

GAMING COMMISSION REGULATIONS  
ESTABLISHING MINIMUM TECHNICAL STANDARDS  
FOR ELECTRONIC GAMES OF CHANCE

Coyote Valley Gaming Commission  
Coyote Valley Band of Pomo Indians

Chapter 4

TECHNICAL STANDARDS FOR ELECTRONIC GAMING DEVICES

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4.010 Definitions. As used in this Chapter:

1. "Base Amount" means the amount of the progressive jackpot initially offered before it increases.
2. "Distributor" means a person who obtains an electronic gaming device from a manufacturer and who intends to furnish it to the Tribe.
3. "Electronic Gaming Device or Video Lottery Terminal" means a microprocessor-controlled electronic device which allows a player to play games of chance, some of which are affected by skill, and which awards game credits, replays, or a receipt that can be redeemed by the player for cash or prizes and which meets the technical specifications set forth in this Chapter.
4. "Incremental Amount" means the difference between the amount of a progressive jackpot and its base amount.
5. "Manufacturer" means a person who manufactures, produces, or assembles an electronic gaming device and who intends to furnish it to a distributor or the Tribe.

6. "Progressive Jackpot" means an electronic gaming device payoff that increases automatically over time or as the machine or another is played.

7. "Reservation" means the Coyote Valley Indian Reservation.

8. "Tribal Gaming Commission" or "Commission" means the Coyote Valley Gaming Commission of the Coyote Valley Band of Pomo Indians.

9. "Tribe" means the Coyote Valley Band of Pomo Indians and any gaming facility or enterprise owned or operated by the Tribe.

#### 4.020 Testing and approval of electronic gaming devices.

1. No electronic gaming device may be purchased, leased, or otherwise acquired by the Tribe unless:

(a) The electronic gaming device is purchased, leased, or acquired from a manufacturer or distributor licensed and certified by the Commission to sell, lease, or distribute electronic gaming devices to the Tribe; and

(b) The electronic gaming device, or prototype thereof, has been tested, approved and certified by a gaming test laboratory as meeting the requirements and standards of this Chapter.

2. For purposes of this Chapter, a gaming test is a laboratory designated in writing by the Commission as competent and qualified to conduct scientific tests and evaluations of electronic games of chance and related equipment. A laboratory operated by or under contract with the Federal Bureau of Investigation ("FBI") or the State of Nevada, shall constitute a designated gaming test laboratory.

3. Only the Tribe shall transport, use, or operate an electronic gaming device on the Reservation.

#### 4.030 Application for approval of prototype electronic gaming devices.

In order to obtain the necessary approval and certification, the Commission shall require that the gaming test laboratory, the Tribe, and the FBI each be provided with one copy of the electronic gaming device illustrations, schematics, block diagrams, circuit analyses, technical and operation manuals,

program object and source codes and hexadecimal dumps (the compiled computer program represented in base 16 format) and any other necessary prototype information.

#### 4.040 Testing of electronic gaming devices.

If required by the gaming test laboratory, the Commission shall require the manufacturer or distributor to transport not more than two working models of the electronic gaming device and related equipment to a location designated by the laboratory for testing, examination, and analysis. The Commission shall require the manufacturer or distributor to pay for any and all costs for the transportation, testing, examination, and analysis. The testing, examination, and analysis may include the entire dismantling of the electronic gaming device and related equipment and some test may result in damage or destruction to one or more electronic components of the devices. If required by the laboratory, the Commission must provide, or require the manufacturer to provide, specialized equipment or the services of an independent technical expert to assist with the testing, examination, and analysis.

#### 4.050 Report of test results.

At the conclusion of each test, the laboratory shall provide to the Tribe and to the Commission a certified affidavit that contains findings, conclusions, and a determination that the electronic gaming device and related equipment conforms or fails to conform to the technical requirements and standards set forth in this Chapter. If modifications can be made which would bring the electronic gaming device or related equipment into compliance, the report may contain recommendations for such modifications.

