conducted within the facility. The surveillance system must also be adjusted, if necessary, to provide the coverage required by this Chapter. The Commission must approve the change in the surveillance system coverage before the relocation is undertaken. The Gaming Facility operator must submit any change to the surveillance system and related security and surveillance equipment thirty (30) days in advance of the proposed changes to the Commission.

5.130 Surveillance during nongaming hours. Security surveillance will be required during nongaming hours as follows:

1. Cleanup and removal times. At any time cleanup operations or money removal is being conducted in any area of the Gaming Facility where gaming is conducted, the security surveillance room shall be staffed with a minimum of two trained surveillance persons.

2. Locked down mode. Any time the Gaming Facility is closed and in a locked down mode, sufficient surveillance coverage shall be conducted to monitor and record the Facility area in general, so that security integrity is maintained. During this period it is not required that a trained security surveillance person be present.

[End]

**CERTIFICATION**

The foregoing Regulations were adopted at a special meeting of the Coyote Valley Gaming Commission held on November \_\_\_\_\_, 1995, by the following vote:

AYES:  
NOES:  
ABSTAIN:  
ABSENT:

\_\_\_\_\_  
Chairman of the Coyote Valley  
Gaming Commission

ATTESTED:

\_\_\_\_\_  
Secretary of the Coyote Valley Gaming Commission