#### 4.060 Modifications of approved electronic gaming devices.

No modification to the assembly or operational functions of any electronic gaming device or related equipment may be made after testing and installation unless the gaming test laboratory certifies to the Commission and the Tribe that the modified electronic gaming device conforms to the standards of this Chapter. All proposed modifications shall be described in a written request made to the Commission and the Tribe, which contains information describing the modification, the reason therefor and all documentation required by the laboratory. If the Commission and the Tribe agree that a modification is warranted, the documentation shall be forwarded to the gaming test laboratory. The Commission will issue a temporary certification of the modifications for up to 15 days pending compliance with this Section.

4.070 Conformity to technical standards.

The Commission shall require the manufacturer or distributor to certify under penalty of perjury, in writing, that, upon installation, each electronic gaming device:

(a) Conforms precisely to the exact specifications of the electronic gaming device prototype tested and approved by the gaming test laboratory;

(b) Operates and plays in accordance with the technical standards set forth in this Chapter; and,

(c) Clearly displays on the face of the terminal that no person under 21 years of age may play.

A copy of the certification document shall be forwarded to the Commission.

4.080 Reports to Tribe and Gaming Commission.

(a) Installation and Operation. Prior to installation of an electronic gaming device, the manufacturer or distributor shall report in writing to the Tribe and the Commission the following information for each electronic gaming device, including, but not limited to:

(i) The type of electronic gaming device;

(ii) The game's serial number;

(iii) The game's manufacturer;

(iv) The person from whom the game was acquired; the means by which the game was transported into the Reservation and the name and street address of any common carrier or other person transporting the device;

(v) The certification required under Section 4.070 above;

(vi) The Erasable Programmable Read Only Memory ("EPROM") chip's identification number;

(vii) The location in which the device will be placed; and,

(viii) The date of installation.

(b) Upon installation of an electronic gaming device the Tribe shall provide in writing to the Commission the unique identification number assigned by the Tribe under Section 4.090, below.

- (c) Removal from Play. Upon removal of an electronic gaming device from a tribal gaming facility, the manufacturer or distributor shall report in writing to the Tribe and the Commission the following information:

(i) The date on which it was removed; (ii) The device's destination; and, (iii) The name of the person to whom the equipment is to be transferred, including the person's street address, business and home telephone numbers; the means by which the device is to be transported and the name and street address of any common carrier or other person transporting the device.

4.090 Hardware requirements for electronic gaming devices.

Electronic gaming devices operated under this Chapter must meet the following specifications:

- (a) Physical Hazard. Electrical and mechanical parts and design principles of the electronic gaming devices may not subject a player to physical hazards.
- (b) Surge Protector. A surge protector must be installed on the line that feeds power to the electronic gaming device.
- (c) Battery Backup. A battery backup or an equivalent shall be installed on the electronic gaming device for the electronic meters and must be capable of maintaining the accuracy of all information required by this Chapter for 180 days after power is discontinued from the machine. The backup device shall be kept within the locked microprocessor compartment.
- (d) On/Off Switch. An on/off switch that controls the electrical current used in the operation of an electronic gaming device and any associated equipment must be located in a place which is readily accessible within the interior of the electronic gaming device.
- (e) Static Discharge. The operation of each electronic gaming device must not be adversely affected by static discharge or other electromagnetic interference.
- (f) Approved Bill Acceptors. No coin acceptor shall be installed in or on any electronic gaming device. The devices may contain bill acceptors for denominations determined by the Commission. Prior to operation, all bill acceptors installed must be tested and approved in writing by a gaming test laboratory as provided in Section 4.020 above. Coin drops and non-video slot machines are prohibited.

(g) Cabinet Security.

(i) The cabinet or interior area of the electronic gaming device shall be locked and not readily accessible.

(ii) Each electronic gaming device shall communicate with an on-line electronic game management system (either a dedicated line or a dial-up system) approved by the Commission and the Tribe that provides permanent sequential tracking, which permits monitoring of error conditions on a printed medium for future use, and which records the following information:

(A) Amount deposited in the machine through bill acceptors;

(B) Amount paid out by machine;

(C) Amount of net revenue of the machine;

(D) Time of day in twenty-four hour format showing hours and minutes;

(E) Date;

(F) Machine serial number;

(G) Terminal number;

(H) Number of times the microprocessor compartment has been opened if switches have been installed for this purpose;

(I) Number of times the cash compartment has been opened; and,

(J) The number of times the cabinet has been opened.

(iii) Electronic gaming devices utilizing coin drop hoppers are prohibited.

(iv) The term "error conditions" as used in this subparagraph includes:

(A) Open cabinet doors and cash compartment doors.

(B) Ticket dispenser empty, jammed, or ticket dispenser runaway/malfunction.

(h) Repairs and Service. A licensed agent or employee of the Tribe certified by the National Indian Gaming Commission may

open the gaming cabinet to effect repairs and service, but shall do so only in the presence of an authorized agent or inspector of the Commission or after notifying the closed circuit television surveillance room. The Tribe shall make available upon request a licensed and certified agent or employee of the Tribe to assist with the removal and replacement of EPROM's for the compliance testing of electronic gaming devices by the Commission.

- (i) Microprocessor Compartment. The compartment containing the microprocessor-controlled device within the cabinet of the electronic gaming device must be locked and sealed and unlocked by a different key than the key which unlocks the cabinet or cash compartment. The compartment may only be opened in the presence of an authorized agent of the Commission. The key to the microprocessor compartment shall be kept by the Tribe in a secure place. Keys to the compartment shall only be accessible to persons holding a Class A license from the Commission.
- (j) Access to Cabinet. A log shall be maintained disclosing the identity of all persons accessing the gaming device cabinet or microprocessor compartment, including the date, time, and reason for entry.
- (k) Secure Electronic Components.
  - (i) Logic Boards and EPROM chips and other logic control components shall be located in a separate compartment within the electrical gaming device and that compartment shall be sealed and locked with a different key or combination than that used for the main cabinet door and cash compartment.
  - (ii) Upon installation, the Tribe shall affix or cause to be affixed to the EPROM chip of each electronic gaming device a strip of security tape, capable of evidencing the removal of the EPROM chip if the EPROM chip is removed from the circuit board. The security tape shall be secured and available only to the authorized personnel of the Commission. The Tribe and the Commission shall maintain accurate and complete records of the identification number of each EPROM chip installed in each electronic gaming device.
- (l) Secure Cash Compartment. The currency compartment shall be locked separately from the main cabinet area, and secured with a different key or combination than used for the main cabinet door. Cash compartment keys must be kept in a secure location under electronic surveillance. Except as provided in this section, the compartment in which the

inserted bills are deposited shall be locked at all times. A Class A licensed employee may open the cash compartment in the gaming cabinet for the purpose of collecting the accumulated cash. The person collecting the accumulated cash shall immediately record the amount collected.

- (m) Hardware Switches or Hardware Modification of Pay Tables or Payouts Prohibited. No hardware switches (DIP Switches) may be installed on an electronic gaming device or on any associated equipment which may alter the pay tables or payout percentages in the operation of the gaming device. Hardware switches may be installed to control the machine's sound, screen color, and game speed.
- (n) Operation as Part of a Network. The hardware requirements of this Section shall not be construed to prevent the operation of the electronic gaming device as part of a network within the Tribal gaming facility, or between the gaming facilities on the Reservation, with an aggregate prize or prizes; provided that an electronic gaming device capable of bi-directional communication with external associated equipment must utilize communication protocol which insures that erroneous data or signals will not adversely affect the operation of the game. The operation of the local network must be approved by the independent gaming test laboratory.
- (o) Identification Plates Required. Each electronic gaming device shall have an unremovable identification plate on the exterior of the cabinet which contains the following information:
  - (i) Manufacturer;
  - (ii) Serial Number;
  - (iii) Model Number;
  - (iv) License stamp and identification number issued by the Commission certifying compliance with the technical standards set forth in this Chapter.

4.100 Requirements for progressive electronic gaming devices.

- (a) A meter that shows the amount of the progressive jackpot must be conspicuously displayed at or near the machines to which the jackpot applies. At least once a day the Tribe or Class A employee of the gaming facility shall record the amount shown on each progressive jackpot meter at the Tribe's gaming facility. Explanation for meter reading



decreases must be maintained with the progressive meter reading sheets, and where payment of a jackpot is the explanation for a decrease, the Tribe or a Class A employee of the gaming facility shall record the jackpot payout form number on the progressive meter reading sheets or have a number reasonably available. The Tribe or Class A employee of the gaming facility shall record the base amount of each progressive jackpot that the Tribe offers.

- (b) The Tribe may limit a progressive jackpot to an amount that is equal to or greater than the amount of the jackpot when the limit is imposed. The Tribe shall post a conspicuous notice of the limit at or near the machine or machines to which the limit applies.
- (c) The Tribe shall not reduce the amount displayed on a progressive jackpot meter or otherwise reduce or eliminate a progressive jackpot unless:
  - (i) A player wins the jackpot;
  - (ii) The Tribe adjusts the progressive jackpot meter to correct a malfunction or to prevent the display of an amount greater than a limit imposed pursuant to subsection (b) above, and the Tribe documents the adjustment and the reasons for it as follows:
    - (A) The Tribe documents the distribution;
    - (B) Any machine offering the jackpot to which the Tribe distributes the incremental amount does not require that more money be played on a single play to win the jackpot than the machine from which the incremental amount is distributed;
    - (C) Any machine offering the jackpot to which the incremental amount is distributed complies with the minimum theoretical payout requirement of Section 4.110.
    - (D) The distribution is completed within 30 days after the progressive jackpot is removed from play.
  - (iii) Upon presentation of exceptional circumstances to the Commission, and by mutual agreement, the Tribe may reduce, eliminate, distribute, or follow a procedure not otherwise described in this subsection.
- (d) The Tribe shall preserve the records required by this Section for two years.

4.110 Software requirements for electronic gaming devices.

Electronic gaming devices must meet the following specification:

(a) Software Requirements for Randomless Testing. Each electronic gaming device must have a true random number generator which will determine the occurrence of a specific symbol or a specific number to be displayed on the video screen where such symbol, card, or number is wholly or partially determinative of the outcome of the game. A selection process will be considered random if:

(i) Chi-Square Analysis.

Each symbol, card, stop position, or number position which is wholly or partially determinative of the outcome of a game, satisfies the 99 percent confidence limit using the standard chi-square analysis.

(ii) Runs Test.

Each symbol, card, stop position or number does not as a significant statistic, produce predictable patterns of game elements or occurrences. Each symbol, card, stop position or number will be regarded as random if it meets the 99 percent confidence level with regard to the "runs test" or any generally accepted pattern testing statistic.

(iii) Correlation Analysis.

Each symbol, card, stop position or number is independently chosen without regard for any other symbol, card, or number drawn within that game play. Each pair of symbol, card, or number positions is considered random if it meets the 99 percent confidence level using standard correlation analysis.

(iv) Serial Correlation Analysis.

Each symbol, card, stop position, or number is independently chosen without reference to the same symbol, card, stop position, or number in the previous game. Each symbol, card, stop position, or number position is considered random if it meets the 99 percent confidence level using standard serial correlation analysis.

(v) Live Game Correlation.

Video games of chance that are representative of live gambling games must fairly and accurately depict the play of the live game.

(b) Software Requirements for Percentage Payout. Each electronic gaming device must meet the following maximum and minimum theoretical percentage payout during the expected lifetime of the game.

(i) Games Not Affected by Player Skill.

Electronic gaming devices with game outcomes not affected by player skill shall payout a minimum of 80 percent and not more than 100 percent of the amount wagered, including replays. The theoretical payout percentage will be determined using standards methods of probability theory. For the video game of keno, the theoretical payout percentage requirements apply to each number of spots marked, but in no instance less than 75 percent for each wager.

(ii) Games That Are Affected by Player Skill.

Electronic games of chance that are affected by player skill, such as draw poker and blackjack, shall payout a minimum of 83 percent and no more than 100 percent of the amount wagered, including replays. This standard is met by using a method of play which will provide the greatest return to a player over a period of continuous play.

(c) Minimum Probability Standard for Maximum Payout. Each electronic gaming device must have a probability of obtaining the maximum payout which is greater than 1 in 17,000,000 (ONE IN SEVENTEEN MILLION) for each play.

(d) Software Requirements for Continuation of Game After Malfunction. Each electronic gaming device must be capable of continuing the current game with all current game features after a game malfunction is cleared automatically or by an attendant. This provision does not apply if a game is rendered totally inoperable; however, the current wager and all player credits prior to the malfunction must be returned to the player after verification of those amounts by the Tribe.

(e) Software Requirements for Play Transaction Records. Each game shall maintain electronic accounting meters. Such meters shall be maintained at all times, whether or not the

game is being supplied with external power. The following information must be recorded and stored on meters:

- (i) Total number of bills inserted (the meter must count the total number of bills inserted by the players) (the "In Meter");
  - (ii) Number of bills plus the value of any currency dropped into the machine's Drop Bucket (the "Drop Meter");
  - (iii) Number of pull tab tickets or value of amounts required to be paid manually to winning patrons not including the value of an aggregate prize or prizes which may be awarded under Section 4.090 (n). (The "Manual Jackpot or Out Meter");
  - (iv) Number of amounts or credits that have been paid to a patron in the last complete valid game, which shall be displayed visibly on the front of the machine (the "Win Meter");
  - (v) Number of credits wagered in the current game;
  - (vi) Number of credits wagered in the last complete, valid game; and,
  - (vii) Number of cumulative credits representing credits won and money inserted by a player but not collected (commonly referred to as the "Credit Meter").
- (f) No Automatic Clearing of Accounting Meters. No electronic gaming device shall have a mechanism or program which will cause the electronic accounting meters to automatically clear. The electronic accounting meters may be cleared only after written records of the readings before and after the clearing process are taken by the Tribe or a Class A employee of the gaming facility, which shall also record the reason the meter was cleared.

#### 4.120 Non-complying electronic gaming devices.

- (a) Prohibition. All electronic gaming devices operated in violation of this Chapter shall be deemed to be non-complying electronic gaming devices and are hereby prohibited.
- (b) Definition. The following are declared to be non-complying games:
  - (i) All electronic gaming devices operated in violation of this Chapter;

- (ii) All electronic gaming devices to which the Commission personnel have been denied access for inspection purposes;
  - (iii) All electronic gaming devices not reported as required under Section 4.080 of these Standards.
- (c) Demand for Remedies for Non-Complying Games. Electronic gaming devices found to be non-complying shall be so designated in writing by the Commission. Within 24 hours of receipt of such written designation, the Tribe shall either:
- (i) Accept the allegation of non-compliance, remove the games from play and take appropriate action to ensure that the Tribe, the manufacturer, distributor, or other responsible person cures the problem; or,
  - (ii) Arrange for the inspection of the contested equipment, or single example thereof, by a mutually agreed upon independent gaming test laboratory. Any contested electronic gaming device shall be removed from play until any game has been found by the independent laboratory to be in compliance. If the independent laboratory finds that the game or related equipment is non-complying, the non-complying game and related equipment shall be permanently removed from play unless modified to meet the requirements of this Chapter. Such games and related equipment removed from play under this subsection may be returned to play only after being tested, approved and certified as provided under Section 4.020, and reported to the Commission as provided under Section 4.080, of these Standards.

**CERTIFICATION**

The foregoing Regulations were adopted at a special meeting of the Coyote Valley Gaming Commission held on November 14, 1995, by the following vote:

AYES: 5  
 NOES: 0  
 ABSTAIN: 0  
 ABSENT: 0

*Ruth Alcantara*  
 Chairman of the Coyote Valley  
 Gaming Commission

ATTESTED: *Bernita A. Garcia*  
 Secretary of the Coyote Valley Gaming Commission